

*Pacific Northwest
American Therapeutic Recreation Association
Conference 2016*



Pacific Northwest
American Therapeutic Recreation Association

**The Therapeutic and
Educational Uses of
Role-Playing Games (RPG)
as Intervention Modalities
for Individuals and Groups
from the
Therapeutic Recreation
Perspective**

Learning Outcomes

Upon completion of this session, participants will be able to:

- Identify and explain existing research indicating the pros and cons of each RPG format when used in their *standard diversionary* forms.

Learning Outcomes

Upon completion of this session, participants will be able to:

- Identify and explain examples of specific areas that *non*-adapted RPGs can directly achieve TR-related client outcomes in general.

Learning Outcomes

Upon completion of this session, participants will be able to:

- Identify *specific populations* that can benefit most from a *non-adapted TR-based RPG* intervention programs.

Learning Outcomes

Upon completion of this session, participants will be able to:

- Identify and illustrate examples of specific areas where applying TR methodologies to *adapted* RPG can achieve specific client outcomes.

Learning Outcomes

Upon completion of this session, participants will be able to:

- Identify specific *populations* that can benefit most from an *adapted* TR-based RPG intervention program.

Learning Outcomes

Upon completion of this session, participants will be able to:

- **Specify areas still needing further research for future use of TR-based RPG.**

Links of Note

This presentation file, and any associated audio/video will be available on

The RPG Research Project
website and associated YouTube channel.

The latest version of this presentation file:

<http://rpgresearch.com/pnwatra-rpg-presentation-1.pdf>

The RPG Research Project Website

www.rpgresearch.com

Youtube Channel

www.youtube.com/rpgresearch

Links of Note

- The full-length slide show file can be downloaded from:

<http://rpgresearch.com/pnwatra-rpg-long.pdf>

- Repository of referenced research & abstracts:

<http://rpgresearch.com/documents/-list>

- Speaker's background information

<http://rpgresearch.com/staff/hawke-robinson>

- RPG Research Project Files:

<http://rpgr.org/documents/rpg-research-project>

- Wheelchair-friendly RPG trailer:

<http://www.rpgtrailer.com>

- List of Autism Spectrum programs:

<http://www.rpgr.org/asd-list>

- Amalgamation of other presentations, interviews, other program plans, etc.:

Research

**R
P
G** Studying
therapeutic
& educational
effects

Tabletop | Live-action | Computer

WWW.RPGR.ORG

TM

**R
P
G**
therapeutic

L.L.C.

www.rpgrtherapy.com

About the Speaker - "Hawke Robinson"

TR & Related Back-ground

- Senior undergraduate student at Eastern Washington University.
- Interdisciplinary Degree in progress:
 - Recreation Therapy
 - Music Therapy
 - Neuroscience
 - Research Psychology
- Plan to sit for NCTRC CTRS, & continue onward to graduate interdisciplinary degree program.

“Hawke Robinson”

TR & Related Background (cont'd)

- Registered with Washington State Department of Health as Recreational Therapist, since 2014, **ID: #RE60526204**
- 2013 to current - Student Member in good standing: Washington State Therapeutic Recreation Association.
- 2013 to current - Student Member in good standing: American Therapeutic Recreation Association.
- April 2015 – Speaker at WSTRA Conference, WA.
- 2014 to 2015 – TR & Music Therapy Volunteer - Saint Luke's Rehabilitation Institute, Brain Injury and Spinal Cord Injury departments, WA.

TR & Related Background (con- t'd)

- 2011 – Volunteer, Music Therapy – Rockwood Clinic “Tremble Clefs”, WA.
- 2006 to 2011 – Volunteer at Eastern Washington Center for Deaf & Hard of Hearing, WA.
- 2008 – Volunteer Hippo-therapy Side-walker – Free Reign Thera



Other Professional Background

- 2006 – Campfire USA, Camp Dart-lo – Camp counselor, archery instructor, arts & crafts & activities facilitator, WA.
- 2004 to 2008 – Activities Volunteer – Boy Scouts of America.
- 2003 – Published by the SANS Institute -
<http://www.sans.org/security-resources/malwarefaq/pptp-vpn.php>

Other Professional Background

- 1996 - 2004 - Information Technologist / Computer Scientist, Consultant, Chief Technology Officer (CTO), Chief Information Officer (CIO), various companies including Fortune 500 Companies. CA, GA, ID, IL, NM, OK, TX, UT, WA.
- 1996 - *Instructor - Utah Career College / Bryman Schools, & American Automotive Institute, UT.*
- 1990 to 1991 - *Certified Nursing Assistant (CNA), Doxie-Hatch Medical Center, UT.*
- 1990 - *Habilitation Therapist, Hillcrest Care Center, UT.*
- 1979 - *Elderly Care Volunteer - Saint Joseph's Villa, UT.*

Additional Related Background

Additional program involvement

- **with:** Neuro-education, using Bio-feedback & Neuro-feedback, with music (Spokane).
- ASD Toddlers (EWU).
- ASD Youth to Adults (Tacoma PAVE Group).
- Spokane Play Therapy community (Rebecca Rudd, PhD, RPT-S).
- Spokane Music Therapy community – www.spokanemt.com

Role-Playing Gaming Background

- 2014 to current – President, RPG Therapeutics LLC,
www.rpgtherapy.com
- 2007 to current – Founder, Publisher, & co-editor – Other Minds Magazine www.omzine.org
- 2004 to current - Principle Investigator (PI) & Founder - The RPG Research Project www.rpgr.org

Role-Playing Gaming Background

- 1979 to current – Role-playing gamer, game master (GM) and independent role-playing game developer.
- 1986 to current – Role-playing gaming conventions organizer. www.tolkienmoot.org

Additional Related Background

Population Summary

- *ADD/ADHD*
- *ASD/PDD*
- *At-risk Youth*
- *Elderly*
- *OCD/OCP*
- *Parkinson's*

- *CP*
- *Brain Injury (Stroke TBI etc)*

RPG Terms Summary

- **RPG = Role-Playing Game (noun)**
- **RPGs = Role-Playing Games**
- **RPGers = Role-Playing Gamers**
- **RPGing = Role-Playing Gaming (verb)**
- **TRPG = Tabletop RPG (original RPG)**
- **CRPG = Computer-based RPG**
- **CYOA = Choose Your Own Adventure books**
- **LARP = Live-Action Role-Playing**
- **PvP = Player vs. Player**
- **PvE = Player vs. Everyone or EvP**
- **PvG = Player vs. Group or reverse GvP**
- **DM = Dungeon Master (D&D only)**
- **GM = Game Master (all non-D&D RPGs)**
- **PC = Player Character**
- **NPC = Non-Player Character**

Overview

Since so many people either do not know what role-playing games are, and/or so many are misinformed about role-playing games & gamers, approximately half of this presentation covers:

Overview

- **Background information about Role-Playing Games (RPG).**
- **Examples of all major RPG formats.**
- **Addresses the many inculcated concepts in popular culture regarding role-playing games and gamers, including relevant research.**

Overview

The rest of this presentation covers:

- Research & program examples from professions other than TR that have used RPGs as intervention modalities.
- And finally, using RPGs as intervention modalities from the TR perspective, with specific program plan examples and relevant research information.

Audience participation

**Raise your hand
when prompted...**

Challenge by Choice...

What do you think of when I
say...

**Role-Playing
Game?**

Challenge by Choice...

Have you ever participated in any form of RPG?

Introduction

RPG Formats Include:

- Tabletop role-playing games (RPG / TRPG)
- Choose Your Own Adventure books (CVOA)
- Live-action role-playing (LARP)
- Computer-based Role-Playing Games (CRPG)



What is a Role-Playing Game (RPG)?

Often when using the term “Role-Playing Game” or -
“RPG”, most of those unfamiliar with this recreation-
al activity, typically assume it is either a video game
or people dressing up in costumes
bonking each other with foam swords.

For those aware of the tabletop format, it is usually a
negative association
with Dungeons & Dragons (D&D).

Next Slide: PBS Idea Channel

**The following is
a fast-paced video clip.
It quickly summarizes a few
concepts regarding
the Tabletop RPG Format,
Dungeons & Dragons (D&D)**

PBS Idea Channel RE: D&D



For the complete ~10 minute episode see:

<https://www.youtube.com/watch?v=VFtIDhksGHA>

RPG BACKGROUND

There have been anywhere from 70 to several hundred studies performed related to the psychological relationships between role-playing gaming and gamers (Kim).

RPG BACKGROUND

This research shows that role-playing games may have many benefits for participants. Examples include:

- Helping to more rapidly develop foreign language skills (Phillips)
- Improved child behavior and attitudes (Bay-Hinitz)
- Developing stronger skills in reading, mathematics, creative thinking, cooperative play, problem-solving, & social skills (DeRenard)
- Development of many other skills as well as potentially significant therapeutic benefits (Kestrel).

RPG BACKGROUND

As knowing some of the history, development, and societal responses to RT/TR is useful for understanding where this profession is today, and in planning for the future development of the industry...

RPG BACKGROUND

So too is understanding the creation, evolution, and societal responses to RPG useful for understanding what it is, and the potential uses of RPG in TR as an intervention modality to achieve clients' goals.

RPG BACKGROUND

When considering RPGs as intervention modalities, a historical context is important for better matching client needs.

RPG BACKGROUND

**These needs can be better met by an understanding of the cohort factors of different populations, such as generational media influences,
leisure interests, etc.**

RPG BACKGROUND

Having this historical context is also important in being prepared for any potential “push back” that may sometimes occur because of many inculcated conceptions regarding role-playing gaming and gamers.

RPG BACKGROUND

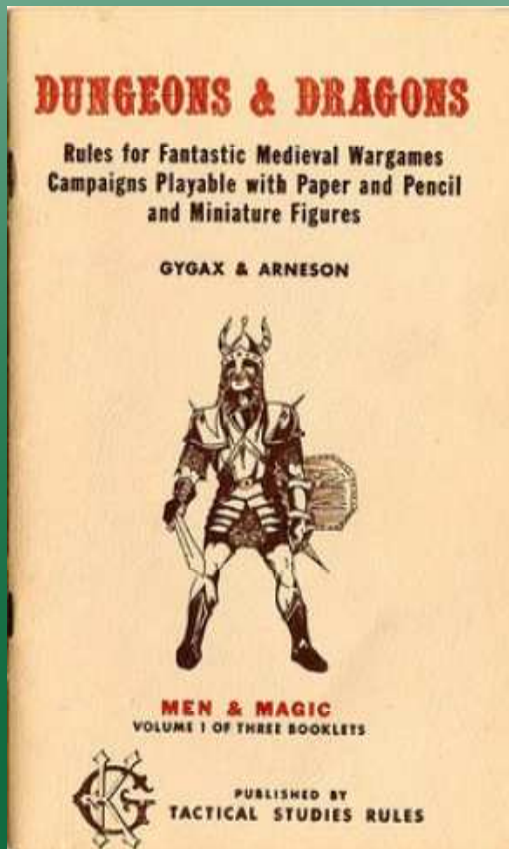
With the significance of historical context in mind, a considerable portion of this presentation

will cover:

- The predecessors and origins of RPG.

- The evolution of RPG since creation in 1974.
- Media & societal treatment of RPG and gamers.

Historical Context



First published in 1974, a unique, cooperative, social, recreational activity known as the Role-playing Game (RPG), was invented in Lake Geneva, WI.

Thus the grandfather of all RPGs, the tabletop role-playing game, Dungeons & Dragons (D&D), was born.

Historical Context

Role-playing gaming (RPGing) has roots in ancient history with the development of war-gaming.

War-gaming is the simulation of combat strategies and tactics represented in reduced scale with various rules for action resolution.

(Note there is a variant called "Live-Action War-gaming" that is different from both the above definition, and LARP)

Historical Context

As long as there has been organized warfare, there appears to have been some form of war-gaming in every culture throughout history.



Chess and the Chinese game Go both are *related* to war-gaming, but *not* considered to be actually war-gaming because they lack other factors offered by “true” war-gaming, taking into account many variables such as: terrain, weather, randomization, etc.

