# RPG Research & RPG.LLC

Game Accessibility Experience

# About

- Introductory training for laypersons (and interested professionals) on the wide range of accessibility considerations they should take into account at their game table, through an experiential learning process.

# Schedule: Quiz, Hands-on, Lecture

- **Part 1**:

- Break

- **Part 2**:

- Break

- **Part 3**:

- Break

- **Part 4**:

- Break

# POPULATIONS COVERED

Populations covered:

- ADHD
- Aphantasia
- ASD/PDD
- Brain Injuries
- Deaf & Hard of Hearing
- Learning Disorders (Dyscalculia, Dysgraphia, Dyslexia, & others)
- Muscular Dystrophy & Cerebral Palsy
- Visually Impaired
- Wheelchair dependent and other physical disabilities

# Speakers / Trainers

- Hawke Robinson, Founder/President, TRS(R), GM 19. RPGs since 1977. CS, nursing, habilitation therapy, neurosciences, research psychology, music & recreation therapy.

- John Welker, Vice President, TRS(R), GM 5. RPGs since 1979. US Army veteran, nursing, home care.

- Danielle Whitworth, Student TRS(R), GM 3. RPGs since 2017. Sports training.

- Dan Ivey, GM 2. RPGs since _____. Graphical artist and animator.

# Full Professional Training

- If you would like to get full professional training workshops, with in-depth coverage, hands-on experience, certificates of completion, or diplomas, see:

- RPG Research Volunteer Training (free) – Training diploma

- RPG Therapeutics LLC professional workshops 1 through 5 day options (paid) – certificates, possible CEUs for some professions.

# Audience/Participants Assessment

- Using the text chat, answer the following questions please.

# Primary Reason

- What is the primary reason you are attending this session?

- What are you hoping to learn from attending?

# What is your profession

- Relevant to the topic of this session, what is your profession?

# RPG Experience?

- Have you played role-playing games before?

- If so, for how long?

# RPG Experience?

- Have you been a Game Master for RPGs?

- For how long?

# About RPG Research

- Founder RPG since 1977

- Research roots in 1983

- Education & school programs since 1985

- Incarcerated populations since 1989

- Therapeutic since 2004

- www.rpgresearch.com

- Incorporated as 501(c)3 non-profit 2018

# About RPG.LLC

- **Accessibility**

- **Cooperative music & drum circles**

- **Educational**

- **Entertainment**

- **Mobile gaming & cooperative music events at your doorstep**

- **Parties, birthdays, special events, camps, retreats, & more**

- **Publishing**

- **Recreational**

- **Role-playing games (tabletop, live-action, electronic, & hybrids)**

- **Therapeutic programs for ages 2 through senior adults**

- **& much more!**

# Baseline Quiz

- To increase readability, especially for people with dyslexia, visual impairments, and other reading considerations what font style is recommended? (Hint, it is NOT the dyslexic font).

# Baseline Quiz

- Question: In addition to font style, what are 3 other adjustments you can make to improve readability of the text itself.

# Baseline Quiz

- Besides font styles & formatting, what are some other key layout considerations to improve readability of documents, rulebooks, character sheets, etc. for people with dyslexia or visual impairments?

# Baseline Quiz

**Besides RPG Research & RPG Therapeutics, what is the name, and website, of another nonprofit organization specializing in improving accessibility in tabletop gaming? Hint: This organization is especially known for braille dice, braille D&D player's handbook, etc.**

# Baseline Quiz

**Question: Besides rpgresearch.com, what is a good website to go to for a general list of accessible gaming resources?**

# Baseline Quiz

**Question: What is a good website to go to specifically for Deaf, Hard of Hearing, and others that want to incorporate sign language into role-playing games?**

