FMP Problem Solving Evidence Log (LO3)

Complete this table carefully for every problem you have faced during your FMP. Use the sentence starters to help you explain clearly. The more detail you provide, the stronger your evidence will be.

Problem Encountered	Details of the Problem	How You Solved It	What Helped You Find That Solution	Research used	Why You Chose That Solution	Date Problem Identified	Date Problem Resolved	Learning outcome /criteria
Narrative structure unclear	Early versions were nonlinear and hard for participants to follow.	Mapped the story using visual flowcharts and structured rooms into acts.	Peer feedback, visual processing, nonlinear task planning.	Narrative game design theory, story mapping.	Balanced narrative complexity with clarity.	22/03/2025	27/03/2025	LO3: 3.1, 3.2
Immersive audio playback failure	Video sound only played from one speaker in the pod.	Switched from iMovie to Adobe Premiere for multichannel exports.	Trial and error, testing formats, tech feedback.	AV formatting standards, Premiere workflow.	Gave full audio control and fixed the immersion break.	11/04/2025	13/04/2025	LO3: 3.1, LO5: 5.1
Overwhelming content delivery	One tester had a migraine due to content intensity in the pod.	Spread emotional content across multiple rooms to manage load.	User feedback, pacing analysis.	Psychological safety, narrative tension management.	Retained intensity but reduced discomfort.	10/04/2025	13/04/2025	LO2: 2.2, LO3: 3.2, LO6: 6.2
Lexicon puzzle looked unengaging	Crossword tool outputs were too basic or word-search-like.	Built puzzle physically with printed cards and paper layout.	Creative block reflection, positive results from tactile design.	Escape room puzzle construction logic.	Boosted authenticity and playability.	18/04/2025	20/04/2025	LO3: 3.1, LO6: 6.2
Scope creep and loss of clarity	Storyline and features grew too fast, causing overwhelm.	Split project into "Experience," "Environment," and "Impact" strands.	Mapping arcs using spreadsheet, Fibonacci spiral as metaphor.	FMP timeline models and ADHD-friendly task planning.	Restored structure while preserving flexibility.	13/04/2025	20/04/2025	LO6: 6.1, 6.2
Participant engagement uneven	Worried some team members would just watch, not engage.	Assigned roles: archivist, strategist, decoder, communicator.	Escape room design logic, peer dynamics in gameplay.	Co-op teaching strategies, team roles in games.	Ensured active involvement for all.	20/04/2025	20/04/2025	LO4: 4.1, LO5: 5.1
Visuals lost quality in immersive room	Imported Keynote slides looked blurry in immersive pod.	Used Mac screenshot tool instead of saving from PowerPoint.	Visual testing in immersive software.	Interface-specific visual compression testing.	Preserved high-res clarity of key visuals.	13/04/2025	14/04/2025	LO3: 3.1
Subtitle and audio inclusivity issues	Feedback asked for subtitles on videos for accessibility.	Decided to subtitle all immersive content using Premiere.	Peer comments and inclusion principles.	Accessibility guidelines for video media.	Made experience inclusive and clearer.	13/04/2025	Ongoing	LO5: 5.2, LO6: 6.2
Tone of videos didn't match environment	Early videos used real footage (e.g. violent incident), which jarred viewers.	Plan to replace with symbolic/metaphorical visuals.	Viewer discomfort, emotional regulation.	Trauma-informed design, ethical storytelling.	Protected psychological safety without diluting message.	13/04/2025	Ongoing	LO2: 2.2, LO5: 5.2
Mission intro script was too long and unfocused	The original mission intro script had too much exposition and not enough punch, especially when read aloud using 11Labs AI	Decided to study existing intros from Mission Impossible movies to guide a rewrite with sharper, more concise structure Researched structure of Mission Impossible briefings and adopted concise, three-point mission format	Noticing the poor pacing when read aloud, and feedback from AI tool limitations ChatGPT-generated script breakdowns + film analysis	Cinematic storytelling techniques, specifically film opening analysis ChatGPT-generated script breakdowns + film analysis Watched the movie intros on Youtube	Mimics professional, engaging pacing that fits the immersive spy tone of the experience Maintains player engagement, aligns with familiar cinematic language	21/04/25 22/04/25	Ongoing (rewrite planned)	LO3: 3.1, LO6: 6.2
Difficulty progressing with story structure	Stuck in a cycle of reworking ideas without moving the plot forward, particularly unsure how to land the final act	Printed out flowcharts, laid it out physically on paper, and planned to test it by explaining it aloud to a peer	Recognised that verbalising to another person might help identify logical gaps	Narrative therapy, storyboard mapping, peer feedback	Talking through narrative out loud often reveals flaws or missing links in structure	21/04/25	Pending peer review	LO6: 6.1, LO2: 2.2
Lack of visual assets for characters	Needed character images but didn't want to photograph or pose for them	Used AI image generation to create stylised versions of characters	Testing AI-generated visuals and comparing to manual photography	AI tools (ChatGPT image generation), creative problem-solving	Saved time, matched stylised tone of narrative	21/04/25	21/04/25	LO4: 4.2, LO5: 5.2
Lack of engagement with final act planning	Final section of plot remains unclear, leading to stalling in writing	Focused on building early and middle sections first, letting end develop organically	Reframed progress as iterative, not linear	Creative writing strategies, non-linear planning	Prevented perfectionism from blocking creative momentum	21/04/25	In progress	LO3: 3.1, LO6: 6.2
Story scale becoming overwhelming	Project expanded to include multiple rooms, characters, and puzzles; risk of losing structure and clarity	Used peer feedback session with Stacey to talk through full story and identify logical gaps and clarity issues	Verbalising ideas aloud helped reveal pacing issues and areas for simplification	Narrative structure principles, Act-based storytelling	Live feedback helped clarify ideas, reinforce existing structure, and highlight timing concerns	21/04/25	In progress	LO3: 3.1, LO6: 6.1, 6.2

