

MANSION HOUSE ART JACOBITE SPIES ESCAPE ROOM

CLIENT: MANSION HOUSE, CITY OF YORK COUNCIL

BRIEF

Create an escape room style event to interpret the history of the artworks in Mansion House in an engaging way for visitors, working from this starting scenario:

"It is 22 July 1746. Having defeated the Jacobites at the Battle of Culloden on 16 April 1746 the Duke of Cumberland, "The Butcher", is on his way south to York. Cumberland will arrive in York tomorrow at 9am on 23 July and you, the aldermen of York, are very worried. Some of the councillors have Jacobite sympathies and there is one portrait in the Stateroom in the Mansion House that might incriminate the council. Solve the clues and identify the portrait that could incriminate the council."

As a team of up to 6 you will, be responsible for:

- Researching the portraits in the Mansion House and their connections with members of York Council in 1745-6
- Create a series of clues to be used in an "escape" activity/scenario with a family audience
- Trialling the activity with a test group of peers and/ or children.
- Ensure the resource is produced in a format that they can be re-used for schools or families.

BACKGROUND

[The Mansion House](#), home to the Lord Mayors of York, has been at the very heart of the city of York for 300 years. It is a unique resource in York, encompassing the City's architectural, political and social heritage. The delivery of this event is part of the key aim to develop the Mansion House into a leading local and regional centre for learning and discovery about civic democracy and local history.

EXPERIENCE, SKILLS AND ATTRIBUTES

- Draw upon degree experience of working with source material and critical thinking
- Build communication skills, tailoring messages to audiences
- Grow confidence in attributes sought by employers, including; story-telling, commercial enterprise, problem identification and innovation

COMMITMENT

- Approx. 30 hours over the term, including all key dates and meetings with your facilitator and your own time to bring the project to fruition.
- Delivering the event at the Mansion House (location: <https://goo.gl/maps/ZLAAp9qZ7332>)
- Enthusiasm and willingness to work with the team and your client.
- Completion of your project by Week 10 of term.
- Completing personal development tasks to support future career progression

TIMELINE

WEEK 1 -4 PLANNING	WEEK 5 – 6 EXAMS	WEEK 7 – 10 DELIVERY
2pm, Wed 19 April: Project launch Week 3: Client meeting Week 4: Training + Masterclasses	No key dates	Week 7 – Dragons Den + Client check in meeting Week 9 – Deliver event and final presentation of resource Week 10 – Project debrief

[APPLY BY CAREERS GATEWAY](#)