

Genially S'Cape add-ons



Thematic area: in-Build Interactive Elements



Game engine: Genially



Link: <https://scape.enepe.fr/des-outils-s-cape-pour-genially.html>



Why & when to use this resource

S'CAPE is a **collection of free extensions** developed by a group of French educators that greatly expands the interactive possibilities of Genially. Instead of being a separate platform, S'CAPE provides JavaScript-based tools that **can be directly inserted into a Genially project** to create interactions that are not available in Genially alone.

These extensions allow users to **build advanced educational games**, escape rooms, quizzes, puzzles, drag-and-drop activities, timers, scoring systems, variables, inventories, password systems and many other interactive mechanics without writing their own code.

Each extension focuses on a specific type of interaction. Some help **validate answers**, others **create puzzles or manage game progression**, while others improve **multimedia control or navigation**.

The platform is particularly helpful for:

- ✦ Creating educational escape rooms;
- ✦ Building advanced game mechanics;
- ✦ Creating inventories, scores and player progression;
- ✦ Improving feedback and learner interaction;
- ✦ Extending genially beyond its built-in features.



Strengths

- ◆ **Adds many new interactive features:** S'CAPE provides dozens of extensions that introduce game mechanics not available in standard Genially.
- ◆ **Free to use:** The extensions are freely available for educational use and can be integrated into existing Genially projects.
- ◆ **Large variety of tools:** There are extensions for drag-and-drop, inventories, timers, variables, randomisation, puzzles, image comparison, and much more.
- ◆ **Reusable templates:** Many extensions include ready-made templates and demonstrations that can be copied and adapted for new projects.
- ◆ **Designed for educational games:** Most extensions were created specifically for educational escape rooms, gamification, and classroom activities.
- ◆ **Active educational community:** The S'CAPE website contains tutorials, examples, documentation, and demonstrations created by educators.



Limitations

- ◆ **Requires a specific understanding of Genially:** Although no programming is usually required, users should already feel comfortable creating projects in Genially and expanding from its built-in features.
- ◆ **Specific instructions in French (only some available in English):** Because the tools were created by French educators and every extension serves a different purpose, users may need to potentially translate the documentation for the tool they want to use, as only a portion of them are available in English.
- ◆ **Potential for errors and unavailable features due to updates:** S'CAPE is an independent educational project. As the Genially platform updates and evolves with new features and coding, some aspects of S'CAPE tools may not function adequately or may become obsolete due to similar built-in features.
- ◆ **Some features depend on browser settings:** As the extensions rely on JavaScript, browser behaviour or security settings may affect how they work.
- ◆ **Can become difficult to maintain:** Projects using many different extensions require careful organisation and testing to ensure all interactions work correctly.



Tutorial sheet



How to use this tool

Unlike most educational platforms, S'CAPE offers many individual extensions, each designed to add a specific feature to Genially. Each extension has its own tutorial page explaining what it does, how to install it and how to use it. Most extensions can be added to an existing Genially by copying a small piece of code or using a reusable template provided by the S'CAPE team.