Issue	Description	Action/Decision	Source/Feedback	Theory/Method	Rationale/Benefit	Date	Status	LO
Timing across locations unplanned	Unsure how long each phase should take across the three locations; risk of running out of time	Agreed to do a physical walk-through to map out estimated timings per room; consider cutting a location if needed	Peer suggestion (Stacey) + reflection on participant pacing and physical space	Escape room design methodology	Prevents over-designing and ensures realistic timing constraints for immersive experience	21/04/25	Ongoing (walkthrough completed 22/04/25)	LO5: 5.2, LO6: 6.2
Balancing story with education	Concerned puzzle complexity may outweigh educational purpose	Reduced reliance on raw facts and statistics in favour of lived experience simulations and empathic storytelling	Feedback and insight from testing immersive content; emotional responses noted	ADHD education theory, lived experience as pedagogical method	Stronger engagement and retention through emotional resonance rather than data overload	21/04/25	Ongoing	LO1: 1.1, 1.2, LO5: 5.2
Risk of project exceeding time limits	Walkthrough revealed 15 minutes lost in transit alone, risking overall 60-90 min session cap	Decided to reduce complexity by trimming unnecessary tasks/locations; focus on core narrative beats	Peer feedback (Stacey) + timing walkthrough	Escape room timing standards, efficiency in experiential design	Easier to add content later than remove it; prioritised flow and feasibility	22/04/25	In progress	LO6: 6.1, 6.2
Delivery method for mission briefing too conventional	Wanted a more immersive and creative delivery than standard video Using a regular screen for the mission intro lacked creativity and immersive flair	Inspired by Mission Impossible evolutions—considered embedding a mini projector in a prop for briefing Conceptualised embedding a micro projector inside a physical object to deliver briefing + added idea of a smoke effect for "self-destruct"	Analysis of franchise delivery methods + available tech (mini projectors) Practical tech knowledge (micro projectors), theatrical effects	Inspired by Mission Impossible delivery methods + playful thinking	Adds novelty and thematic consistency, deepens immersion, adds a surprising tactile experience, aligns with spy narrative themes	22/04/25	Concept phase	LO4: 4.2, LO6: 6.2
Poor time management due to distractions at work	Spent too much time in unproductive conversations, reducing project progress	Identified need for better assertiveness and task boundaries	Reflection and recognition of work habits	Time management strategies, focus techniques	Improves productivity by setting clearer personal limits	22/04/25	Ongoing	LO6: 6.2
Accessibility concerns for movement between rooms	Concern about participants struggling with stairs and long walks	Tested elevator routes and explored unlocking alternative exits to reduce travel time	Physical walkthrough + site knowledge	Inclusive design principles	Ensures accessibility while maintaining flow	22/04/25	Partially resolved	LO5: 5.2, LO6: 6.2
Scope creep— making the project unnecessarily complex	Acknowledged tendency to expand ideas beyond what's necessary or manageable	Framed the projector idea as a fun experimental side project, not essential to core delivery	Self-awareness + reflective practice	Project management principles (minimum viable product thinking)	Keeps focus on main objectives while allowing creative freedom without derailing timeline	23/04/25	Ongoing	LO6: 6.2
Need for practical communication tool during mission	Wanted seamless player interaction with "handler" throughout game flow	Decided on using tablets or participant phones to scan QR codes and trigger handler videos	Combining available tech (tablets, QR codes) with immersive narrative techniques	Escape room tech integration, user experience design	Low-cost, interactive, familiar tech enhances engagement without complicating setup	23/04/25	In testing phase	LO4: 4.2, LO5: 5.2
Voiceover production limitations	Lack of access to suitable voice actors or satisfaction with AI voices	Planned to self-record placeholder voiceovers for now, with option to re-record later	Resourcefulness + iterative development approach	DIY audio production, prototyping methods	Allows rapid development without waiting for perfect resources	23/04/25	In progress	LO5: 5.2, LO6: 6.1
Narrative Overshadowing Core ADHD Training	The Mission Impossible-style narrative is becoming more dominant than the ADHD educational purpose.	Reassessed focus—decided to trim narrative elements and anchor every decision to the core learning objective.	Self-awareness during reflection + Stacey's input	Reflection journals, feedback sessions	To ensure the primary goal (ADHD awareness) remains central while retaining engagement.	24-04-25	Ongoing	LO4, LO5
Over-Engineering the Projector & Smoke Feature	Developing a hidden projector with smoke effect became too complex and time-consuming, risking distraction from core project goals.	Decided to treat it as an optional "Phase 2" feature. Focus now on simpler delivery (e.g., QR codes and screens).	Realisation after technical brainstorming + workload analysis	Research into micro projectors, smoke machines, peer discussion	To avoid scope creep and maintain project feasibility within time constraints.	24-04-25	25-04-25	LO3, LO5
Group Immersion Risk with Telephone Concept	The idea of hiding the projector in a telephone limited engagement to one participant, leaving others passive.	Exploring alternatives like external speakers or shared displays. Potentially scrapping the telephone for practicality.	Feedback from self-analysis and peers	Observation of escape room dynamics	To ensure all participants remain actively engaged throughout the experience.	24-04-25	Ongoing	LO4, LO6
Timing Constraints & Route Length	Walkthrough revealed 15 mins of travel time, forcing reconsideration of number of locations and activity duration.	Removed the Tower location to streamline flow. Planning for max 3 locations and adding time estimations to spreadsheet.	Stacey's feedback + personal timing test	College map, stopwatch test, feedback discussions	To keep the session within a realistic 60-90 min window and reduce participant fatigue.	22-04-25	24-04-25	LO2, LO5