The Autumn Manoeuvres – Officers Playing at Kriegsspiel, or the “Game of War”. – Illustration for “The Graphic”, August 17th, 1872

Historical Context

War-gaming
(1913)

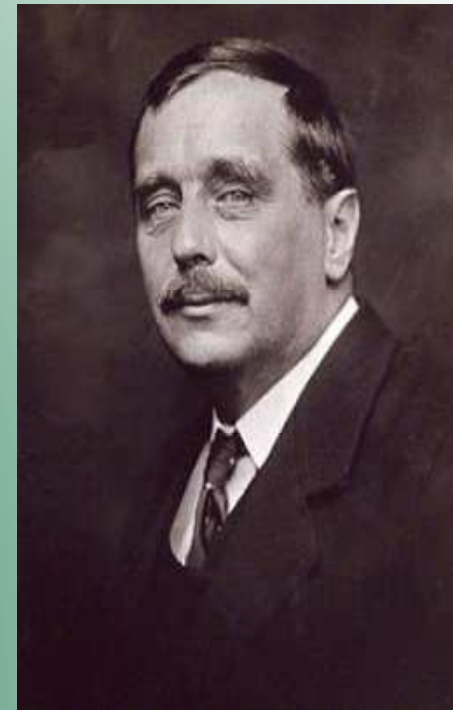
H.G. Well-

S

The Time Machine (1895),

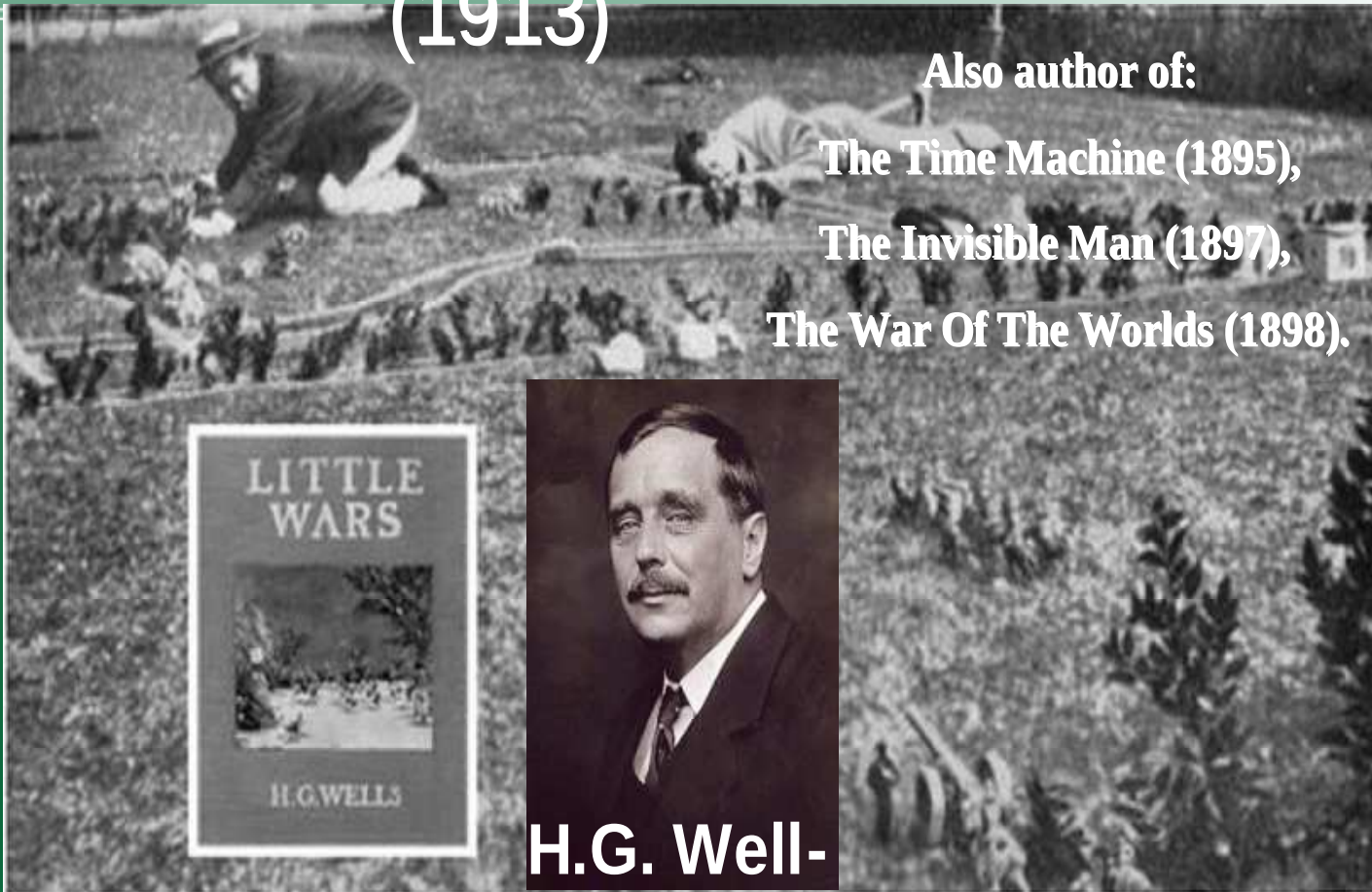
The Invisible Man (1897),

The War Of The Worlds (1898).



Historical Context

War-gaming (1913)



Also author of:

The Time Machine (1895),

The Invisible Man (1897),

The War Of The Worlds (1898).



H.G. Well-

Wells revolutionized war-gaming with his publication of “Little Wars” (1913).

Historical Context

War-gaming

(1913)



Historical Context

War-gaming (1913)

Also at this point in history, there were only 2 major genres for war-game settings:

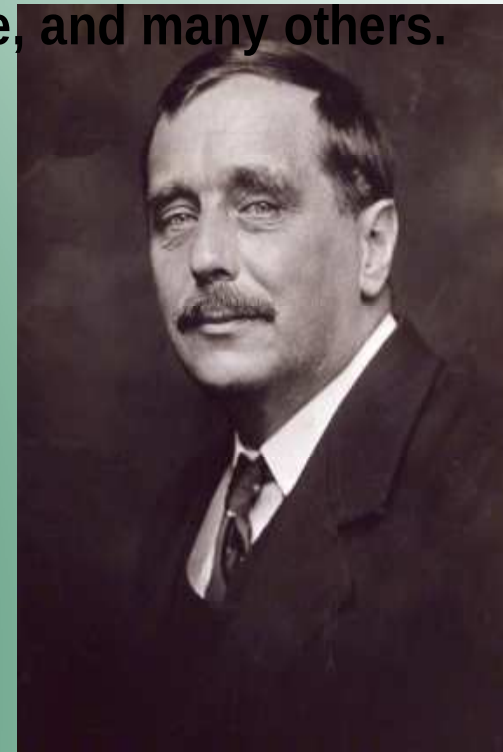
- **Historical**
- **Hypothetical**

Historical Context

But that was about to change...

The Science Fiction & Fantasy Genres

Notable authors included: Edgar Allen Poe, Edgar Rice Burroughs,
S,
H.G. Wells, H.P. Lovecraft, Jules Verne, and many others.



The Times They Are A Changin'

In the 1930s, J.R.R. Tolkien's
The Hobbit and 13 years later the Lord of the Rings
hit the literary world and inspired the minds and hearts of
generations, with a wave of popular culture
enthusiasm in the 1960s...
(for better or worse)

Next slide is video of cheesy 1960s “music video” of Leonard Nimoy (Spock from Star Trek) singing about “Bilbo Baggins” from The Hobbit

The Times They Are A Changin'



A very cheesy/bad music video:

Leonard Nimoy (“Spock”) Sings
“The Ballad of Bilbo Baggins” (1967)

The Times They Are A Changin'

**These cultural and literary
changes soon influenced
war-gaming.**

Historical Context

War-gaming
('60s - '70s)

Published in 1968, **“Chain Mail”**,
provided war-gaming rules with extra
features to meet the new interests of the
time, most notably including **rules for
mythological creatures,
and “magic”**.

This contributed directly to a new inven-
tion in recreation...

Historical Context

1974 - The invention of a new recreational activity



The Role-Playing Game.

Dungeons & Dragons was first released in 1974 as self-published, hand-stapled booklets, mailed from the creators' homes, under their new business name of "TSR".
(Tactical Studies Rules)

Historical Context

RPG

(1980s)

The early to mid 1980s were the “Golden Age” years of tabletop role-playing games in the United States & U.K.

Other countries would experience the boom of RPG in later decades, including Europe in the later 80s, South America in the 1990s, Israel in the 2000s, etc.

Historical Context

RPG

(1980s)

It is difficult to pin down the number of actual RPG players, since it is often just the Dungeon Master (DM) aka Game Master (GM) that purchases most of the books.

Estimates are that during the 80s, in the USA, there were at least 20-30 million (10-15% of the population) people playing Dungeons & Dragons, ignoring the other countries and all the other RPGs of the time.

Historical Context

1980

S



Until the mid 1980s
D&D was
“just a game”,
as illustrated
in Steven
Spielberg's 1982
movie “E.T.”.

Historical Context

The Moral/Satanic Panic of the 1980s

This was also a time when the greatest backlash occurred during the height of the “Moral Panic”, aka “Satanic Panic” of the 1980s.



This included waves of many claims against music, movies, television, video games, and D&D.

Historical Context

The Moral/Satanic Panic of the 1980s

The effects of this time period are still significantly influencing (USA) society today. When considering developing a program plan utilizing Role-Playing Games as an intervention modality, it is important to be properly informed and prepared for the questions and misconceptions that may arise.

Historical Context

The Moral/Satanic Panic of the 1980s

The backlash was so significant, that RPG manufacturers such as TSR, continually changed the book covers to be less “upsetting” to the detractors.



Advanced D&D 1st Edition



AD&D 1st Edition – Revised Covers

Historical Context

The Moral/Satanic Panic of the 1980s

This intimidation progressed to the point of releasing many books **without ANY artwork**. Such cosmetic changes did not make any difference to those **lobbying congress to outlaw RPGs**, or at least have them treated as a **controlled substance** with warning labels (they succeeded at this with video games). (Cardwell, 1994)



Historical Context

1990

S

Around the 1990s hybrid games developed that were based on many concepts from RPGs. Some used cards as a focus, instead of characters, and also began a shift to simpler rules. The shift to cards was completed in 1993 with the creation of Magic: The Gathering, which is a Collectible Card Game (CCG) aka Trade-able Card Game (TCG), and still very popular world-wide.

Historical Context

1990

S

The industry has diversified from just “paper and dice” tabletop role-playing games to now also include a wide range of hybrid collectible card games (CCGs), solo computer RPG games, massive multiplayer online role playing games (MMORPGs), persistent online worlds, multi-user dungeons (MUDs), and many other derivations.

Historical Context

1990

S

The role-playing game (RPG) industry has had a number of ups and downs in its growth but combining all formats, it is currently a multi-billion dollar industry.

The fledgling company Tactical Studies Rules (TSR) that started D&D was long-ago absorbed through various mergers by Wizards of the Coast, currently owned by the parent company Hasbro.

Historical Context

1990

S

As an aside, percentage-wise, tabletop games (including RPGs) sales have been experiencing very significant sales growth since 2011 for several years in a row, while video game sales overall have been in a slow downward trend for the past 4 years.

**Though of course the video game market is much larger.
(\$15 to \$20 billion)**

Many theories abound as to why this might be.

Historical Context

For a more detailed history about role-playing gaming, see Shannon Appelcline's 4-volume set, “Designers & Dragons - A History of The Role-Playing Game Industry”



RPG Controversies

As mentioned earlier, back in the early-to-mid 1980s a movement began to develop against RPGs and the people who played them - role-playing gamers (RPGers)...