# Baseline Quiz

**Question: What is a good way to prepare your game to be more accessible for participants when you have the opportunity to know your players before the session (this is difficult to apply to PUGs).**
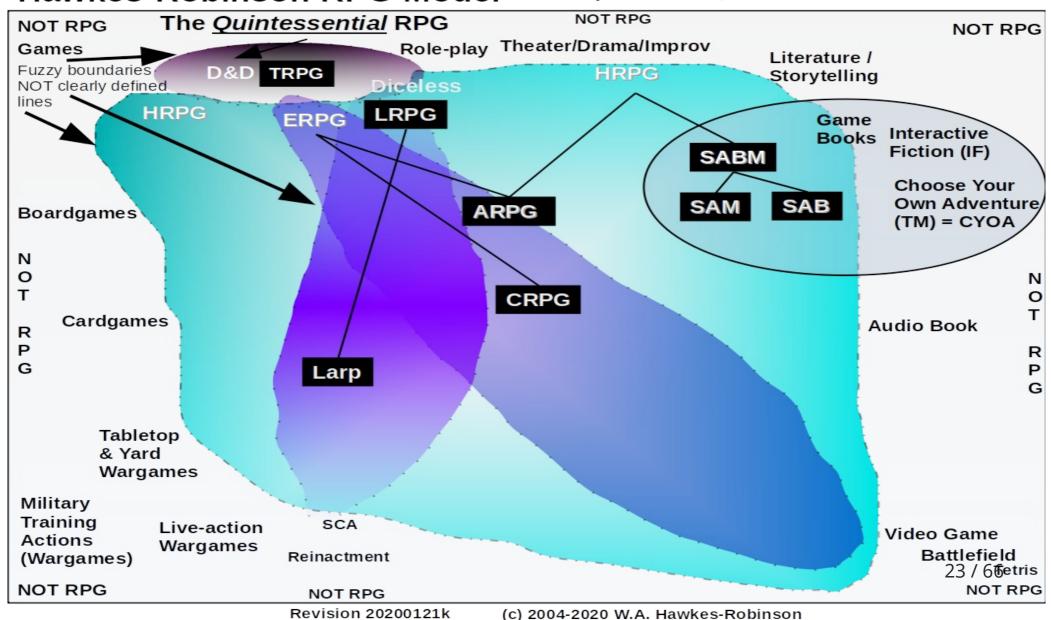
# Baseline Quiz

**Question:  When considering running a public gaming event, including conventions, what is a very important task to undertake well in advance of the event?**

# Baseline Quiz

**Question: What is the name of the fantasy TRPG using an enhanced old-school basic system, freely available for download, and inexpensively available for print, that now also has accessible character sheets, thanks to RPG Research. And since they provide the source LibreOffice Writer .odt files, we are working on better screenreading and braille versions. What is the name of the game, the acronym, and the website?**

# RPG Model 4 Formats



Hawkes-Robinson RPG Model — Fuzzy Boundaries, Quintessential RPG to non-RPG

Revision 20200121k    (c) 2004-2020 W.A. Hawkes-Robinson

# IF – Romeo & Juliet

- Very brief examples from this book, don't spend too much time on it, but enough for them to get the idea and the humor.

- Legal issues to use IF and not use CYOA unless specifically referencing the trademarked material (see Chooseco vs. Netflix court filings).

# TRPG

- Tabletop Role-Playing Game

- Evolved from multiple directions, but especially wargames: (1600s, 1800s, 1913 (H.G. Wells), 1954 (Tactics, Avalon Hill), 1971 Chainmail

- Blackmoor by Arneson (documentary)

- World's first *published* RPG: OD&D 1974

# LRPG

- Live-action Role-Playing Game

- LRPG versus full Larp (NTYE example)

- Combat & Salon Larps

- Adaptive LRPG of TRPG very useful to make learning benefits of TRPG more accessible and effective for young children, as young as 2.5 years old!

# ERPG

- Electronic Role-Playing Game

- Project Ilmatar Phase 1 NWN:EE - "The Tempest"

- Phase 2 text-based

# HRPG

- Hybrid Role-Playing Game

- IF, SABM

- Boardgame variants

- Cardgame variants

- VR/AR variants

# SABM

- SABM = SAB / SAM

- Solo Adventure Book

- Solo Adventure Module

- Format matters (Book vs. Module)

- Legal issues to not use, see Tolkien Estate & Iron Crown Enterprises - https://gamebooks.org/Series/270/Show

# Accessibility considerations

- Aphantasia vs. theater of the mind

- dyslexia

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# Aphantasia

- Discuss theater of the mind, useful, good, but major accessibility issue, especially for those with Aphantasia.

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# Aphantasia

- Discuss and demonstrate visual aid tools to address Aphantasia (versus Theater of the mind).

  - • Whiteboard

  - • Battlemat

  - • Tokens

  - • Miniatures

  - • Maps

  - • Terrain

  - • images, projections, screens (keeping in mind immersion detriment to tech), etc.

  - • Virtual Table Tops

  - • etc.

# Visual Impairments / Blindness

# Dyslexia

- ...