Issue	Description	Action/Solution	Feedback Source	Resources	Rationale	Date	Status/Date	LOs
Spider Graph Visual Misrepresentation	The ADHD spectrum animation didn't accurately reflect diagnostic patterns, risking misinformation.	Plan to redesign with clearer representation or include a disclaimer noting it's illustrative, not diagnostic.	Feedback from Sean + self-critique	ADHD diagnostic criteria, visual design principles	To ensure educational accuracy while maintaining visual engagement.	24-04-25	Ongoing	LO1, LO4
Excessive Editing for Participant Faces	Customizing intro videos with participant images was too time-consuming, requiring multiple edits per session.	Removed face-scan animation. Kept editable agent profiles for efficiency.	Realisation during editing process	Mission Impossible briefings for inspiration	To streamline workflow and reduce unnecessary workload without compromising experience.	26-04-25	27-04-25	LO3, LO5
Intro Video Lacked Cinematic Impact	The original intro design was slow, clunky, and lacked the sharp, dynamic style of professional briefings.	Reworked design to mirror Mission Impossible style—faster scans, dynamic visuals, concise structure.	Watching all 7 MI intros	Film references, ChatGPT structure breakdown	To boost engagement and professionalism while keeping it concise and immersive.	26-04-25	27-04-25	LO3, LO4
Smoke Effect Too Expensive per Use	Realistic smoke effect using small generators would cost ~£35 per session, making it impractical.	Considering DIY options or scrapping the smoke entirely for now. Consulting colleagues for solutions.	Research + Discussion with Sean & Abby	Model train smoke generators, Amazon	To manage budget effectively while keeping potential for future enhancement if project expands.	27-04-25	Ongoing	LO5, LO6
Risk of Overcomplicating Start Location	Starting point in the Tower added unnecessary complexity and walking time.	Scrapped Tower location. Decided to begin in a nearby classroom to streamline flow.	Stacey's feedback + personal review	College floor plans, time trials	To simplify logistics and keep the experience within time limits while maintaining narrative integrity.	26-04-25	27-04-25	LO2, LO5
Static Visuals in Briefing	Initial briefing lacked dynamic imagery, relying too much on static slides, reducing impact.	Plan to incorporate moving images, location shots, and animated text inspired by MI intros.	Observation from film analysis	Mission Impossible intro sequences	To enhance visual engagement and create a cinematic experience aligned with the theme.	27-04-25	Ongoing	LO3, LO4
Puzzle Placement & Narrative Flow	Too many puzzles and scenes risked overwhelming participants and extending session length beyond feasible limits.	Cutting unnecessary puzzles, focusing on core narrative-driven tasks. Will repurpose key puzzles only.	Reflection + Stacey's suggestion	Escape room design principles	To ensure balance between engagement, narrative clarity, and practical timing constraints.	26-04-25	Ongoing	LO4, LO5
Delay in Starting Practical Build	Spending too long thinking and planning without transitioning into active creation stages.	Committed to starting builds and prototyping now that key decisions (like cutting locations) are made.	Self-awareness during reflection	Project management strategies	To avoid paralysis by analysis and drive tangible progress through iterative development.	27-04-25	Ongoing	LO6