Next Slide: Video Collage Anti-RPG Media

Video: 1980s Anti-RPG Col- lage



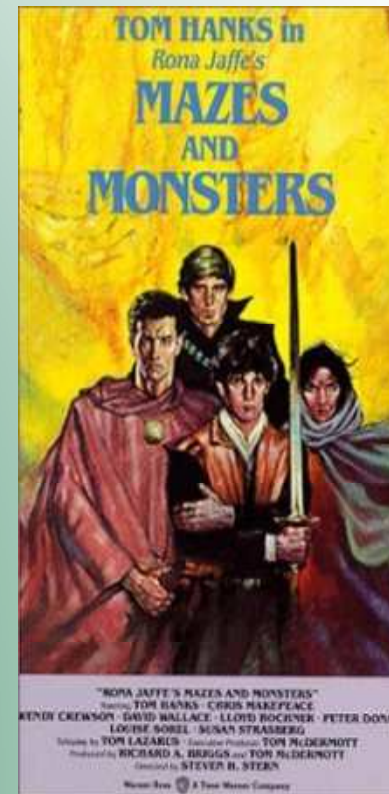
RPG Controversies

- You may have already heard some of these statements-
- **D&D/RPG will make you commit suicide.**
 - **D&D/RPG will make you commit murder-**
 - **D&D/RPG will make you more violent in real life.**
 - **D&D/RPG players have no meaning to their life.**
 - **D&D/RPG will lead you to the occult and devil worship.**
 - **D&D/RPG will lead you away from [insert religious sys-**
 - **D&D/RPG is only for people with no social skills, and will make you anti-social (in the layman use of the term).**
 - **D&D/RPG players are all dorks, nerds, geeks, and losers that that can't succeed in real life and live in their mother's basement.**
 - **Gamers are all male, there aren't any female RPGer-**
 - **S.**

Mazes & Monsters

Time after time I run into people quoting as fact: “Role-playing gamers were murdered in a university's steam tunnels by a Dungeon Master that took the game too seriously.”

This never actually happened. It was a made-for-TV movie with Tom Hanks, called “Mazes & Monsters” (1982), designed to cash in on the early stages of hysteria of the time period.



Many people also conflate this with the Dallas Egbert III missing person's case.

Videotape cover: Tom Hanks in Mazes and Monsters (Warner Home Video, 1982)

Controversy & Myths

B.A.D.D.

Much of the hype in the media, was created by the small group calling themselves “Bothered About Dungeons & Dragons (B.A.D.D.)” (yes there actually was such an organization). The founder of BADD, Patricia Pulling, claimed that her son Irving “Bink” Pulling committed suicide because he played D&D. She made it her life's mission to get RPGs banned. She even trained police stations throughout the country to look out for the “danger signs of a gamer.” (Pulling)

Controversy & Myths

B.A.D.D.

One focal point was BADD's claims that D&D/RPG will make you commit suicide... (Pulling, Radecki, BADD, & NCTV)

SATURDAY OKLAHOMAN & TIMES

March 23, 1986 11

Groups Say Fantasy Game Responsible for Teen Suicide

LAKE GENEVA, Wis. (AP) — Millions of high school and college students play the fantasy game "Dungeons and Dragons," fighting hobgoblins and green slime.

Two national groups, however, claim the popular game is far from harmless, blaming it for the deaths of as many as a dozen young people.

The National Coalition on Television Violence and Bothered About Dungeons and Dragons (BADD) have urged their members to write their congressional representatives asking the government to declare the game hazardous.

Lou Beatt, spokesman for the Consumer Product Safety Commission of the FTC, said the commission has no jurisdiction in the matter.

Dieter Sturm, a spokesman for TSR Hobbies of Lake Geneva, Wis., which makes the game, said "Dungeons and Dragons" is

only a board game and no more violent than other classic board games such as "Monopoly."

Sturm, director of corporate relations for TSR, derided the groups' proposal to put a warning label on the game.

"You're going to have to label everything from soup to nuts," he said. "What are you going to do, put a label on your dog, saying this animal might bite if you're not careful?"

"Dungeons and Dragons" players are assigned a character with specific traits. Guided by a "dungeon master" who has a book with more information than the players do, the players strive to win a treasure while avoiding various monsters.

About 3 million to 4 million people, mostly young males in their late teens and early 20s, play the game, according to TSR.

Pat Pulling of Rich-



Patricia Pulling holds a photo of her son along with several books and games from "Dungeons and Dragons," which she blames for the suicide of her son, Irving.

mond, Va., started BADD after her 16-year-old son, Irving, shot himself to death in 1982. Mrs. Pulling said her son killed himself hours

after a curse was placed on him during a game of D&D at his high school. She sued TSR, its chairman and the two teachers who led the game,

but the \$18 million suit was dismissed by the Circuit Court of Hanover County, Va.

"We know D&D was involved with his death because of the notes (on his game sheets) he left behind," Mrs. Pulling said in a telephone interview.

Mrs. Pulling said her son was "perfectly normal" before he played the game, which was sponsored by the school's program for talented and gifted children.

But some of his classmates later said that Pulling had personal problems not associated with the game.

"Many millions of kids are sold Dungeons and Dragons," Thomas Radecki, head of the coalition and a psychiatrist at the University of Illinois at Urbana-Champaign, said in a telephone interview. "The very least they deserve is the other side of the story — that kids are getting murdered

because of this game."

Radecki's group lists at least a dozen deaths, including five suicides, that it says were connected with the game. Radecki said the game can wrap impressionable teen-agers in a dangerous web of fantasy.

"Aggression research shows that the more violent fantasies someone has, the more likely he is to act it out in real life," he said. "In this game, you're ready at any moment to be assaulted by deadly force."

The game, he admitted, may not spur everyone to violence.

"It doesn't mean every player is going to go out and kill himself or somebody else," he said.

— There has to be some tendency there (for violence) too."

Sturm emphasized that, in at least one of the incidents cited by Radecki — a murder-suicide involving two teen-age boys in Colorado — police later said the game had nothing to

do with the deaths.

"If you take (the game) outside the table context, you're not playing Dungeons and Dragons, you're playing something else," Sturm said. "This is nothing more than a game. It's played around a table, it's not played in real life."

The average D&D player is 12-24 years old and is male, TSR said. In the mid-1970s when the game originated, it attracted primarily college-aged students.

Controversy & Myths

B.A.D.D.

One of B.A.D.D.'s early claims was that D&D/RPG will increase your risk of suicide.

(Pulling, Radecki, BADD, & NCTV)

Their primary “official source” of their claims was the American Psychiatrist Dr. Thomas Radecki of NCTV (National Coalition on Television Violence).

It should be noted had his medical license revoked in 1992, reinstated in 2002, and revoked again in 2012, and arrested in 2013. (State of Illinois)

Controversy & Myths

B.A.D.D.

**BADD lobbied first the Federal Trade Commission,
then subsequently the Consumer Product Safety
Commission, to mandate putting warning labels on
all role-playing gaming materials stating
RPGs “were hazardous and could cause suicide”
(Cardwell, Jr., Paul. 1994)**

Controversy & Myths

Banning of D&D / RPGs

B.A.D.D. Booklet. A list of people they believed committed suicide because of D&D (some listed weren't actually ruled as suicides!).

SUICIDES

The below listed victims of suicide have one common denominator: ALL WERE HEAVILY INVOLVED IN DUNGEON AND DRAGONS; ALL DEATHS INVOLVED WEAPONS; SAVE ONE; THREE DIED ON THE FULL MOON; ALL WERE WHITE MALES BETWEEN THE AGES OF 12 to 18, THREE WERE HONOR OR GIFTED STUDENTS.

JAMES D. EGBERT III HOME STATE - MICHIGAN	W/M 16	Died 8/11/1980
MICHAEL P. DEMPSEY HOME STATE - WASHINGTON	W/M 16	Died 5/12/81
IRVING LEE PULLING III HOME STATE - VIRGINIA	W/M 16	Died 6/9/82
HAROLD T. COLLINS OHIO	W/M 18	Died 4/29/83
DANIEL E. ERWIN COLORADO	W/M 16	Died 11/2/84
STEPHEN N. ERWIN COLORADO	W/M 12	Died 11/2/84

THE DEATHS ABOVE DO NOT REFLECT ALL SUICIDES, DEATHS AND ATTEMPTED SUICIDES DUE TO DUNGEON AND DRAGONS

Also note the sample list of locations officially banning D&D

**BANNING
D & D**

BAILY, COLORADO SCHOOL BOARD
MORRISVILLE, VERMONT SCHOOL BOARD
WEST NEW YORK, NEW JERSEY - ST. JOSEPH'S HIGH SCHOOL
ARLINGTON, WASHINGTON SCHOOL BOARD
ARLINGTON, VIRGINIA SCHOOL BOARD
HERBER CITY, UTAH SCHOOL BOARD
FRESNO CALIFORNIA
AKRON, OHIO
CARDONA PARK, CALIFORNIA
COSUMNES COLLEGE, CALIFORNIA
HANOVER, VIRGINIA
CHESTERFIELD, VIRGINIA
SOUGH LEWIS SCHOOL BOARD, TURIN NEW YORK
ALAMACORD, NEW MEXICO
MILWAUKEE, WISCONSIN
MONTLAKE TERRACE, WASHINGTON

This list is not inclusive as the means of gathering information is limited to funds available.

SCHOOL DISTRICTS AND ADMINISTRATORS THROUGHOUT THE COUNTRY ARE DEEPLY DISTURBED BY THE QUESTIONABLE MERITS AND DANGERS OF THE DUNGEON & DRAGON GAME. MANY ARE NOW IN THE PROCESS OF DISCONTINUING THE GAME IN THEIR SCHOOLS.

Controversy & Myths

Banning of D&D / RPGs

Note the sample list of locations officially banning D&D. While I am not aware of any public schools still banning RPGs (a different story for some private schools), many (most?) correctional facilities that implemented their bans against RPGs in the 1980s, still refuse to lift those bans to this day.

Controversy & Myths

Suicide Rate of Tabletop RPG players

A meta-analysis of all available data at the time of the suicide rate of non-gamer peers to gamer peers, not only refuted any increased risk, it arguably indicated that RPGers 1/10th the risk of suicide than their non-gaming peers!

(Cardwell, Jr., Paul 1994)

Controversy & Myths

Suicide Rate of Tabletop RPG players

Many theories abound as to why this might be the case, from being a social activity that builds a supportive social network, to the fact that it requires and develops problem-solving skills rather than “no way out but suicide”, to cathartic or other benefits.

Controversy & Myths

Suicide Rate of Tabletop RPG players

There are several case studies using RPGs to treat suicidal individuals, the next few slides provide specific examples...

Controversy & Myths

RPG, Depression, & Suicide

The results of a 1988 study by John Hughes was published under the title: “Therapy is fantasy: role-playing, healing, and the construction of symbolic order.”

Australian National University honors paper in medical anthropology on the use of RPG in the self-treatment of clinical depression.

Controversy & Myths

Research: Suicide Rate of Tabletop RPG players

“Dungeons and Dragons:

The Use of a Fantasy Game in the Psychotherapeutic

Treatment of a Young Adult.”

Blackmon, Wayne D.

Journal of Psychotherapy

48.4 (1994): 624-632. 28 Nov. 2008

Controversy & Myths

Suicide Rate of Tabletop RPG players

Abstract

This is a case history of *depressive, suicidal, schizoid personality 19 year old* male that was not responding to traditional therapies. Using the role-playing game Dungeons and Dragons as a bridge to help him develop a communication and rapport with the doctor, he began to increase in his openness, and ability to analyze the relationships in games, to increase his ability to become aware of relationships in “real” and improve his socialization, empathy, and communication skills.

Controversy & Myths

Suicide Rate of Tabletop RPG players

He was able to use D&D as an outlet for anger he had towards his father, and then discuss those actions that were “in game” and begin developing skills of awareness and introspection that he was able to generalize in his every day life in a very productive fashion.

Controversy & Myths

Suicide Rate of Tabletop RPG players

The only real caveat, especially for anyone with mental health struggles, is to keep the hobby from becoming too all-consuming. While research repeatedly shows RPGs can greatly help most with such issues, as with any other recreational activity it is important to now allow it to become out of balance. This means appropriate balances and structure, especially for in-patients with significant mental health issues.

Controversy & Myths

Suicide Rate of Tabletop RPG players

The possibility that RPG may actually lower the risk of suicide has been further reinforced by other case studies, including psychologists/psychiatrists using, or encouraging participation in, RPG to help patients already struggling with depression and suicidal ideations.
(Blackmon, 1994)

Controversy & Myths

Violence, anti-social behavior, criminality, etc.

Another topic the detractors of D&D/RPG claimed, that it would make players homicidal (Radecki and Pulling), and thus the “D&D Defense” was born in the court system.

**However, this has never worked out for the defendant s/claimants. No court has ever accepted this claim as valid.
(Cardwell, Jr., Paul. 1994)**

Controversy & Myths

Violence, anti-social behavior, criminality, etc.

Furthermore studies on gamer personality traits, behavioral tendencies, criminal history, and anti-social behavior surveys disprove any such increased tendencies or heightened risks.

(Abyeta & Forest, 1991)

Controversy & Myths

Research: Violence, anti-social behavior, criminality, etc.

