Supplementary Table 1. Excluded studies from the review

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| **ID** | **Authors** | **Title** | **Journal** | **Year** | **DOI** | **Reason for exclusion** |
| 84 | García-Viola et al | The Influence of Gamification on Decision Making in Nursing Students | The Journal of Nursing Education | 2019 | 10.3928/01484834-20191120-07 | Gamification (no Escape Room) |
| 92 | Darby et al | Escape Room Relay Race: “Go for the Gold” in Formative Assessment | Journal of Nursing Education | 2020 | 10.3928/01484834-20201020-09 | Methodology (Critical appraisal) |
| 37 | Daniel, Valko, McAtee & N-Wilfong | Using an Escape Room Modality to Teach Mock Code Essentials | The Journal of Continuing Education in Nursing | 2021 | 10.3928/00220124-20210216-05 | Methodology (Critical appraisal) |
| 40 | Fitzpatrick, Smith-Brooks, Jones-Parker | Integration of TeamSTEPPS Framework and Escape Room to Improve Teamwork and Collaboration | Journal of Doctoral Nursing Practice | 2021 | 10.1891/JDNP-D-20-00054 | Grey Literature (no research article) |
| 42 | Frederick & Reed | Operation Outbreak: A Periop 101 Exam Review Escape Room | Simulation & Gaming | 2021 | 10.1177/1046878120948922 | Methodology (Critical appraisal) |
| 91 | Gabriel et al | Teaching Evidence-Based Sepsis Care: A Sepsis Escape Room | The Journal of Continuing Education in Nursing | 2021 | 10.3928/00220124-20210414-05 | Methodology (Critical appraisal) |
| 45 | Gutiérrez-Puertas et al | Guess it (SVUAL): An app designed to help nursing students acquire and retain knowledge about basic and advanced life support techniques | Nurse Education in Practice | 2021 | 10.1016/j.nepr.2020.102961 | Gamification (no Escape Room) |
| 94 | Hwang, Kim & Hwang | The Effect of Game-Based Student Response System (GSRS) on Nursing Education: Focusing on Learning Engagement | Journal of Convergence for Information Technology | 2021 | 10.22156/CS4SMB.2021.11.01.156 | Language (Korean) |
| 48 | Ma et al | Does theme game-based teaching promote better learning about disaster nursing than scenario simulation: A randomized controlled trial | Nurse Education Today | 2021 | 10.1016/j.nedt.2021.104923 | Methodology (Critical appraisal) |
| 52 | Putri & Sumartini | Integrating Peer Learning Activities and Problem-Based Learning in Clinical Nursing Education | SAGE Open Nursing | 2021 | 10.1177/23779608211000262 | Gamification (no Escape Room) |
| 53 | Reed & Ferdig | Gaming and anxiety in the nursing simulation lab: A pilot study of an escape room | Journal of Professional Nursing | 2021 | 10.1016/j.profnurs.2021.01.006 | Methodology (Critical appraisal) |
| 57 | Sáiz-Manzanares et al | Usefulness of Digital Game-Based Learning in Nursing and Occupational Therapy Degrees: A Comparative Study at the University of Burgos | International Journal of Environmental Research and Public Health | 2021 | 10.3390/ijerph182211757 | Gamification (no Escape Room) |
| 67 | Wynn | An escape room simulation focused on renal-impairment for prelicensure nursing students | Teaching and Learning in Nursing | 2021 | 10.1016/j.teln.2020.09.006 | Methodology (Critical appraisal) |
| 2 | Barrickman et al | Development and implementation of a virtual interprofessional escape room to reinforce tobacco cessation concepts | Journal of Interprofessional Education & Practice | 2022 | 10.1016/j.xjep.2022.100511 | No Nursing |
| 9 | Gu. et al | Effectiveness of a game-based mobile application in educating nursing students on flushing and locking venous catheters with pre-filled saline syringes: A randomized controlled trial | Nurse Education in Practice | 2022 | 10.1016/j.nepr.2021.103260 | Gamification (no Escape Room) |
| 23 | Pozo-Sánchez, Lampropoulos & López-Belmonte | Comparing Gamification Models in Higher Education Using Face-to-Face and Virtual Escape Rooms | Journal of New Approaches in Educational Research | 2022 | 10.7821/naer.2022.7.1025 | No Nursing |
| 29 | Wettergreen, Stewart & Huntsberry | Evaluation of an escape room approach to interprofessional education and the opioid crisis | Currents in Pharmacy Teaching and Learning | 2022 | 10.1016/j.cptl.2022.01.021 | Methodology (Critical appraisal) |
| 118 | Erdogan & Turan | Evaluation of the Effectiveness of Digital Game-Based Learning Given to Nursing Students for the Developmental Care of Infants in Neonatal Intensive Care Unit | CIN Computers Informatics Nursing | 2023 | 10.1097/CIN.0000000000000920 | Gamification (no Escape Room) |
| 100 | HadaviBavili & İlçioğlu | Artwork in anatomy education: A way to improve undergraduate students' self-efficacy and attitude | Anatomical Science Education | 2023 | 10.1002/ase.2352 | Gamification (no Escape Room) |
| 140 | Kaynak, Ergün & Karadaş | The effect of crossword puzzle activity used in distance education on nursing students’ problem-solving and clinical decision-making skills: A comparative study | Nurse Education in Practice | 2023 | 10.1016/j.nepr.2023.103618 | Gamification (no Escape Room) |
| 117 | Simsek-Cetinkaya & Cakir | Evaluation of the effectiveness of artificial intelligence assisted interactive screen-based simulation in breast self-examination: An innovative approach in nursing students | Nurse Education Today | 2023 | 10.1016/j.nedt.2023.105857 | Gamification (no Escape Room) |