Overlong and unfocused mission intro script	Initial mission script was around 2.5 minutes long and lost the sharp tone of Mission Impossible intros.	Edited it down with ChatGPT to 60–90 seconds in length.	Watching Mission Impossible film intros and timing them; advice from ChatGPT	Mission Impossible films (1–7); ChatGPT dialogue support	To stay consistent with cinematic tone and attention spans.	27-04-25	27-04-25	LO1, LO4
Repeatedly expanding scope using ChatGPT	ChatGPT kept offering to expand content, which caused scope creep and creative overwhelm.	Took a step back and stopped the loop, resetting focus.	Reflection on Ben Affleck's comment on AI overproduction; personal awareness	Informal creative reflection	To regain control of the narrative and stay within limits of attention, pacing, and creative workload.	27-04-25	27-04-25	LO1, LO2
"Bravo Mike" codename felt generic	Needed a stronger codename for black market buyer connection to Baader-Meinhof phenomenon.	Renamed it "Red Echo," tying into thematic symbolism.	ChatGPT naming suggestions	Baader-Meinhof phenomenon; ChatGPT wordplay and connotations	Red Echo adds mystery, ties into psychological theme of perception repetition and hidden threats.	27-04-25	27-04-25	LO1, LO3
"Hunter Protocol" name felt too obvious	"Hunter Protocol" was too literal and lacked metaphorical depth.	Changed to "Project Parallax" to reflect altered perception.	ChatGPT symbolic analysis	Parallax = change of perspective based on position	The new name ties into themes of cognitive divergence and seeing overlooked patterns.	27-04-25	27-04-25	LO1, LO3
Time demands of personalising videos for each team	Creating unique facial recognition animations for every group would be time-intensive.	Cut that section; used modular profile slides instead.	Experience with iMovie and Keynote integration	Visual and timing limitations in iMovie and Keynote	Saves time while still allowing for customisation of participant names and roles.	27-04-25	27-04-25	LO2, LO4
Uploading animated GIFs into immersive software	The immersive software would not accept GIF format files, which were needed to animate puzzle letters for better engagement.	Screen-recorded the animations and uploaded them as MP4s.	Trial and error; exploration of file types	GIF creation tools; PowerPoint; immersive upload interface	Maintains visual engagement and interactivity without breaking platform limitations.	04-05-25	04-05-25	LO2, LO4
Smoke effect too expensive with model train fog units	Steam effects for "self-destruct" moment were prohibitively expensive using model railway fog generators.	Switched to researching ionic mist makers powered by 9V batteries.	Advice from colleague and personal online research	Temu/eBay for components; electronics forums	Much cheaper, more practical, and achievable for small-scale effects.	04-05-25	04-05-25	LO2, LO4
Hyperfocus simulation	Initial hyperfocus simulation wasn't fully integrated into the	Created a new puzzle room where solving anagram "HYPER + FOCUS" triggers the simulation.	Adaptation of escape room puzzle used with Dave McCormack	CPR game blueprint; personal creative expansion	Links conceptually and narratively to hunter strengths without toxic positivity.	04-05-25	04-05-25	LO1, LO3, LO4