Abyeta, Suzanne and Forest, James (1991, December) *Gamers are lower in criminal tendencies than rest of population.*

Abstract: The hypothesis that role-playing experience should be positively correlated with self-reported criminality was examined.

Psychological Reports,
December 1991, 69, pp. 1187-1192.

Controversy & Myths

Violence, anti-social behavior, criminality, etc.

Regression analysis indicated that role-playing experience did not relate to self-reported criminality.

However, psychoticism, which was higher in the *non-gamers*, did predict criminality.

Controversy & Myths

Violence, anti-social behavior, criminality, etc.

The above Abyeta study, and many others since then, have thoroughly disproved the claims & stereotypes made by detractors of D&D/RPG the gamers.

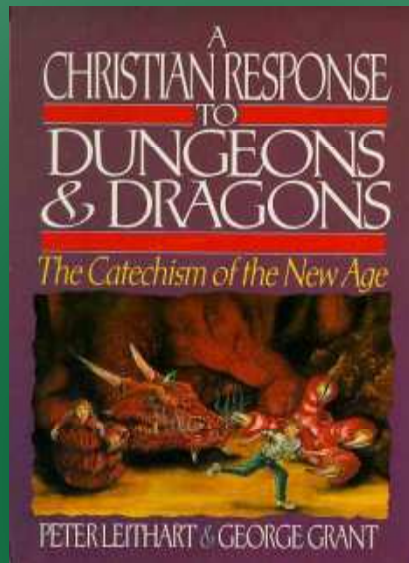
Regarding their claims that RPG would be bad for the participants, study after study has either shown no correlation, or an inverse correlation indicating that gamers had a lower risk of issues than their non-gamer peers.

Controversies & Myths

Occultism/Satanism

Repeated research can find no correlative statistical link, and also shows a distinct difference in personality from those admittedly involved in satanism and those who

are role-playing gamers
(Leeds, Stuart. 1995).



Controversy & Myths

Meaninglessness & Alienation

- **Role-Playing Gamers appear to have significantly higher ratings for having meaning in their lives, much higher than their non-gaming peers in a college study from 1990.**
- **Only 17% of role-playing gamers scored high on meaninglessness, while 46% of non-gamers scored high.**

(Derenard & Kline 1990)

Controversy & Myths

Meaninglessness & Alienation

- **The only alienation that RPGers report feeling, is from society in relation to the stigma against gamers, but other than that did not show any higher levels of social isolation of alienation than their non-gamer peers.**

(Derenard & Kline
1990)

Controversy & Myths

Research: Meaninglessness & Alienation

ALIENATION AND THE GAME DUNGEONS AND DRAGONS

by LISA A. DERENARD AND LINDA MANNIK KLINE.

Psychological Reports, 1990, 66, 1219-1222. O Psychological Reports
1990

Purpose

The report was written based on research undertaken to determine if there was any empirical evidence supporting or refuting the media's various negative claims about the supposed harmful effects on those who participate in the cooperative, social, recreational activity of role playing gaming using the Dungeons & Dragons (D&D) game system, and if playing the game leads to players having higher levels of alienation. The Strole 1956 Anomia Scale to test overall levels of alienation, the Middleton 1963 Alienation Scale to measure six types of alienation, and the Rotter 1966 Internal-External

Locus of Control Scale used to determine how much control the subject has over events that have an effect on them. A moderate correlation relating to meaninglessness was found in the opposite direction of the media claims. 46% of the non-players (16 subjects) scored high on meaninglessness feelings, whereas only 17% of the players (6 subjects) indicated such feelings.

The paper concludes that there is no solid empirical evidence supporting the media claims that D&D is harmful to those who participate in this cooperative, social, recreational activity.

Original report, and analysis of report found here: <http://rpgresearch.com/blog/alienation-1>⁹²

Controversy & Myths

Research: Empathy

- **Tabletop RPG = Higher Empathy than non-gamers. (Rivers 2016) (Yee 1999)**
- **Play by Email (Computer) RPG = Lower Em - pathy than non-gamers. (Douse 1993)**

Controversies & Myths

More Information

If interested in more detailed information, you can find many essays and separate slideshow presentations on the entire history of the controversies & myths about RPG available on the www.RpgResearch.com website.

Video Clip: Modern Inculcated Concepts - Big Bang Theory (2013)



**Clearly they were all having fun,
and yet observe how the writers
for “Penny” insisted on putting
down the fun had by the others
as lesser-than.**

The Gamer “Floater” Hypothesis

Why these stereotypes still being reinforced?

Besides typical “media hype”.

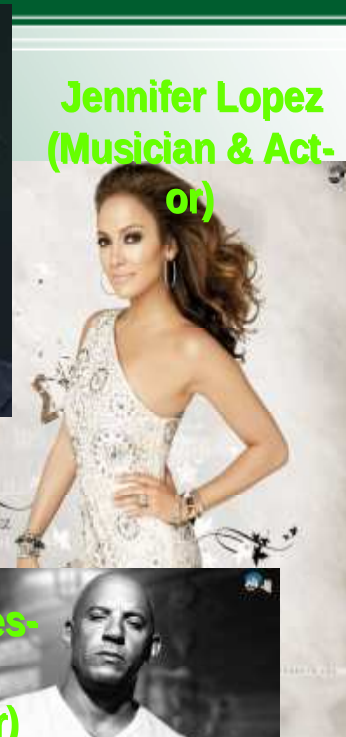
Observations leading to this hypothesis.

Unlikely will ever be able to design an effective research program to prove or disprove, but seems a plausible explanation for stereotype fulfillment in public view at game stores, conventions, and other public “Pick Up Game” (PUG) related events.

What do these people have in common?

They are role-playing

gamers



Vin Diesel and D&D



Famous “Not So Geeky” Gamers-

S

- Vin Diesel (Action film actor)
- Kobe Bryant (NBA)
- Nelly (Rap musician)
- Hulk Hogan (“Wrestler”)
- Emilio Estevez (Actor)
- Bare Naked Ladies (Band)
- Metallica (Band)
- Alice Cooper (Musician)
- Dave Chappelle (Comedian)
- Ewan MacGregor (Actor)
- Harrison Ford (Actor)
- Jacques Villeneuve (Formula One racing champion)
- Alice Cooper (Musician)
- Nelly (Musician)
- Lou Ferrigno (Body Builder / Incredible Hulk)

Famous Female Gamers

- Daryl Hannah
- Jennifer Lopez (J-Lo)
- Jenny McCarthy
- Judi Dench (Famous British actress as Money Penny in James Bond Movies)
- Sarah Michelle Gellar
- Claudia Christensen
- Felicia Day
- Paget Brewster

Famous “Geeky” Gamer- S

- Jon Stewart
- Stephen Colbert
- Billy Crystal
- Robin Williams
- Mike Myers
- Ben Aflac
- Nathon Fillion
- George Lucas
- Seth Greene
- Joss Whedon
- Conan O'Brien
- Stephen King
- Jack Black
- Marilyn Manson
- Bill Gates
- Stephen Spielberg

Computer Gamer Demographics Highlights (2015 ESA Report)

- 44% Female (all video games)
- Avg. age female gamers: 43
- Avg. age male gamers: 35
- ~40% of video/computer games sold/played are Role-playing Game related (RPG, Adventure, Action, & Mixed)
- <http://www.theesa.com/wp-content/uploads/2015/04/ESA-Essential-Facts-2015.pdf>

Gaming Market

Depending on your definition of a role-playing game, in the video games realm, anywhere from 200 million to 480 million paying computer-based gamers play per year from 2008 through 2011. In 2009 U.S. gamers spent \$3.8 billion USD to play MMO games in 2009. (Bayer, 2010)



Video/Computer Games in Decline Boardgames on the Rise (ESA 2015)

U.S. Computer and Video Game **DOLLAR** Sales
DOLLARS IN BILLIONS



Source: The NPD Group/Retail Tracking Service; Games Market Dynamics: U.S.

* Figures include total consumer spend.

** Other delivery formats include subscriptions, digital full games, digital add-on content, mobile apps, social network gaming and other physical delivery. 2003-2009 figures are sales of new physical content at retail exclusively.

Recession Economics: Video Games Decline, Board Games (& TRPG) Double Digit Growth

- Recession's upside: Family game night
- Many parents are cutting spending on vacations and lavish toys, but spending more on board games for home

<http://www.post-gazette.com/life/lifestyle/2009/07/05/Recession-s-upside-Family-game-night/stories/200907050244>

Diversity of RPGs

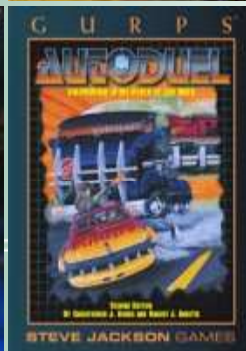
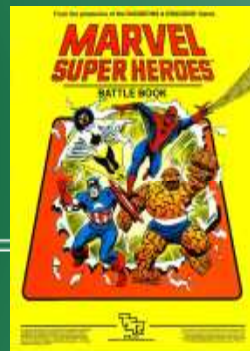
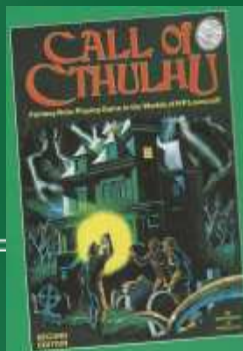
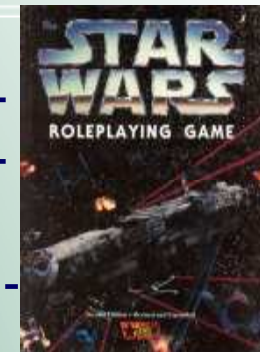
There are hundreds, if not thousands, of different tabletop role-playing game systems besides D&D.

They fit the needs of every variant of genre, gaming style, and setting imaginable.



Diversity of RPGs: Genre

While D&D originally was mostly designed for “swords & sorcery” type gaming (though sometimes included science fiction cross-overs), later products from TSR and many other companies, covered every genre imaginable; SciFi, police procedural, historical settings, biblical, 1920s-40s Noir detective mysteries, horror, supernatural, zombies, dystopic futures, alternative pasts, purely political settings, purely social drama settings, westerns, road-warrior settings, and innumerable others.