# ADHD

# ASP/PDD

# ASP/PDD

# VICE: LARP SAVED MY LIFE

# Brain Injuries

# CP, MD, and related

# Deaf and HoH

# Learning Differences

# RPG Considerations

Examples:

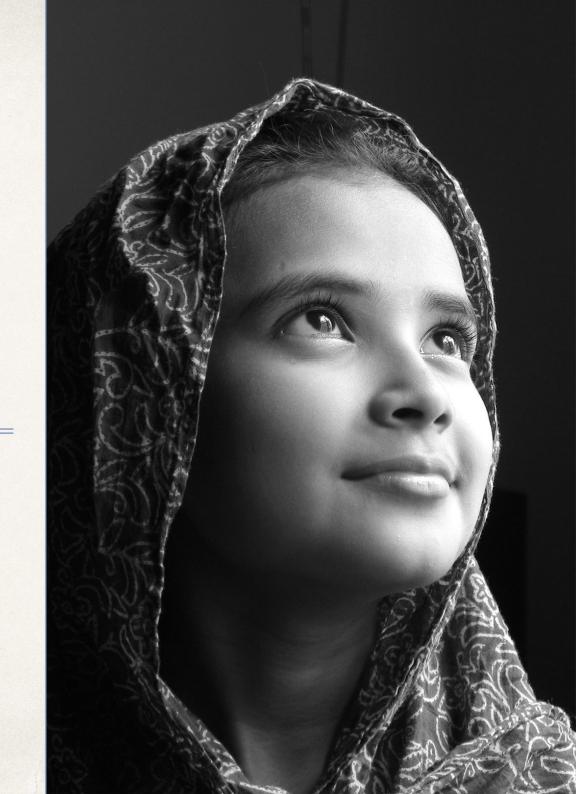Dyscalculia

Dysgraphia

Dyslexia

Others (Audience requests?)

# TR use of rpg for toddlers

## Title Text

Therapeutic Recreation use of role-playing games for toddlers developmental ages 2.5 to 5 years old.

### Body Level One

### Body Level Two

# RPG CONSIDERATIONS FOR TODDLER

# Title Text & Research

- Developmental theories from multiple sources.

  Theories
- Body Level One

- Neuroscience on development (consolidation, pruning, language & sound recognition, etc.)

  - Body Level Two

    - Body Level Three

- Coming out of most intense phase of neural pruning, still highly dynamic

  - Body Level Four

- Barely beginning "Theories of Mind"

  - Body Level Five

- Improving Understanding of object

# RPG CONSIDERATIONS FOR TODDLERS - Assessment

## Title Text

- Task & play oriented assessment.
- Less/pre-verbal until around 9-11.
- Avoid text.
- Classic Play Therapy related assessment tools and in-session example scripts can apply

### Body Level One

### Body Level Two

# RPG CONSIDERATIONS FOR TODDLERS - In Practice

Title Text

- Body Level One
  - Body Level Two
    - Body Level Three
      - Body Level Four
        - Body Level Five

- Toddlers & little children must exert more "cognitive energy" to sit still.

- Best to incorporate functioning appropriate movement and object manipulation into RPG programs, usually LRPG, GRPG, & HRPG.

# RPG CONSIDERATIONS FOR TODDLERS - In Practice

- TRPG generally not appropriate until about age 4 or 5 years old (NTYF)
- Short adventures (10-20 minutes each)
- Chang up activities between adventures
- Overall session lengths of 45 to 90 minutes is plenty.

Title Text

Body Level One

Body Level Two

Body Level Three

Body Level Four

Body Level Five

Additional considerations & recommendations for this population for:

Body Level One

- TRPG
- LRPG
- ERPG
- HRPG

➢ Body Level Two

➢ Body Level Three

➢ Body Level Four

➢ Body Level Five

activity 1 - Toddlers - Title Text
LRPG

Audience interactive example
Body Level One
activity
Body Level Two
from the example

# Title Text

TR use of rpg for senior adults

## Body Level One

Therapeutic Recreation use of role-playing games for senior adults

### Body Level Two

# TR use of rpg for seniors

Title Text - Research & Theories

- Body Level One
- Cognitive & physical decline
  - Body Level Two
- Neuroplasticity
  - Body Level Three
- Active & cognitively challenging
- Social isolation
  - Body Level Four
- Depression
  - Body Level Five
- More time, less money

# TR use of rpg for senior adults - Assessment

- Need functional assessment to determine
- Cognitive processing speed
- Short, mid, and long term memory function
- Physical abilities
- Other considerations that may need adaptation depending on the RPG format

# TR use of rpg for sen...

- If using CRPGs, depending on assessment, often best to select TURN-BASED over real-time due to delayed cognitive speed, reflexes, & coordination.

- Example: Final Fantasy X/X-2 Reissue on Playstation.

- PC Turn-Based ERPGs

- Handheld Turn-based ERPGs

- Online ... based ERPGs

Additional considerations & recommendations for this population for:

Body Level One

- Body Level Two
  - TRPG
    - Body Level Three
      - LRPG
        - Body Level Four
          - ERPG
            - Body Level Five
              - HRPG

AUDIENCE
Title Text
ASSESSMENT
Before moving on to the next
Body Level One
population, any further questions
Body Level Two
on this section?

# Useful equipment

- Dice tower

- Braille dice

- Screen reader apps / tablets

- Pen/pencil grips supports (demo show 2)

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