lacked narrative context	story and lacked strength-focused ADHD representation.							
ID cards not immersive enough	Wanted realistic IDs that interacted with college systems (e.g., printers).	Asked a colleague to produce fake IDs with correct appearance and system compatibility.	Collaboration at work	Staff with access to ID creation software/hardware	Enhances realism and interactivity for players using existing college infrastructure.	04-05-25	In Progress	LO2, LO4
Shadow/light projection effect in PowerPoint was too weak	Creating believable light/shadow effects to simulate a dimly lit room for immersive narrative was difficult in PowerPoint.	Used simple lighting tricks and layered visuals, with intention to replace later.	Experimentation; creative constraint workaround	PowerPoint; visual design principles	Placeholder to maintain project pace while planning more effective solution.	04-05-25	In Progress	LO2, LO4
Risk of puzzle density slowing down progress	Added puzzles (anagram, checklist, cypher, book titles) might lead to time overruns despite reducing physical travel time.	Accepted risk for now; planning team-based roles and efficiency-based puzzle design.	Reflection; prior feedback from Stacey about time management	Personal experience with team-based activities	Keeps engagement high and provides educational value while preparing for time-trimming if needed.	04-05-25	In Progress	LO1, LO2, LO3
Spectrum diagram lacks clarity and diagnostic logic	ADHD spectrum animation misrepresents how criteria groupings are structured, which could confuse viewers.	Planning to revise it with more structured layout and add autism/ADHD comparative overlay.	Feedback from Sean; further reading	Diagnostic resources; diagrams from recent research	Ensures clarity and conceptual accuracy; prepares more universal neurodivergence visuals.	04-05-25	In Progress	LO2, LO5
Staff resistance to psychological training	Some colleagues view mental health/pastoral support as outside their remit, making buy-in harder.	Recognised need to accept not all will engage; focus on those who will.	Personal observation and discussion	Conversations at work	To maintain momentum and prevent burnout from resistance; refocus energy on impact where it lands.	04-05-25	04-05-25	LO1, LO5
Narrative delivery risked info-dumping	Struggled with how to balance narrative depth without spoon-feeding the player or giving away the twist too early.	Recommitted to the original "trip moment" reveal; avoiding direct exposition.	Literature: Power of Moments, Range, narrative design books	Self-evaluation; external narrative research	Prioritises insight through experience rather than passive absorption, maintaining interactivity.	04-05-25	04-05-25	LO1, LO3
Limited time due to external workload and family	Felt less progress was being made because of personal/family responsibilities and college workload.	Accepted new pace; focused on key tasks like puzzle building and testing immersion software.	Self-awareness; project tracking	Weekly plans; immersive software access schedule	Keeps momentum without burnout by allowing flexibility and chunked progress.	04-05-25	Ongoing	LO1, LO4
Immersive software sync failure	Content would not load properly in the immersive pod. Multiple failed uploads and syncing issues caused delays.	Repeated syncing and saving attempts until the file uploaded.	Trial and error	Immersive software platform; internal help from team	No alternative option currently—persistence necessary to ensure system was working.	10-05-25	10-05-25	LO2, LO4
Projector misalignment causing text blurring	Text in the middle of the immersive pod wall became hard to read due to two projectors overlapping unevenly. Temperature-dependent expansion of the pod caused this distortion.	Plan to add voiceovers to all questions to reduce reliance on visual clarity.	Self-testing in pod	Previous experience with projection misalignment	Voiceover provides accessibility and clarity, especially under unpredictable conditions.	10-05-25	In Progress	LO3, LO4
Lack of atmosphere in the escape room	Despite working elements, the pod felt too flat and lacked sensory immersion.	Plan to add music or atmospheric background noise.	Self-evaluation; feedback from first walkthrough	Audio design resources; AI tools	Enhances emotional and sensory engagement to elevate immersion.	10-05-25	In Progress	LO2, LO4
Hyperfocus simulation needs reworking	Original simulation didn't fully highlight the unique strength of hyperfocus for ADHD "hunters."	Concept redesign to include metaphorical and real-world footage of hunters.	Research and AI brainstorming	ADHD literature; "hunter vs farmer" theory; films like Apocalypto	Grounding simulation in metaphor + history builds empathy and narrative impact.	10-05-25	In Progress	LO1, LO3, LO5
Poor sound distribution in immersive pod	Sound was only coming clearly from one speaker despite setup being for surround.	Testing with multiple audio outputs and alternative file formats.	Troubleshooting; user feedback	iMovie; immersive software audio specs	Need for clear directional sound to avoid miscommunication in gameplay.	10-05-25	In Progress	LO2, LO4
Game duration uncertain due to player speed	Need to determine appropriate time for players to answer questions, solve anagram, and decode cipher.	Plan to test with other staff to establish average time requirements.	Suggestion from Sean; observation	Internal test runs; performance data	Ensures pacing is manageable and consistent with escape room timing constraints.	10-05-25	In Progress	LO2, LO4
No link between anagram puzzle and simulation	Hyperfocus simulation previously unlinked to puzzle progression, missing narrative payoff.	Created an anagram puzzle where correct answer ("HYPER" + "FOCUS") unlocks the simulation.	Escape room structure inspiration; creative connection	Gamification logic; narrative linking	Provides a logical and thematic bridge from challenge to insight.	10-05-25	10-05-25	LO3, LO4
"Hunter" metaphor lacked	Hunter qualities were too vague to contrast with neurotypical "farmer" traits.	Developed a comparative table between traits of "good farmers" and "good hunters."	AI assistance; historical anthropology	ADHD theorists; Kaplan, Thom Hartmann	Provides contrast and validates the strengths of ADHD in specific roles.	10-05-25	10-05-25	LO1, LO3

