

LAW AND ACCOUNTING ESCAPE ROOM: A GAMIFIED LEARNING EXPERIENCE

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ABSTRACT

This innovation is a gamified learning experience created to assist the accounting students in an effective and creative manner to understand legal concepts in their journey to complete the course in a memorable style. This interactive and immersive activity challenges student to solve accounting and legal puzzles within a set time to "escape" a fictional business crisis. The product is unique because it fosters teamwork, critical thinking, and a practical understanding of legal principles applied in accounting contexts. Students work in teams to address legal and accounting challenges affecting a fictional company. They must solve the puzzles in about 60 minutes to restore the company's compliance, avoid penalties, and save the business. The game is complete once the students have successfully returned the company's status quo before it goes into difficulties. It benefits the students because students are expected to understand how legal concepts (contracts, employment, tort, corporate governance) intersect with accounting practices, develop problem-solving and decision-making skills in legal contexts and collaborate effectively in a high-pressure environment, simulating real-world challenges. The product is easily commercialized because it is synonym with today's generation high interest in gaming.

KEYWORDS: *Escape Room, Game-Based, Law, Problem-Solving*

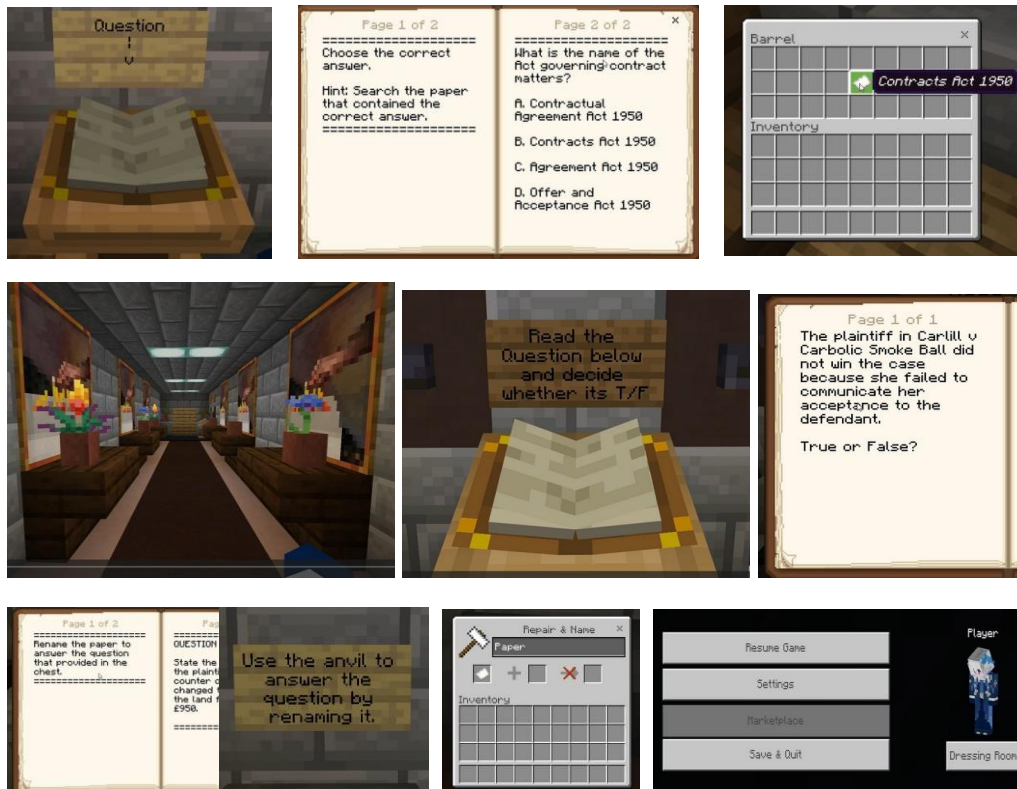
PROBLEM AND OBJECTIVE

This product is created because accounting students find that the law courses, they have to learn in their study package are difficult to understand and misleading despite efforts made by lecturers to guide them in the usual approach. The objectives are to identify the difficulties faced by accounting students in learning law and to suggest a game-based learning experience to overcome the cliché techniques normally applied to study law courses by the non-law accounting students.

DESIGN DESCRIPTION

Law Escape Room for Accounting Students has the purpose of offering a different approach to study law courses available in UiTM for all accounting and other programme students. It is designed based on the popular online game, Minecraft where you can build, explore, and survive but with no set path. Players mine resources and craft tools to shape their environment and solve challenges. Imagine blending Contract Law with Minecraft's creative, interactive style. In this version, students navigate a blocky, customizable legal world where they solve contract puzzles to unlock new areas and progress. Each section represents a key contract law topic like offer, acceptance, consideration, and breach with challenges designed as mini quests. This design taps into Minecraft's strengths: freedom to explore, problem-solving, and creativity, keeping students engaged while ensuring they absorb complex legal principles through gameplay.

VISUALS



NOVELTY AND UNIQUENESS

This product is novel in the following ways:

- ✓ Combines contract law theory with hands-on problem-solving
- ✓ Structured, progressive puzzle design — mimics real-world legal reasoning
- ✓ Blended format (physical/digital) for flexible learning environments
- ✓ Immersive legal role-playing that builds practical and soft skills
- ✓ Gamification mechanics that promote engagement and retention

It is different from the traditional and conventional chalk and talk way of learning law.

BENEFITS TO MANKIND

This interactive product enhances legal understanding by immersing students in contract law through a practical, gamified escape room. It boosts knowledge retention, critical thinking, and decision-making under time pressure, sharpening essential legal skills. Students improve teamwork and communication by collaborating, negotiating, and delegating tasks. Gamification increases engagement and motivation, turning a dry subject into a fun challenge. The experience prepares students for real-world legal scenarios while promoting legal literacy among non-lawyers. It also drives innovation in legal education, fosters ethical awareness, and builds a collaborative learning culture among students, educators, and practitioners committed to lifelong legal education.

COMMERCIAL POTENTIAL

An innovative, game-based learning tool that turns complex contract law into an engaging escape room challenge. Students decode contract issues, solve legal puzzles, and collaborate under pressure - enhancing critical thinking and legal skills. Available in digital or physical formats, it is ideal for universities, training centres, and law educators. Our business model offers subscription-based access for institutions and one-time classroom kits for educators. Optional training, certification, and expansion packs generate additional revenue. Scalable, cost-effective, and customizable, this product is set to transform legal education - one contract puzzle at a time.

CONCLUSION

The Law and Accounting Escape Room, "The Contract Catastrophe," presents an innovative leap in legal education by transforming theoretical content into an engaging, interactive experience. Through gamification, it enhances students' understanding of contract law, sharpens critical thinking, and promotes teamwork — all within a stimulating, problem-solving environment. The flexibility of both digital and physical formats ensures accessibility for various institutions, while its modular design allows for customization to suit different learning levels. This product stands out for its educational value, practical skill-building, and potential to improve legal literacy in wider society. Looking ahead, the escape room model can be expanded to cover other areas of law such as torts, criminal law, or intellectual property. Future developments may also include online multiplayer platforms, mobile app integration, and AI-driven adaptive difficulty.

Ultimately, this innovation is not just a game — it is a gateway to transforming how law is taught, learned, and applied.

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