

## Chamber Project Report Form : Entry # 836

### Project

Escape Room

### Start Date

02/01/2022

### Completion Date

03/26/2022

### Chairperson

Jessica Helms

### Project Members and Contact Information

Hayley Bender

Jodi White

Ashley Walker

### Objectives and Goal for the Project

1. To align with our community building goal for 2022 and provide our community with something different.
2. To align with our collaboration goal for 2022 and collaborate with a Chamber business to showcase their services
3. Encourage people from outside of town to come to our community to participate in something different
4. Provide a fun team-building activity

### Describe the Event

We purchased an Escape Room in a Box and brought it to life. Attendees had to solve a series of very challenging puzzles to finally crack the code. We set up two of the same Escape Room themes in two different locations in family in Faith. Throughout the event, Chamber Board members provided tips and clues to guide the participants through the puzzles. I think that was the most fun part of the event, engaging with the attendees. All groups seemed to have a great time and complimented the Chamber for doing something different. All groups also shared positive feedback that they would participate in a similar event if we were to offer it again in the future.

We created a fantastic environment for the event! The theme was "The Werewolf Experiment". Southwest Tech loaned us vials, petrie dishes, and sharps containers and we purchased some items both from Amazon and Dollar General to stage the room. We also played spooky music over the Family in Faith sound system and replaced some of the lightbulbs with yellow lights to create the spooky setting.

Net Income: \$752.50

### Suggestions/Recommendations for Next Year

Our committee went through the process of doing the Escape Room in a Box prior to marketing the event to ensure that we felt people would enjoy it, gauge it's level of difficulty, get an understanding of what the environment should look and feel like, and allow us the understanding to help attendees through the puzzles.

The participants seemed to have a great time. We sent a follow up survey to get feedback and the main item that was mentioned was that they would like to future Escape Rooms to be interactive rather than focused around the table working on puzzles. They want to have the ability to move around more and more action.

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### Itemized Income

- 1080

### Itemized Expenses

- Digital advertising - \$75
- Print advertising - \$143.6
- Supplies - \$108.90

### Notes



#### **Admin Notification (ID: 610c538832903)**

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#### **Jessica's Confirmation (ID: 610c55b90bb1b)**

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