practical specificity								
Complexity of creating physical immersion via objects	Want to recreate hunter theme with realism (e.g., bed in the pod, lived-in space), but time and design constraints limit progress.	Plan to create small symbolic additions (e.g., bed, books, clutter) to increase realism.	Practical space planning; moodboarding	PowerPoint designs; visual escape room principles	Adds immersion without overloading build complexity.	10-05-25	In Progress	LO2, LO4
Incomplete integration of learning objectives	Need to better link puzzles and immersive experiences to concrete ADHD awareness outcomes.	Created checklist puzzle linking symptoms to book titles and immersive tasks.	Immersive interface test; self-reflection	ADHD CPD objectives; book resources	Encourages active cognitive engagement and links gameplay with lived experience understanding.	10-05-25	In Progress	LO1, LO4, LO5
Immersive software sync failure	Content would not load properly in the immersive pod. Multiple failed uploads and syncing issues caused delays.	Repeated syncing and saving attempts until the file uploaded.	Trial and error	Immersive software platform; internal help from team	No alternative option currently—persistence necessary to ensure system was working.	10-05-25	10-05-25	LO2, LO4
Projector misalignment causing text blurring	Text in the middle of the immersive pod wall became hard to read due to two projectors overlapping unevenly. Temperature-dependent expansion of the pod caused this distortion.	Plan to add voiceovers to all questions to reduce reliance on visual clarity.	Self-testing in pod	Previous experience with projection misalignment	Voiceover provides accessibility and clarity, especially under unpredictable conditions.	10-05-25	In Progress	LO3, LO4
Lack of atmosphere in the escape room	Despite working elements, the pod felt too flat and lacked sensory immersion.	Plan to add music or atmospheric background noise.	Self-evaluation; feedback from first walkthrough	Audio design resources; AI tools	Enhances emotional and sensory engagement to elevate immersion.	10-05-25	In Progress	LO2, LO4
Hyperfocus simulation needs reworking	Original simulation didn't fully highlight the unique strength of hyperfocus for ADHD "hunters."	Concept redesign to include metaphorical and real-world footage of hunters.	Research and AI brainstorming	ADHD literature; "hunter vs farmer" theory; films like Apocalypto	Grounding simulation in metaphor + history builds empathy and narrative impact.	10-05-25	In Progress	LO1, LO3, LO5
Poor sound distribution in immersive pod	Sound was only coming clearly from one speaker despite setup being for surround.	Testing with multiple audio outputs and alternative file formats.	Troubleshooting; user feedback	iMovie; immersive software audio specs	Need for clear directional sound to avoid miscommunication in gameplay.	10-05-25	In Progress	LO2, LO4
Game duration uncertain due to player speed	Need to determine appropriate time for players to answer questions, solve anagram, and decode cipher.	Plan to test with other staff to establish average time requirements.	Suggestion from Sean; observation	Internal test runs; performance data	Ensures pacing is manageable and consistent with escape room timing constraints.	10-05-25	In Progress	LO2, LO4
No link between anagram puzzle and simulation	Hyperfocus simulation previously unlinked to puzzle progression, missing narrative payoff.	Created an anagram puzzle where correct answer ("HYPER" + "FOCUS") unlocks the simulation.	Escape room structure inspiration; creative connection	Gamification logic; narrative linking	Provides a logical and thematic bridge from challenge to insight.	10-05-25	10-05-25	LO3, LO4
"Hunter" metaphor lacked practical specificity	Hunter qualities were too vague to contrast with neurotypical "farmer" traits.	Developed a comparative table between traits of "good farmers" and "good hunters."	AI assistance; historical anthropology	ADHD theorists; Kaplan, Thom Hartmann	Provides contrast and validates the strengths of ADHD in specific roles.	10-05-25	10-05-25	LO1, LO3
Complexity of creating physical immersion via objects	Want to recreate hunter theme with realism (e.g., bed in the pod, lived-in space), but time and design constraints limit progress.	Plan to create small symbolic additions (e.g., bed, books, clutter) to increase realism.	Practical space planning; moodboarding	PowerPoint designs; visual escape room principles	Adds immersion without overloading build complexity.	10-05-25	In Progress	LO2, LO4
Incomplete integration of learning objectives	Need to better link puzzles and immersive experiences to concrete ADHD awareness outcomes.	Created checklist puzzle linking symptoms to book titles and immersive tasks.	Immersive interface test; self-reflection	ADHD CPD objectives; book resources	Encourages active cognitive engagement and links gameplay with lived experience understanding.	10-05-25	In Progress	LO1, LO4, LO5
Advanced gamification logic required for timed lockout functionality	Wanted a question to lock for a period if answered incorrectly. Couldn't locate the method in a sample project zip file. Existing methods created one-time locks that didn't reset, breaking gameplay flow.	Experimented with Boolean coding; created a limited version that adds a timer on incorrect answers.	Self-directed learning; experimentation	ChatGPT (limited use); immersive software documentation (Freshdesk tutorials)	Partial workaround allows the basic feature to work; still learning full implementation.	14-05-25	In Progress	LO3, LO4