Step-by-step guide

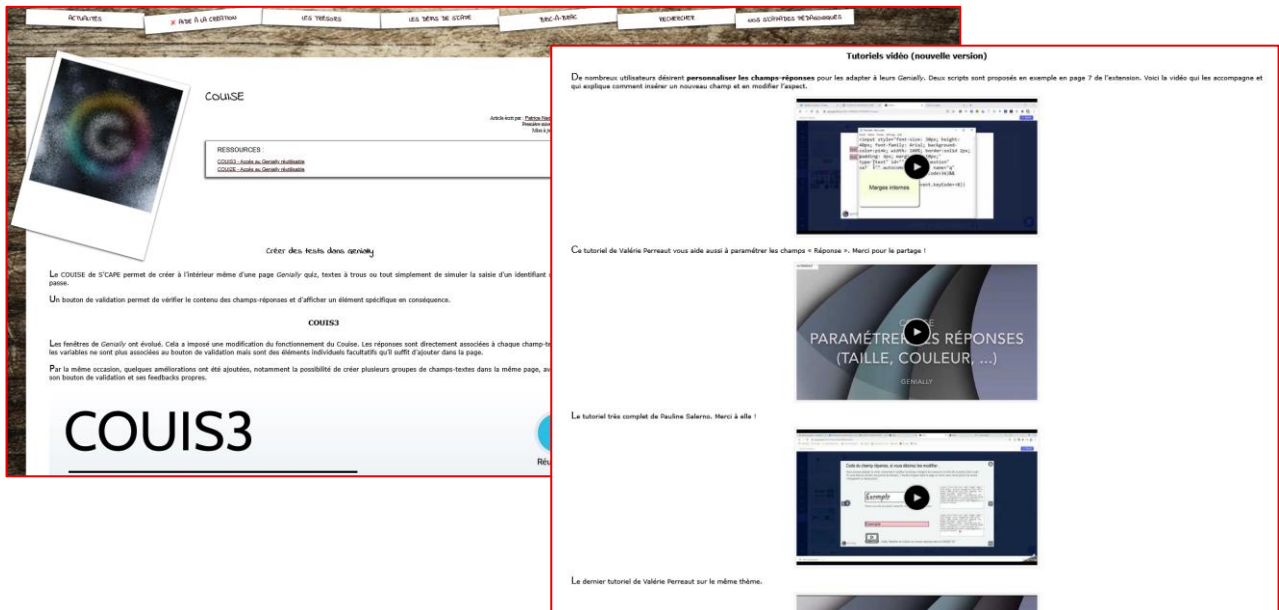
- ✦ **STEP 1:** Open the S'CAPE website: <https://scape.enepe.fr/des-outils-s-cape-pour-genially.html> and discover the project through this Genially presentation (in English): <https://view.genially.com/67604a569492e0b3ec48e0c2/interactive-content-scape-tools-for-genially>
- ✦ **STEP 2:** Explore the incredibly vast catalogue of extensions on the website and choose one that matches your goals and needs. Examples include:
 - DND (drag-and-drop)
 - COUISE (quiz and password validation)
 - Caesar (cipher wheel)
 - S'CRAPPE (scratch card effect) or MEMORY (memory game)
 - BRIAN (interactive image investigation)



La liste des outils S'CAPE pour Genially	
Vous retrouverez des articles spécifiques à chaque outil dans la rubrique Genially de notre site.	
Tool	Description
ANIMOR	compatible avec la plupart des extensions, permet d'ajouter un lien ou un son à l'affichage d'un objet
Alice, Alex 1	affiche à l'écran ou propose des objets dans Genially
Audiotext	intégration d'objets audio pour l'utilisation de son, possibilité de lancer un son par un simple clic sur un objet de Genially tout en maintenant l'interaction
DAVE	modifier automatiquement ou se crée la musique de fond
DS	simulateur de DND pour intégrer à la programmation ou déplacer des objets tout simplement
Eleo Notes (pour Genially)	prendre des notes directement sur le page d'objet ou transmettre de page en page
EPHRE	insérer dans une image
FEUILLE	trouver le parcours à faire dans la bulle pour retrouver les liens conditionnels
GENIACODEZ	crée à codes, lettres à remplir, apparence en tout genre avec feedback
Genial	une fois l'extension intégrée à Genially avec possibilité d'insérer une image dans la diapositive centrale
GENIACODEZ	adaptation du Genial (jeu de cartes) à la version Genially
GENIACODEZ	insérer une feuille de notes d'interaction
Genially	la liste et l'heure automatique, mais avec un chronomètre ou un minuteur sur toutes les pages d'un Genially
GENI	gérer des objets dans les différentes pages d'un Genially
COUISE	quiz, mot de passe, lettre à trouver...



- ★ **STEP 3:** Click on the extension title. Each extension has its own page, including:
 - Explanations of what it does and when to use it;
 - Installation and update instructions;
 - A reusable Genially template with examples and instructions.
 - Additional tutorial videos.