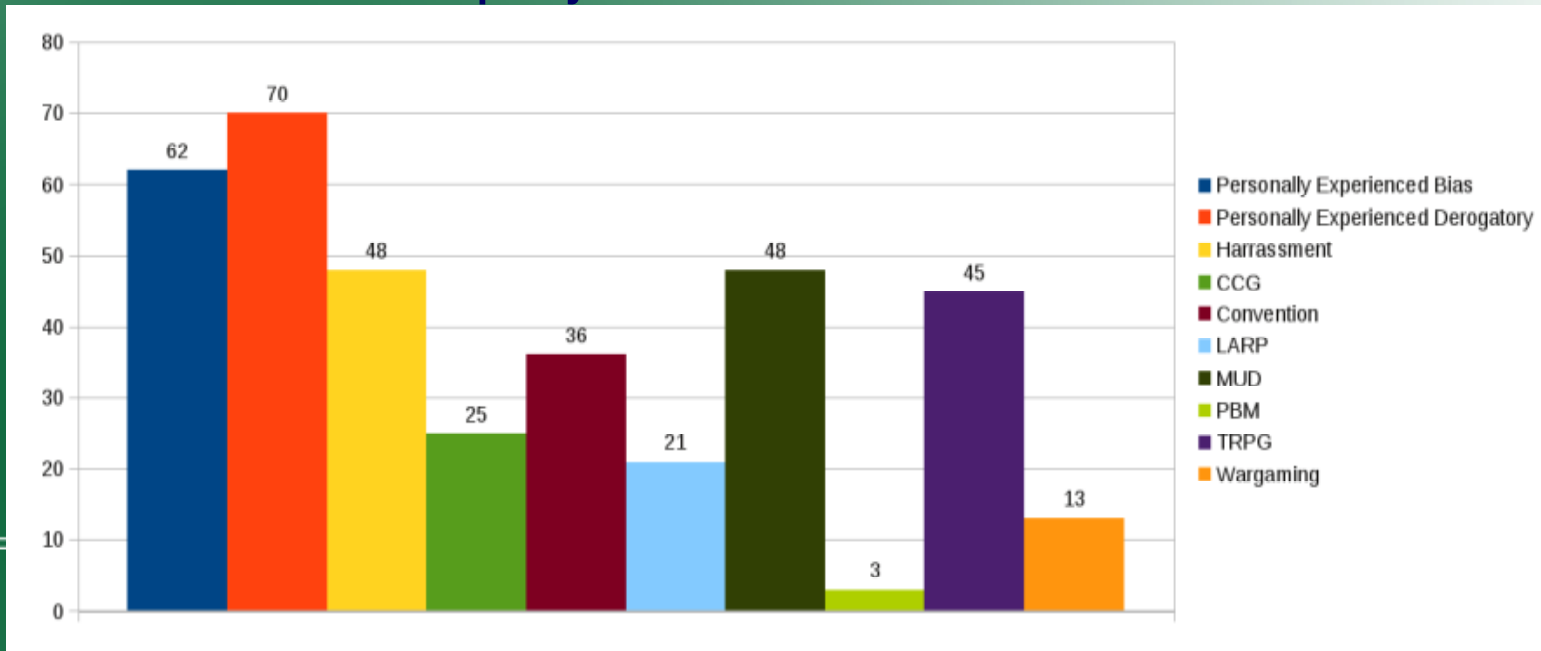


Diversity of RPGs: Format



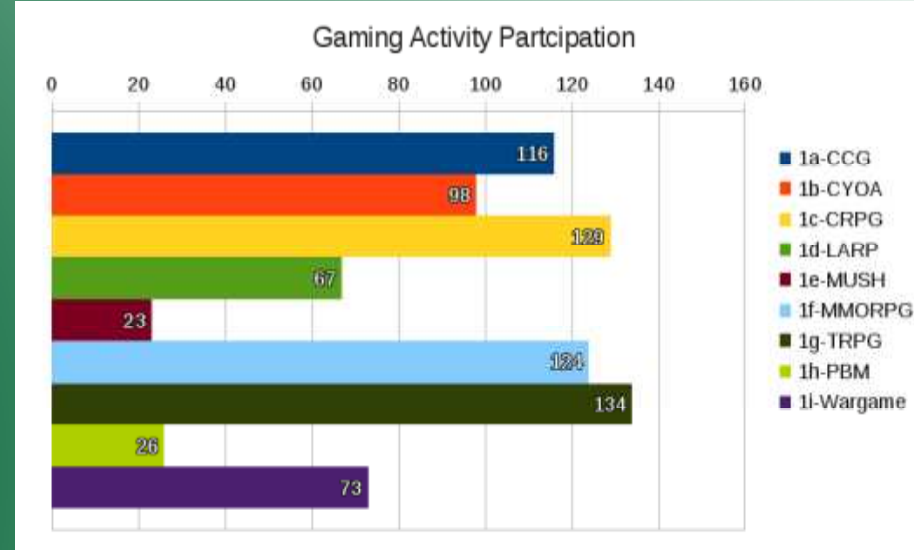
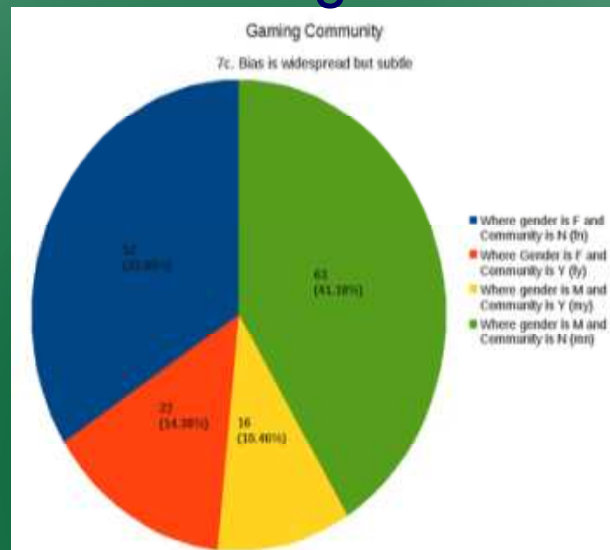
Research: Gender Bias in The Gaming Community & Industry

Pilot research program took place throughout
2013
IRB waiver acquired from WSU in 2015 to imple-
ment
Now in data analysis
formal research project at WorldCon 73.



Research: Gender Bias in The Gaming Community & Industry

- Pilot program: 164 respondents. Mostly Spokane area participants.
- 2015 Program: 120+ respondents. Participants from throughout world.



Key Aspects of RPG: Overview

- *Imagination* and *creativity*, especially creative solutions to challenges, as just a couple of obvious skills that are automatically necessary (and developed).
- *Players assume the roles of characters* (usually in a fictional setting).
- *Players control the actions of the character(s) within a narrative style.*

Key Aspects of RPG: Overview

- *Interactive and collaborative storytelling* are particularly used with tabletop RPGs, many LARPs, and sometimes in computer-based variants.
- *Suspension of disbelief.*
- Players *make decisions* to determine what courses of *action* may be available for the character.
- Structure/rules.

Key Aspects of RPG: Actions

- Actions are either *representational* (as in the case of tabletop RPG), *or actual* (clicking the mouse to make a character “do something” in computer-based RPG, or actually physically taking action in LARP).

Key Aspects of RPG: Actions

- Actions may be as simple as a player electing to have their character remain silent, begin speaking, searching, picking up an (imaginary or real) object, solving puzzles, interacting with others, overcoming physical obstacles (real or imaginary), engagement in “combat”, or many other options.

Key Aspects of RPG: Actions

- Within the narrative context, there are generally *structured rules systems* to determine success or failure of attempted actions. These systems often allow a player's character to far *exceed the actual abilities of the player-*

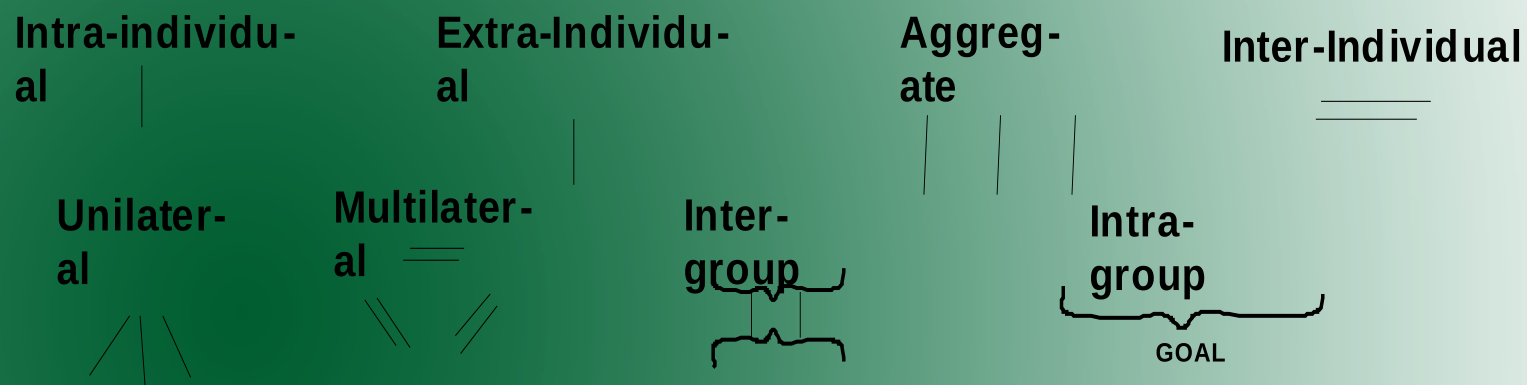
Key Aspects of RPG: Actions

- Characters generally *evolve* and *develop* over time through overcoming challenges.

Avedon Interaction Patterns

In “The Structural Elements of Games”, E.M. Avedon detailed 8 interaction patterns inherent to all recreational activities.

This section of the presentation correlates these interaction patterns and the differences between the various RPG formats.



Avedon Interaction Pat- terns

Abbreviations

used

* = Standard for this RPG variant.

CYOA= Choose your Own Adventure

RPG = Role-Playing Game

TRPG = Tabletop RPG

SRPG = Solo RPG

CRPG = Computer-based RPG

SCRPG = Solo Computer-based RPG

CCG/TCG = Collectible/Tradeable Card Game

PvP = Player versus Player

GvP = Group versus Player

GvG = Group versus Group

LARP = Live-Action Role-Playing

MMORPG = Massive Multiplayer Online RPG

PBP = Play by Post / Mail / E-mail/ Forum

Avedon Interaction Patterns

Intra-individual

Internal

Action taking place within the mind of a person or action involving the mind and a part of the body, but requiring no contact with another person or external object. (Avedon, 1974, p. 164).

RPG Application: While not directly applicable to a specific RPG format, imagination, reflection, “fantasizing”, projection, qualifies according to the reference and is certainly a critical component.

Avedon Interaction Patterns

Extra-Individual

Solo Activity

Action directed by a person toward an object on the environment, requiring no contact with another person. (Avedon, 1974, p. 164).

“... many individuals with disabilities and/or illnesses spend a large amount of time alone and thus need leisure skills that can be engaged in while alone...”

“... extra-individual activities are therefore a must for program consideration.”

RPG Application: CYOA*, SRPG*, SCRPG*.
(Stumbo & Peterson, “Cookbook”, p. 188)

Avedon Interaction Patterns

Aggregate

Parallel but separate



Action directed by a person toward an object in the environment while in the company of other persons who are also directing action toward objects in the environment. Action is not directed toward one another, and no interaction between participants is required or necessary (Avedon, 1974, p. 165).

“Because many people with disabilities and/or illnesses spend time alone , they should have a repertoire of activities

RPG Application: CYOA, SRPG, SCRPG, with possible addition of competitive variants, additionally painting miniatures, and completing character sheets for TRPG.

Avedon Interaction Patterns

Inter-Individual

*Person to Person
One to one*

Action of a competitive nature directed by one person toward another. (Avedon, 1974, p. 166).

“A characteristic of these activities is playing by the rules and regulating one's behavior according to the rules in order to participate successfully.”(Stumbo & Peterson, “Cookbook”, p. 188)

RPG Application: CCG/TCG, PBP, PvP TRPG, PvP CRPG,*

Avedon Interaction Patterns

Unilateral



All against one

Action of a competitive nature among three or more persons, one of whom is an antagonist, or “it”. (Avelon, 1974, p. 167).

Avedon Interaction Patterns

Multilateral



EvE
Everyone vs. everyone
Everyone for themselves

Action of a competitive nature among three or more persons, with no one person as an antagonist (Avedon, 1974, p. 168).

“Obviously, many clients need to work up to this type of interaction pattern, because it places high demands on internal initiative and independence.” (Stumbo & Peterson, “Cookbook”, p. 188)

Avedon Interaction Patterns

Intergroup



Team vs.
Team

Action of a competitive nature between two or more intragroups (Avedon, 1974, p. 170).

RPG Application: GvG TRPG, GvG MMORPG, LARP.*

Avedon Interaction Patterns

Intragroup



Cooperative,
All for one, one for all

Action of a cooperative nature by two or more persons intent upon reaching a mutual goal. Action requires positive verbal and nonverbal interaction (Avedon, 1974, p. 169).