Software feature resets not looping correctly	Once a question was answered incorrectly and triggered a lock, the lock didn't reset for future incorrect attempts, making the game unforgiving and bug-prone.	Discovered limitation of the current logic and avoided reuse of locks in puzzles where multiple attempts likely.	Testing multiple game setups	Immersive platform trials; no full resolution yet	Designed around system's limitations while continuing to research alternatives.	14-05-25	In Progress	LO4
Difficulty retaining coding logic due to ADHD working memory issues	Struggled to hold and recall Boolean logic steps mentally while coding; caused errors, looping, and confusion.	Began sketching puzzle logic, codes, and room designs manually in a physical notebook for reference.	Self-awareness; trial and error	No tech tools—basic pen and paper	Tangible record aids recall and reduces mental load; easier to reference quickly.	14-05-25	14-05-25	LO1, LO4
Inability to reverse engineer escape room game from compressed project	Tried to learn advanced puzzle locking by studying another escape room zip file but couldn't extract useful information from its structure.	Abandoned that method and began building new logic independently with trial and error.	Analysis attempt; feedback from software behaviour	None recoverable from zip archive	Shifted to original builds due to impracticality of deconstructing other projects.	14-05-25	14-05-25	LO3, LO4
Limited time for development work and distractions at work	Found little time to focus due to external distractions and general workload. Work was interrupted by other tasks and competing priorities.	Used quieter moments to focus on small sections like visual puzzle design; used notebook to break tasks down.	Time blocking; adapting priorities	Analogue methods (sketching) to stay productive	Small batch creation helps maintain momentum even without full dev time.	14-05-25	In Progress	LO5
Concerns about future workshop relevance	Suspected that colleagues might be less interested in ADHD training, more interested in quick games. Feedback suggested actual training may be postponed or skipped.	Continued refining games while keeping training content ready for potential future launch.	Internal reflection; conversations at work	Informal team feedback; previous staff responses	Maintains readiness while remaining flexible depending on wider interest and uptake.	14-05-25	In Progress	LO5
Difficulty tracking progress and remembering design elements	Due to working memory challenges, you were forgetting details like code placements and title references within your own escape room designs.	Started using a dedicated physical notebook for tracking room layouts, puzzle codes, and item locations.	Self-reflection on memory struggles	None—tactile/manual methods only	A notebook is a consistent, low-friction way to track evolving ideas and refer back quickly.	15-05-25	15-05-25	LO1, LO3
Boolean logic case-sensitivity error	Code wasn't working due to using "False" with an uppercase F instead of lowercase. You were unaware that this would break the condition logic.	A colleague quickly identified the inconsistency in your code and explained the sensitivity to casing.	Peer assistance; fresh pair of eyes	Immersive system Boolean logic syntax	Immediate resolution, confirmed by peer and verified by working result.	15-05-25	15-05-25	LO4
Repetition of errors due to copy-paste inconsistencies	Manually copying Boolean instructions across puzzles introduced subtle inconsistencies, slowing development and increasing error rates.	Discovered a faster copy-paste function inside the immersive editor to duplicate and streamline code blocks.	Self-discovery through experimentation	Immersive software platform features	Maintains structural consistency while saving time.	15-05-25	15-05-25	LO3, LO4
Loss of motivation due to systemic barriers	You've become demotivated by the belief that the full training experience may never be allowed to run as envisioned due to lack of direction, permissions, and bureaucracy.	Continued work on the games component, separating it from the main project while preserving its integrity.	Emotional resilience; compartmentalisation	None	Prevents total derailment of creative output, preserves momentum.	15-05-25	In Progress	LO5
Concern about showing escape room puzzles too soon	You're torn between showcasing what you've built (to inspire others) vs. keeping it secret to preserve its future impact if used in the final training session.	Undecided — currently withholding full elements to maintain maximum future impact.	Emotional self-awareness; ethical considerations	None yet	Protects narrative surprise and immersive integrity, avoids spoilers diluting meaning.	15-05-25	In Progress	LO2, LO5
Lack of collaborative gameplay opportunities in current puzzle format	Current escape room puzzles may leave participants idle unless tasks are coordinated. Too much focus on one wall/puzzle leads to passive participants.	Brainstormed ideas for mobile clue displays, timed clues, and multiple active puzzle elements per room.	Observations of escape room dynamics	Own reflections; feedback from colleagues	Improves engagement and teamwork. Keeps participants involved throughout.	15-05-25	In Progress	LO4, LO5