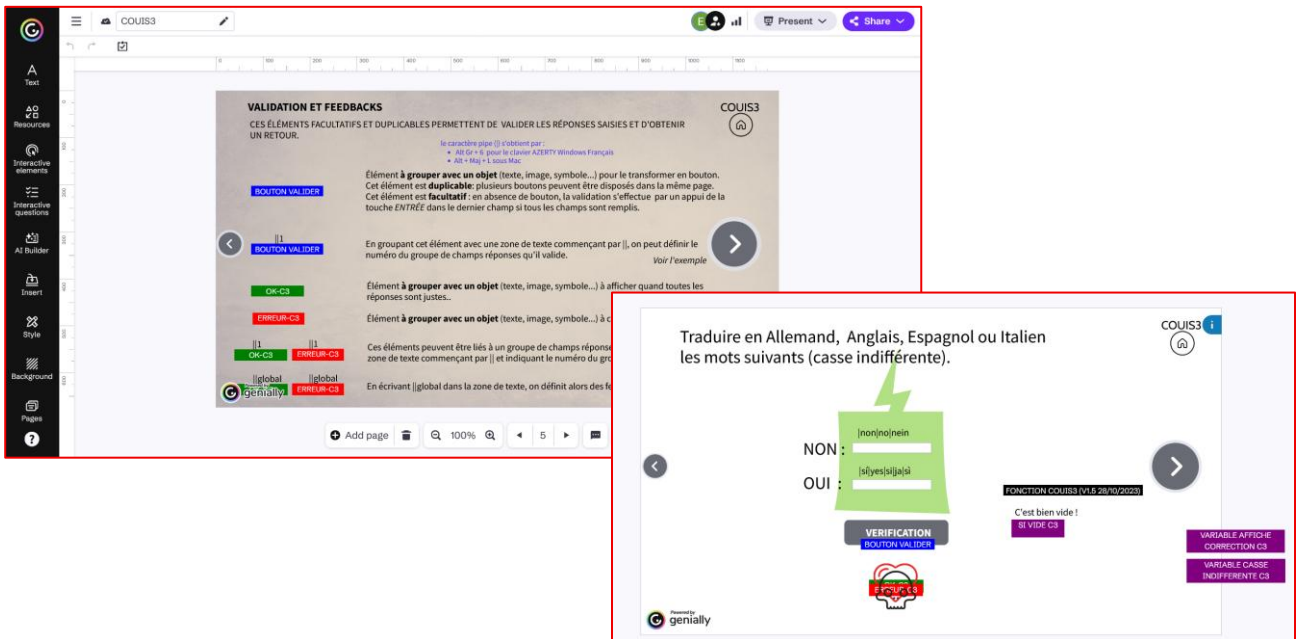


- ★ **STEP 4:** Open the Genially template and select the “Reuse as template” (or “Réutilisez”) option so it appears within your Genially projects. Each extension, detailed through the Genially template, has specific elements that need to be copied into your Genially project and grouped with the chosen elements for your game in a very specific manner to enable the chosen features.

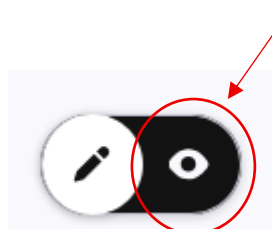




- ★ **STEP 5:** Follow the instructions within the Genially template and the website tutorials carefully. Copy the “FONCTION” element and the key boxes to enable the function within your Genially project. Group them with the visuals within your Genially game according to the instructions and examples.
Example (COUIS3 extension):



- ★ **STEP 6:** Use the “Preview” mode at the bottom-right corner of your Genially project to test each extension and check that:
 - Function boxes don't appear to the player;
 - Interactions work correctly;
 - Feedback appears when expected;
 - Navigation behaves properly;
 - All game mechanics function as intended.





Additional learning sources & tutorials

- ◆ S'CAPE website: <https://scape.enepe.fr/des-outils-s-cape-pour-genially.html>
- ◆ Genially presentation of the S'CAPE resources (in English):
<https://view.genially.com/67604a569492e0b3ec48e0c2/interactive-content-scape-tools-for-genially>
- ◆ YouTube playlist by JuMo presenting a wide selection of S'CAPE tools and tutorials (in English):
https://www.youtube.com/watch?v=dKWcxTBHxeQ&list=PLjC4rL6GAwTB-ykUCb3Hr4z_KgVBBBHLk



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