RPG Application: PBP, TRPG, MMORPG, LARP.*

Avedon Interaction Pat- terns

Intragroup



“Learning how to cooperate and function successfully as a group member is a difficult task, but one that most clients need.”(Stumbo & Peterson, “Cookbook”, p.191)

“Activities in this category are essential in helping establish social skills, since so many interactions in life require compromise and cooperation. Family life, most social situations, and work are everyday examples that require intragroup interaction abilities.” (Stumbo & Peterson, “Cookbook”, p.192)

Avedon Interaction Patterns

Intragroup



“Programming activities in this category is overwhelmingly important when we wish to assist clients in the development of positive and cooperative interactional skills.” (192)

“Many professional feel that competitive activities are overemphasized in therapeutic recreation programs. The concept that fun has to involve doing someone else in or beating the other person is indeed narrow. Enjoyment should be fostered through cooperative action as well.” (192)

Avedon Interaction Patterns

Intragroup



“Finding or creating good activities that utilize the intragroup pattern is a challenge for the therapeutic recreation specialist. It often is difficult to establish a mutual goal that is attractive enough to the participants to establish a mutual goal that is attractive enough to the participants to facilitate positive interactions.”(192)

“Nevertheless, the benefits resulting from successful participation in intragroup activities make the effort well worthwhile.”
(192)

Game Theory

TRPGs are Non-zero-sum

Intragroup

Games

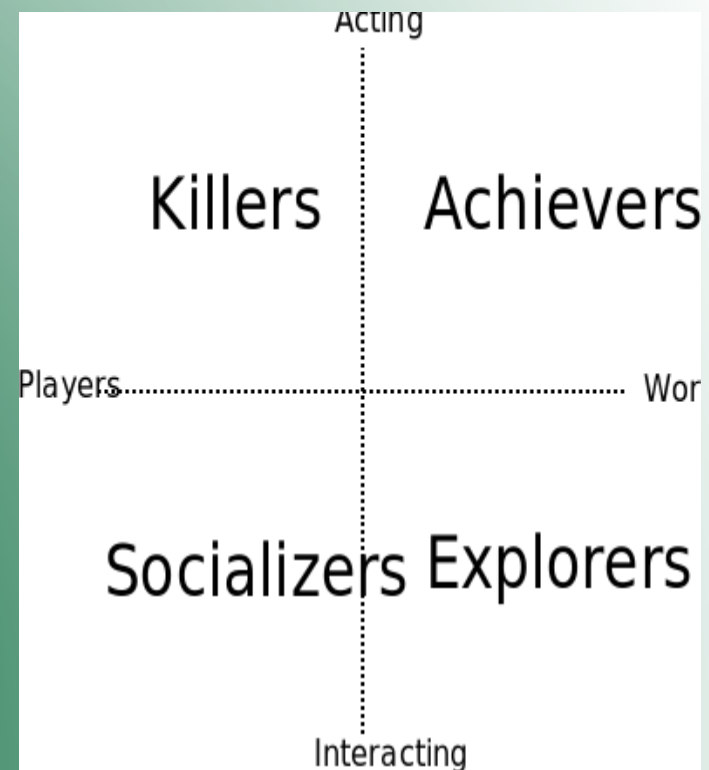


GOAL

Game Theory refers to this cooperative role--
playing gaming as a nonzero-sum game,
(Schick) participants are able to experience
overcoming challenges and achieving success
without it being at the cost of fellow players.

RPG Gamer Types

There is a simple diagram, based on the *Bartle Test*, that quickly sums up some very basic aspects of different computer-based RPG player types (over-simplified of course).



RPG Format: CYOA

Choose Your Own Adventure Books.

Basically a book with if/then/goto
statements.

Rigid structure.

Learn through trial & error,
Dozens to hundreds of different
endings possible.



RPG Format: CYOA

Choose Your Own Adventure Books.

Some offer additional complexity & flexibility with character sheets, dice, maps, etc. (Solo RPG variant)

Here is a quick example... Audience Participation



RPG Format: Tabletop



<http://www.watchthegamers.com/>

Tabletop RPG seems to be the most misunderstood format of RPG even though it is the original. It also may have the most potentially untapped as a therapeutic resource, especially as related to the TR profession.

RPG Format: Tabletop RPG

Tabletop Role playing gaming can be summed up as -
“interactive storytelling”, with structured rules.

RPG Format: Tabletop RPG

The participants create on paper imaginary characters in a story run by the “game master” or “narrator” who acts as writer, director and referee of this imaginary verbal-only play.



The activity is similar to childhood “let's pretend” games such as “cops and robbers” or “treasure hunt”, but with some key differences, especially structure.

RPG Format: Tabletop RPG

Tabletop RPG does not use costumes or props.

At the most basic, it is merely a friendly group of people having fun sitting down to use their imaginations to verbally work together collaboratively creating a story, overcoming imaginary challenges, and achieving goals in a structured way.

Example Starting Tabletop RPG with a new player

Movie: The Gamers 2



<http://www.watchthegamers.com/>

RPG Format: Tabletop RPG

Jessica Statsky, author of the essay *Children Need to Play, Not Compete*, expressed her concern about the over-competitive attitude towards play, and lack of co-operation-based activities by stating:

“Their goals should be having fun, learning, and being with friends. Although winning does add to the fun, too many adults lose sight of what matters and make winning the most important goal.”

RPG Format: Tabletop RPG



**The Tolkien Moot VII (2011) Annual Convention – Youth RPG
Tables**

RPG Format: Tabletop RPG

There are very few social table-top recreation activities available that are cooperative rather than competitive in nature.

Role playing gaming is by design a cooperative pastime, which in and of itself may have significant benefits in the world where everything is becoming competitive at all ages and levels of society.

RPG Format: Tabletop RPG



The 73rd Annual Science Fiction & Fantasy Convention – World Con 73

RPG Format: Tabletop RPG

Requirement-

- S:** 1 Game Master (GM) (aka referee, storyteller, narrator, rules master)
 - 1 to 7+ Players
 - Some randomizing agent (such as dice, cards, spinner, etc.)
 - Paper / Character Sheets
 - Pencils
 - Comfortable non-distracting seating
 - RPG game system rulebook(s).

RPG Format: Tabletop RPG

Optional:

- Published adventure “modules”.
- Drawing boards and/or “Battle mats”.
- Miniatures (whole other area of potential use with sculpting, molding, creating, painting, etc.)

RPG Format: Tabletop RPG



Examples of RPG accessories: Miniatures, battle mats, tiles, building, trees, maps, etc.

(Tabletop) RPG Example

Example Player Character Sheet

Hawke's SimpleRPG 1940s Noir Setting "The Case of the Missing Surgeon"

From TR Program Plan:
Using Tabletop Activities to
Teach ASD / PDD Population
in the use Of Civic / Com-
munity Resources.

CHARACTER CREATION DATE: _____		LEVEL: _____		
PLAYER NAME: _____		CLASS: _____		
CHARACTER NAME: Rosalinda Jones		RACE: _____		
ETHNICITY/CULTURE: Caucasian / USA Pursuit Investigative Reporter		JOB: _____		
APPARENT AGE: 25	HAIR: Black	OTHER FEATURES: _____		
ACTUAL AGE: 30	EYES: Green	_____		
BIRTHDAY: _____	SKIN: Pale	_____		
HOMELAND: Chicago, IL, US	GENDER: Female	_____		
HEIGHT: 5'5"	PERSONALITY: Determined, Humorous, Insightful, Tough-minded.	_____		
WEIGHT: 140	_____			

ATTRIBUTES BODY: 3 AGILITY: 4 INTELLECT: 5 WILLPOWER: 9	HEALTH MAX HEALTH: 12 DAMAGE REDUCTION: _____ CURRENT HEALTH: _____	CHARACTER SKETCH OR LOGO 
--	---	--

POSSESSIONS WEAPONS Pistol - .38 Special (6 round revolver)	TOOLS Typewriter 35 mm SLR camera with 2 rolls B&W film
---	--

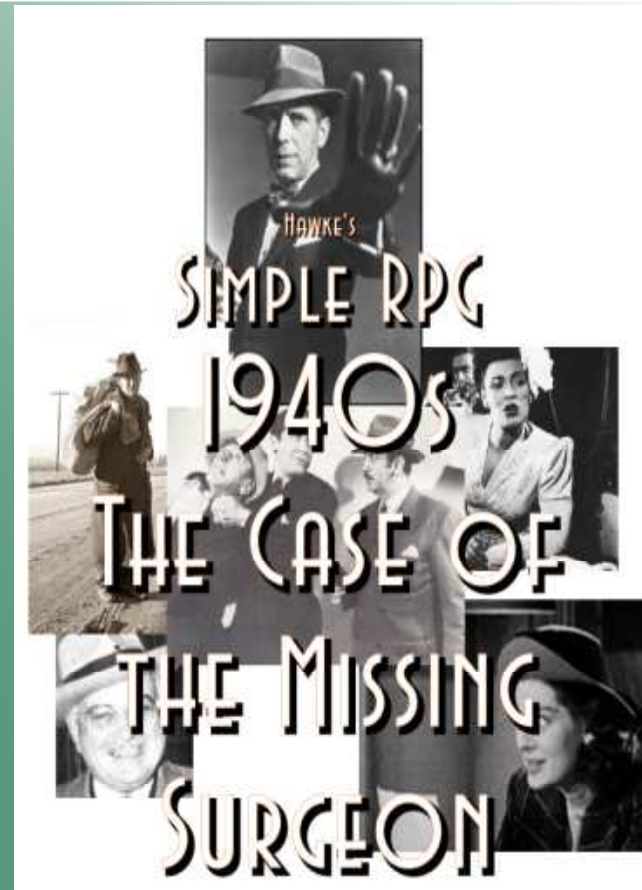
MONEY & TREASURE Handbag: Wallet with \$42.37 USD Personal effects (makeup, compact, etc.) Pack of gum Extra ammunition (1 small box = 24 bullets)	OTHER BELONGINGS Small notebook Pencil Clothing Overcoat Broadbrim hat Gloves
--	--

(Tabletop) RPG Example

Example Player Character Sheet

**Hawke's SimpleRPG
1940s Noir Setting
“The Case of the Miss-
ing Surgeon”**

**From TR Program Plan:
Using Tabletop Activities to
Teach ASD / PDD Population
in the use Of Civic / Com-
munity Resources.**



(Tabletop) RPG

Example

“You and your friends have just walked into the courtyard of an ancient building. The courtyard is approximately forty feet square. The walls, built of a tan colored stone material apparently indigenous to the area, aligned with the points of the compass. They are about thirty feet high. You entered from an opening in the south wall. You see the north wall has some stairs leading up along the outside of the inner wall, and the east wall on your right has what appears to be a solid metal door hanging open on rusted hinges. The walls are crumbling in places, and much is overgrown with ivy and weeds.”

(Tabletop) RPG

Example

In the center is a large fountain about fifteen feet high in what appears to be the form of a series of three successively smaller flower-like terraces. Surprisingly, the fountain is currently spouting clear and cool looking water. Peering at the water, you are more acutely aware of how dry your mouths are after a long day's hike through the surrounding desert, with not water previously in sight. The wind is picking up as a storm from the south, with lightning and dark clouds gathering, quickly approaches. The temperature is quickly dropping by the minute...

What do you do?"

(Tabletop) RPG

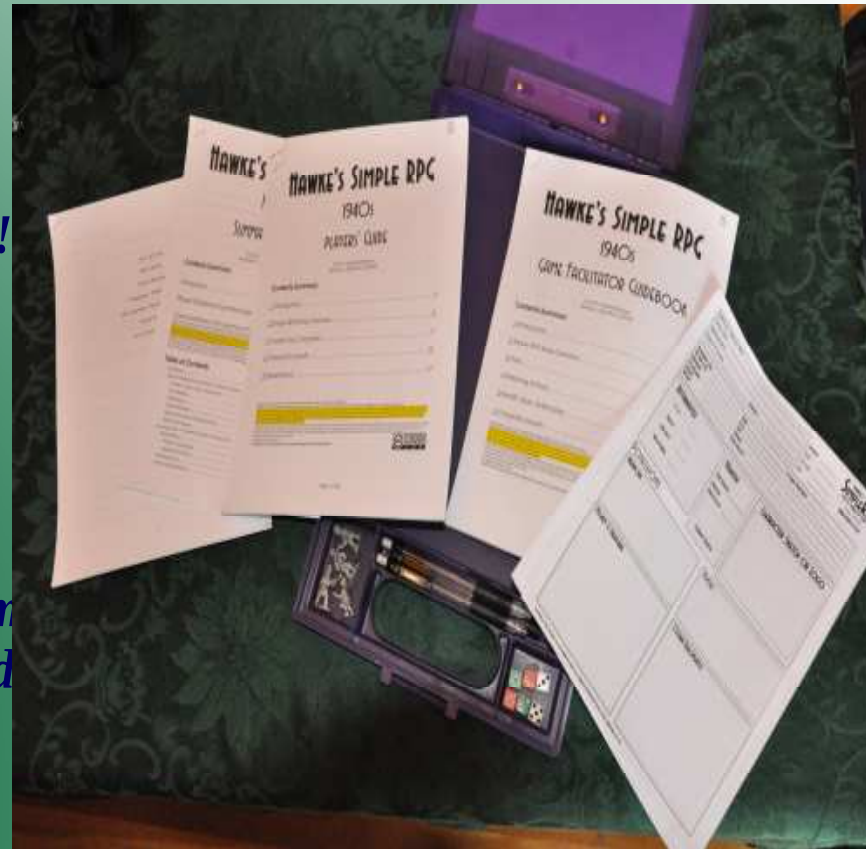
Example

At this point, those playing in the game each take turns telling the GM and the other players what actions their character will take. Some will have mundane results, others could have surprising consequences. Dice are frequently used to simulate the random events that can occur in life, and make it unknown in advance, even to the narrator/GM, what exactly will happen next. For example, someone may decide to climb the stairs, where there are some loose steps, and depending on how agile the player's character is, with a roll of the dice, that character may leap to the top unscathed, or may have a bit of a fall to deal with. Of course, there also could be trouble in the form of ill-intentioned bandits lurking within the entrance of the rusted door....