Issue	Description	Action/Response	Source	Method/Resource	Impact	Date	Status	LO
Fear of dilution of your vision for serious ADHD training	Staff may want the games for fun only, with no desire to engage with the ADHD-specific narrative or outcomes. You're conflicted about whether to share it if the deeper learning won't be included.	Continuing to refine the full version but holding back on wide sharing until clarity on context is given.	Core values; personal vision for the project	None	Maintains project authenticity and integrity. Ensures serious work is not trivialised or misused.	15-05-25	In Progress	LO1, LO5
Need to boost motivation due to stalled momentum	Belief that no one wanted the session had led to decreased enthusiasm.	Gained renewed energy after manager of Student Services requested the session.	External validation; conversation with manager	Internal communication; direct inquiry	Reaffirmed value and need for the project — provided emotional lift and practical motivation.	20-05-25	20-05-25	LO5
Time constraints for finishing full version of training	Project may be too large to complete before upcoming opportunity with Student Services team.	Considering a scaled-down version focused on just one escape room.	Self-reflection; weighing outcomes and available time	Personal scheduling review; scope management strategies	Ensures something usable and meaningful is delivered even if full concept isn't ready.	20-05-25	In Progress	LO3, LO5
Sound effect & animation sync issues in Blockbuster game	Difficulty triggering sounds for correct/incorrect answers and visual updates in the gamified task.	Used Immersive Freshdesk tutorials to apply sound effects and visual resets.	Immersive platform help documentation	Freshdesk Immersive documentation	Created a more dynamic and responsive puzzle interaction.	20-05-25	20-05-25	LO4
Immersive software lag and instability	The system slowed down, causing erratic behavior, visual elements disappearing, and unresponsiveness.	Currently working around it — testing alternative approaches while seeking cause.	Hands-on testing; waiting for potential updates	Internal software observation	Temporary workaround while awaiting more permanent fix or support. Was not lag, it was an incorrect setting.	20-05-25	20-5-25	LO3
Inability to copy complex games across Immersive experiences	You are unable to copy a full experience/game setup from one project to another, which is increasing your workload.	Trying to find a workaround or contact Immersive for help.	Not yet resolved; exploring Freshdesk	Immersive platform documentation & user support	Would dramatically speed up development and support modular reuse.	20-05-25	In Progress	LO4
Need for clearer filming workflow	Filming scenes is difficult due to the need to memorise long scripts.	Planning to use college teleprompter in the TV studio to assist with delivery.	Knowledge of available equipment at work	Internal equipment resources (TV studio + teleprompter)	Enables higher quality delivery with lower cognitive load and improved fluency.	20-05-25	Planned	LO3, LO4
Hotspot interactions malfunctioning in Immersive pod	Hotspots in the Blockbuster game began disappearing or malfunctioning when selected, only allowing one to remain visible.	Realised the issue was caused by a setting that limited interaction to a single hotspot. Changed it back to allow multiple active hotspots.	Trial-and-error testing; advice from colleague	Immersive scene settings	Restored intended interactivity, preserving game mechanics and player agency.	21-05-25	21-05-25	LO3, LO4
Unexpected click sound during gameplay	An intrusive click sound played with each hotspot, despite having lowered volume in the editor.	Planning to contact Immersive support to resolve this, as issue only appears during live room playback.	Personal observation	Immersive live environment testing	Needs support to resolve bug in published version not visible in editor.	21-05-25	In Progress	LO3
Deadline pressure for a 30-minute escape room	Unexpected deadline to roll out a fun, short-form escape room by June 30th; concern it could dilute impact of the ADHD training experience.	Reframed mindset — will treat short escape room as a prototype and testing opportunity.	Self-reflection	Strategic planning; prior escape room experience	Allows for public testing without compromising long-term vision.	21-05-25	In Progress	LO5
Difficulty staying focused and organised during work hours	Difficulty maintaining productivity due to workplace distractions and inability to work flexibly.	Requested to work from home more to reduce distraction and improve workflow using speech-to-text and flexible work style.	Self-awareness; energy patterns	Working memory strategies; environment modification	Improves task initiation and completion, aligned with ADHD working style.	21-05-25	In Progress	LO4, LO5
Need for new gamification strategies	Upcoming escape room needs to be fun, engaging, and team-oriented, but currently lacking new puzzle concepts.	Joined seminar on creating escape rooms using Immersive atoms; plan to use session as inspiration.	Scheduled research session	Immersive seminar, internal tools	Provides new ideas and professional development to enhance engagement.	21-05-25	Ongoing	LO2, LO4

LO2: Be able to use research, analysis and evaluation to develop solutions for a creative media production project.   **2.1 Use research to support the development of a creative media production project.**

2.2 Use analytical and evaluative skills to develop creative solutions to realise a media production project.

LO3: Be able to solve practical, theoretical and technical problems in a creative media production project.   3.1 Solve practical and technical problems within a creative media production project.

3.2 Solve theoretical problems within a creative media production project.

LO5: Be able to use practical methods and skills in a creative media production project.

5.1 Demonstrate the exploration, adaptation and application of practical methods and skills in the realisation of a creative media production project

LO6: Be able to use evaluative and reflective skills in the production of a creative media project.

6.1 Maintain evaluative and reflective records of the development and production of a creative media project.

6.2 Use evaluative and reflective skills to make decisions for a creative media production project.