The Case of the Missing Surgeon

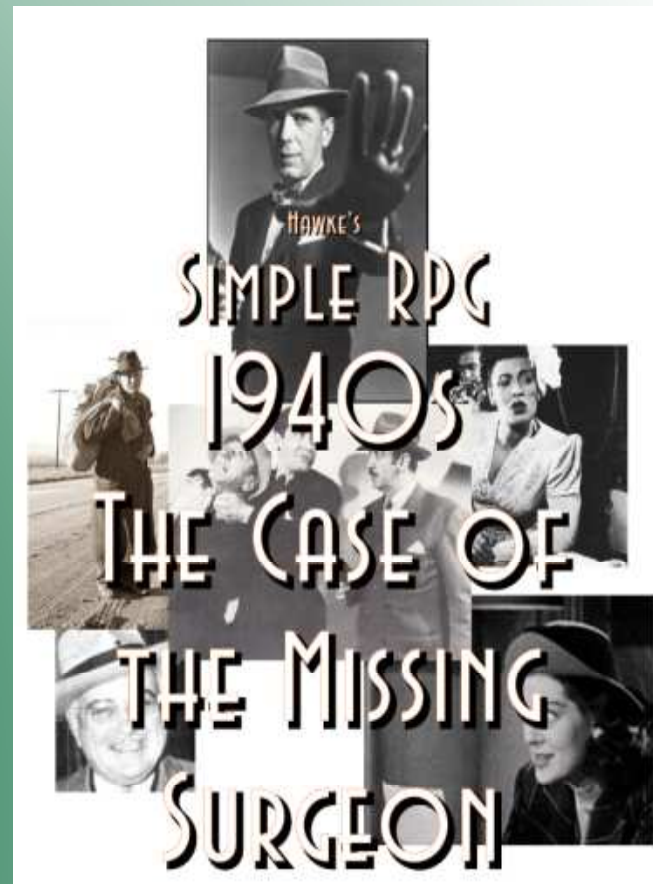
The Game Adventure: Famous Heart Surgeon is Missing!

The local doctor has gone missing! The famous heart surgeon, Dr. David Stevens has been reported missing by his wife Martha. The Stevens have two children Danny (Age 10) and Kathrine (Age 8). Bewildered and distraught, the family needs your help in order to find their husband and father.



The Case of the Missing Surgeon

Dr. Stevens has allegedly been missing for 48 hours and was last seen by his wife at his location of practice, Westwood Memorial Hospital; Westwood, Chicago. Since the police won't act until he has been missing for at least 72 hours, they won't even file a missing persons report, but Mrs. Stevens wants help now. Therefore, police at this time are no use to this frantic family that has no idea what to assume at this point. Martha's greatest fear is that David was having an affair and has run away to an unknown destination with some harlot.

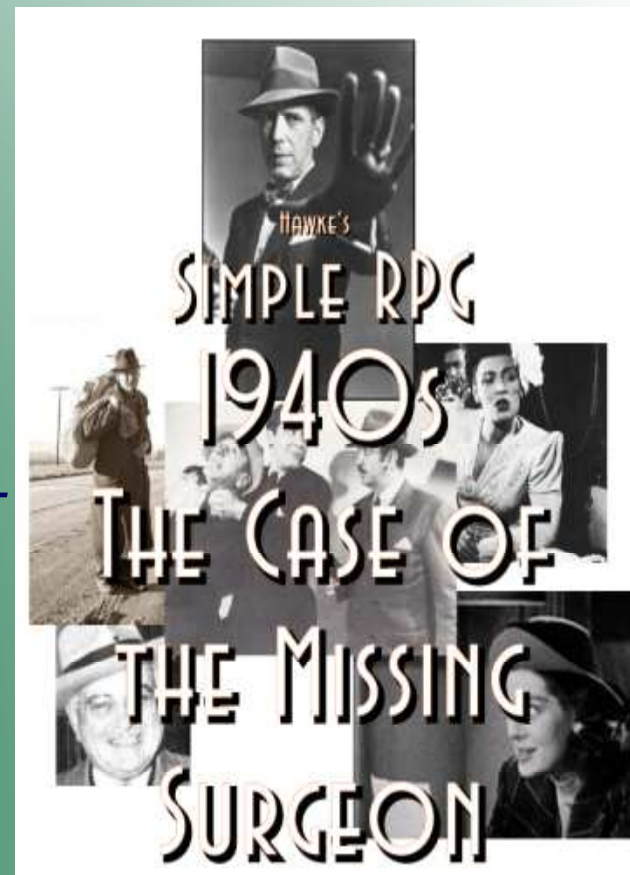


The Case of the Missing Surgeon

David had always been known as a workaholic and that the people he works with are the ones that claim to know him better than his own family.

Mrs. Stevens has come to your private detective office asking you to find out what has happened to her husband. The rest of you regularly help the private detective to solve capers.

Mrs. Stevens has provided you with the address to his office to begin your investigation...



Tabletop RPG & “Flow” Experience

A common experience I have witnessed frequently with Tabletop Role-Playing Gamers (and other formats to varying degrees), when the balance of challenge is focus is right, is the experience called by Mihalyi Csikszentmihalyi's, “Flow”, which is found to be a transcendent experience consistent across all demographics, age, gender, culture, etc.

The next slide presents a brief video clip with a nice example of an aspect of the flow experience.

Example of TRPG Flow Experience

Clip from Gamers 2: Dorkness Rising, Flow, loss of time.



<http://www.watchthegamers.com/>

156

RPG Formats: CRPG

Computer-based RPGs are available as:

- *Solo*
- *Multi-player*

RPG Formats: CRPG

Solo

Some well-known solo

- **RPGs:** *Hitchhiker's Guide to the Galaxy*
(text-based)
- Zork (text-based)
- Dragon Age
- Skyrim



Photos of Felicia Day in *Dragon Age: Redemption* the movie (upper),
and the video game (lower)

RPG Formats: CRPG

Multi-player

There are many different types of multi-player

CRPGs:

- MUSH
- MUD
- MOO
- MMORPG
- PBP/PBM/PBEM
- Cooperative & PvP

<http://watchtheguild.com>



Some of these games can switch between solo and multi-player modes.

RPG Formats: CRPG

Multi-player

Some well-known Multi-player titles include:

- Dungeons & Dragons Online
- Lord of the Rings Online
- World of Warcraft
- Neverwinter Nights
- Ultima Online
- Baldur's Gate
- Eve Online



Some of these games can alternate between solo and multi-player modes.¹⁶⁰

RPG Formats: CRPG

Real-time vs. Turn-based

Whether offline or online, some games are real-time action, while others are turn-based.

Turn-based games will wait for a player's input (potentially waiting indefinitely in some cases), while real-time is much more dependent upon fast reflexes.

This is an important consideration when utilizing computer-based RPG as an intervention for some clients unable to respond quickly enough for a real-time style CRPG.

RPG Formats: CRPG

Personally I find all of the computer-based RPGs lacking compared to Tabletop & LARP, but I do see the potential merit for some clients, when used appropriately.

The feeling of something lacking in CRPGs likely has much to do with my personal style and preferences in the gaming experience. I like to derive from RPG, cooperative social narrative to achieve common goals.

RPG Formats: CRPG

Screen Time

I have met many recreation therapists and TR professors with a “any screen is a bad screen” approach to program planning, and consider any video games counter to TR.

Though there are some more accepting of physical interface game systems like the Wii.

RPG Formats: CRPG

Screen Time

While it is true that so many people need to unplug and get away from those screens, there are clients where screen-based interventions such as computer-based RPG could be extremely valuable, for example working on neuroplasticity-related goals for TBI clients.

More on this topic will be discussed later.

RPG Formats: CRPG

Screen Time

A number of research projects are determining what is a “healthy” amount of computer-based game time for players in general, and what begins to become detrimental.

From several sources, the current consensus seems to be about 30-60 minutes per day is very healthful and helpful, while getting near the 2+ hours mark becomes counter-productive.

RPG Formats: CRPG

“Children who play computer or video games for up to an hour daily are the most sociable, happy and least hyperactive, Oxford University study finds.” (Gosden)

“Simone Kuhn, a researcher at the Max Planck Institute for Human Development in Berlin, has found that the prefrontal cortex actually grows thicker and gray matter more voluminous in people who play games as humble as "Super Mario 64," changes that could improve memory and navigational ability.” (Keilman)

RPG Formats: CRPG

Escapism

There are actually two forms of escapism: self-suppression and self-expansion. She described self-suppression as running away from unpleasant thoughts, perceptions and emotions; self-expansion is actively seeking new skills, stronger relationships and positive experiences.

According to McGonigal, the difference between these two is comparable to the difference between saying, "Everything sucks, so I'm going to go play games," versus "Life is better when I have time to play games." (McGonigal)



RPG Formats - CRPG - Violence

Trait-based Variance

Effects of Trait Hostility, Mapping Interface, and Character Identification on Aggressive Thoughts and Overall Game Experience After Playing a Violent Video Game - Younbo Jung, PhD, Namkee Park, PhD, and Kwan Min Lee, PhD - Cyberpsychology, Behavior, and Social Networking

December 2015, 18(12): 711-717. doi:10.1089/cyber.2014.0648.

Abstract

This study investigated the effects of trait-level hostility, interface types, and character identification on aggressive thoughts and overall game experience after playing a violent video game. **Results showed that the mapping interface made participants with high trait-level hostility more readily accessible to aggressive contracts, yet it did not have any significant impact for participants with low trait-level hostility.** Participants with **low trait-level hostility reported more positive game experience** in the mapping interface condition, while participants with high trait-level hostility in the same condition reported more negative game experience. Results also indicated that character identification has moderating effects on activating aggressive thoughts and mediating effects on overall game experience. Implications regarding possible ways of reducing potentially negative outcomes from violent games are discussed.

RPG Formats: LARP

Generally most people seem to think this is the only form of LARP (combat):



RPG Formats: LARP

Combat



RPG Formats - LARP

Generally most people seem to think that the combat form is the only form of LARP (boffer):



RPG Formats - LARP

Subtypes

There are as many genres of LARP as TRPG & CRPG. these are expressed in various ways including:

- Boffer (light combat / demonstrative)
- Heavy combat / reenactment
- Non-combat (free-form, theater-style, salon)



RPG Formats - LARP



RPG Formats - LARP

From a visual perspective, one could interpret Live-Action Role-Playing available in 3 primary visible forms (with many sub-sets therein):

- Plainclothes (no costuming, minimal/no props)
- No Combat vs. Combat-focused.
- Costumed/props



RPG Formats - LARP

Roleplaying, especially Live-action, may be seen as part of a movement in Western culture towards participatory arts, as opposed to traditional spectator arts. Participants in a LARP cast off the role of passive observer and take on new roles that are often outside of their daily life and contrary to their culture.[65] (Wikipedia)



RPG Formats - LARP

The arrangers of a LARP and the other participants act as co-creators of the game.[66] This collaborative process of creating shared fictional worlds may be associated with a broader burgeoning "geek" culture in developed societies that is in turn associated with prolonged education, high up take of information technology and increased leisure time. [67] (Wikipedia)



RPG Formats - LARP

In comparison to the mainstream video-game industry, which is highly commercialized and often marketed towards a male audience, LARP is less commoditized, and women actively contribute as authors and participants.[68] (Wikipedia)

LIVE Google Hangout
LARP AS A FORM OF
THERAPY
Wednesday,
March 26 @ 9 p.m. EST
Featuring

 Dr. Sarah Bowman Adjunct Professor of English and Communications	 Hawke Robinson Founder of the RPG Research Project
 Chris Shell Cheaper than a Psychologist	 Jamie Metzger Costume Designer

 Hosted by Kristin Brumley at
youtube.com/user/ortlysunja

RPG Formats - LARP

Non-combat Style



The Gamers 3: Hands of Fate – Non-combat, costumed, LARP example

Pros & Cons of Each RPG Format

The following section quickly summarized the pros and cons of each of the RPG formats, CYOA, TRPG, CRPG, & LARP.

CYOA: Pros

- Accessible to a wide population
- Flexible time commitment
- Well structured
- Reusable
- Inexpensive
- Easy TRS training curve

CYOA: Cons

- Not social (unless modified/adapted to be read aloud by others).
- Rigidly structured, doesn't allow flexibility outside of the if/then design.
- Does really allow for “character” development.
- Requires matching language ability
- Requires reading skills, or someone to read for them.

TRPG: Pros

- Very social
- Cooperative game-play (rather than competitiveness of CRPG and LARP).
- Accessible to wide range of populations.
- Inexpensive initial investment and long-term reusability
- Encourages creativity.
- Unlimited flexibility of options.
- Easy to find players/groups in small cities (or larger).
- Easy to find locations to play – table and chairs.
- Very little equipment needed, typically just paper, pencil, dice.
- Can encourage many other interests (history, literature, cartography, painting, sculpting, metalurgy, physics, etc.).
- Ancillary activities like miniature painting, terrain building, etc.

TRPG: Cons

- Not physically active (no current research on obesity rates as there is for computer-based).
- Difficult to find players/groups in small towns
- Ongoing societal stigma, and outright hostility in some locations.
- Requires social, communication, and cooperative problem-solving skills.
- Without strongly skilled GM or TRS supervision, if participants lacking in social skills, can break down and lead to group dissolution

CRPG: Pros

- Readily available in many styles, formats, genres, titles.
- Very popular and more culturally accepted than TRPG or LARP.
- More flexible options than CYOA.
- Online versions can join with existing friends/family, or make new friends online
- Easy to find others to game with online...
- Research shows about 1 hour per day very beneficial to key brain development.
- Many adaptive interfaces available for those with severe disabilities.
- Can help bed-ridden or socially phobic participants can connect with world when they would otherwise normally be socially isolated, behind the safety of the screen/keyboard/console.

CRPG: Cons

- Not physically active, research shows higher levels of obesity.
- Offline versions not social.
- Online versions can have “rough” online communities and poor social experiences.
- Much more controlling structure than TRPG or LARP (less freedom).
- Typically doesn't encourage strong communication skills.
- Companies build in too much “grinding” and “hooking” to make money rather than enjoyment of game, this can feed “Addictive-like” behavior patterns (by design).
- Can be expensive, up-front costs \$60+, monthly 15+, gaming hardware upgrades, etc.
- Online “anonymity” can lead to incendiary behavior and mistreatment of others.

LARP: Pros

- Physically active (degree varies).
- Accessible to wide range of populations.
- Team-work.
- Encourages creativity.
- Encourages problem-solving skills.

LARP: Cons

- Often competitive rather than cooperative.
- The Combat-centered LARPs more athletics-focused, excluding many other player-types.
- Can be somewhat expensive for equipment/costumes, though less expensive usually than Computer-based RPG.
- Hard to find groups in area.
- Location accommodations can be challenging and/or limited by weather if outdoors.
- Ongoing social stigma, and downright hostility in many locations (more than all the other forms of RPG).

Regarding RPG Research

As you have seen in this presentation, there is plenty of strong *correlative* evidence that thoroughly disproves the negative stereotypes about role-playing gamers.

Unfortunately there is only a limited amount of *causal* research extant.

Are role-playing gamers stronger in social skills, lower depression & suicide rates, less violent, less criminal, more empathetic, stronger in problem solving skills, etc. because of their participation in role-playing gaming necessitating development in those (and many more) areas? Or are people already strong in these areas, looking for an activity that matches their exceptional attributes, drawn to role-playing gaming as a means of utilizing their strong points?

Like the nature vs. nurture debate, this is likely a mix. While there is quite a growing body of causal research related to video games (including computer--based RPGs), there is very little in the way of controlled studies on the causality

RPG Training for TR Specialists

- The basics for players can be picked up quickly.
- Being a Game Master however takes a considerable amount of time to master.
- For TRS interested in learning to run a tabletop RPG, there are 6 videos, about 3-4 hours each, that illustrate starting up a group from scratch.
- The Spartan Show's Adventurer's Guild: The Worlds of Beru, using Dungeons & Dragons 5th Edition (currently the latest version)

RPG Training for TR Specialists

- Recommended that those interested in learning about RPGs, find local groups to join as a player, to learn the basics, before taking on the more challenging task of running a group.
- However, I have created some entry-level program plans, that walk a TRS through the entire process, assuming zero prior RPG experience.
- I can assist in helping you find groups to join.

RPG Training for TR Specialists

- I regularly provide phone, email, Skype support to TR specialists trying to ramp up
- I can provide training remotely, or will come to your facilities to train specialists if needed.
- The aforementioned videos available here:
<http://rpgr.org/videos/the-adventurers-guild>

RPG Program Plan Examples

- RPG for Brain Injury recovery.
- LARP for Autism Spectrum Disorder (ASD) Toddlers.
- Tabletop RPG & LARP for ASD youth & adults to learn use of public transit system.
- Tabletop RPG for ASD, use of civic resources.
- Tabletop RPG for Deaf Community.

Example Program: RPG for Brain Injury

- You may access the program plan files, and a full length (24:22) presentation with audio & WHO ICF/ICD codes, here:
<http://www.rpgresearch.com/brain-injury>
- A significantly shortened summary of this program plan's presentation is included on the next few slides for a brief overview.
- Only a few key highlights will be covered in this presentation, but the extra details are included for your perusal after the presentation.

Example Program: RPG for Brain Injury

A client with traumatic brain injury and multiple functional impairments submitted for recreational therapy treatment.

The program plan utilizes all formats of RPG as intervention modalities.



These injuries & symptoms are based on amalgamation of actual cases.

Example Program: RPG for Brain Injury

The chosen recreational therapy activity for the client to achieve maximal benefit toward recovery will involve four forms of role-playing game (RPG) approaches as the client progresses through 4 stages of the recovery process:

- Stage 1 - “Choose Your Own Adventure” (CYOA)
- Stage 2 - Computer-based (CRPG)
- Stage 3 - Tabletop RPG
- Stage 4 - Live-action (LARP)

Example Program: RPG for Brain Injury

As the client gradually improves functionality, the client can progressively take on greater challenges toward increasing self-sufficiency capabilities.

RPG for TBI

Recovery Stage 1

Client Function Overview / Assessment

- Client was involved in an accident and received multiple injuries to various parts of the brain (and body). This example program plan will focus mostly on the TBI-related issues in this scenario.
- This TBI case includes diffuse injury, and some localized concussive and piercing injuries to specific parts of the brain.
- The client's initial functional level when RT is introduced to the case, is just coming out of an induced coma, with minimal interactive capacity.
- The client's stamina is currently limited to durations around 15-30 minutes between extended hours of rest.

RPG for TBI

Recovery Stage 1: CYOA

Client Function Overview / Planning

- After consultation with the family and care-takers, it is determined that prior to injury, one of the client's favorite activities included various forms of role-playing games.
- The RPG intervention modality can also be considered even if the the client has never played RPGs previously, but showed high levels of interest in many genres, for example “Noir mysteries”, “Fantasy” or “Science fiction”, “Super Heroes”, “Procedural Police”, in books, television, or movies.
- Client mostly preferred tabletop, but had dabbled with both computer-based and live-action forms.
- As client slowly regains various levels of functioning, modified versions of RPG will be presented in which the client may participate.

RPG for TBI

Recovery Stage 1: CYOA

Client Function Overview / Implementation

- The RT asks the client, “Would you like to play a simple version of a role-playing game?”. “Squeeze/blink once for yes, two for no.”
Client indicates yes...



RPG for TBI

Recovery Stage 1: CYOA

Client Function Overview / Implementation

- “This adventure is set in Chicago during the 'Roaring '20's'. It is a mystery-style adventure.”
- Of course any genre/setting will work.
- “You will have three characters you can choose from. I will first list the three options, then I will ask you which one you prefer as I go through the list a second time. You will then indicate 'yes' when I mention the character you want.”
- “You may choose to play: 1. A Police Detective, 2. A Private Eye, 3. An Investigative Reporter.”

RPG for TBI

Recovery Stage 1

Client Function Overview / Evaluation

As the client continues to recover, there should be measurable improvements in the following areas:

- Basic cognition
- Social interaction
- Simple to moderate problem solving
- Speech comprehension
- Encourages brain plasticity
- Relevant codes.

Ongoing evaluation of program efficacy from the followup assessment results will help determine what modifications should be made to the existing stage 1 program plan, and evaluating when to transition the client to stage 2.

RPG for TBI

Recovery Stage 2

Client Function Overview / Assessment

- Client has regained full visual function.
- Client has not regained most speech, only able to answer with simple monosyllabic words.
- Client has extremely labile facial expressions.
- Client has significant aphasia, and is continuing treatment with speech therapist. Long term prognosis is uncertain, but hopeful.

RPG for TBI

Recovery Stage 2

Client Function Overview / Assessment

- Client only has limited motor function of right arm, hand, and fingers, with full sensory response.
- Client is able to move head slightly left and right, or up and down.
- Client stamina is about 30 minutes.
- Though client's cognitive functioning is improving, the client's ability to communicate is still severely limited.

RPG for TBI

Recovery Stage 2: CRPG

Client Function Overview / Planning

- Based on client's current functioning, it is recommended to have the client try using a mouse, Wii-mote, or adaptive interface to participate in an offline computer-based RPG that is turn-based rather than real-time.
- The client is able to move and click both buttons on a mouse, can see the computer screen clearly, and has enough cognitive functioning to interact in the game at a much higher level than before.
- If client does not yet have sufficient motor skills, consider implementing bio-and-neuro-feedback-based computer-based role-playing game.

RPG for TBI

Recovery Stage 2: CRPG

Client Function Overview / Implementation

- Based on client's current functioning, it is recommended to have the client try using a mouse, Wii-mote, or adaptive interface to participate in an offline computer-based RPG that is turn-based rather than real-time.
- The client is able to move and click both buttons on a mouse, can see the computer screen clearly, and has enough cognitive functioning to interact in the game at a much higher level than before.

RPG for TBI

Recovery Stage 2: Computer-based Client Function Overview / Implementation

If insufficient motor skills function:
Bio/Neuro-feedback interface for turn-
based, computer-based, role-playing game



For clients with sufficiently function-
ing
motor skills development, use mouse,
adaptive mouse, or Wii-mote.



RPG for TBI

Recovery Stage 2: Computer-based Client Function Overview / Implementation

Adaptive Game Interfaces: Quadriplegic



RPG for TBI

Recovery Stage 2: Computer-based Client Function Overview / Implementation

Adapted Game Interfaces: Oversize Controller-



RPG for TBI

Recovery Stage 2: Computer-based Client Function Overview / Evaluation

- General cognitive improvement.
- Moderate problem solving development.
- Audio and/or visual language comprehension.
- Improvement of gross motor functions.
- Improvement of fine motor functions.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Assessment

- Client has impairment around T1-T4, may be temporary.
- Client has regained use of entire upper body.
- Client can engage in light speech using very simple sentences, but still has some aphasia.
- Client can not move legs.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Assessment

- Client has unpredictable control of bowels and bladder -
.
- Client stamina has increased to about an hour for recreational activity capacity before needing rest.
- Client affect is no longer labile.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Assessment

- Client now able to participate with minimal modification in tabletop RPG.
- Client using wheelchair.
- Some assistance is necessary from other participants to be patient and assist as needed when client has trouble communicating correct word or intention verbally.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Plan

- Client is able to fully manipulate, read, and calculate dice rolls and simpler character variable calculations, though may have some trouble with verbally expressing the result.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Plan

- The client is able to pick up and roll dice
- The client can comprehend letters, rulebooks, dialog, and mildly complex scenario puzzles.
- Only minor modifications are necessary for client to participate in this form of RPG.
- The tabletop interaction with other players and the Game Master (GM) will need to operate at a slower pace than “normal”, but client will be able to participate with the complete tabletop experience.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Implement

- Client can handle and write on paper with pencil.
- Client can engage in adventure dialog between GM and other players.
- Client understands and communicates desired player -
-character (PC) actions and action resolution.
- Client understands rules discussion and enforcement, though occasional repetition or clarification may be necessary.

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Implement

- Client can increasingly engage in social interaction with other players and GM.
- Client can have increasingly complex dialog with other players and GM for both “in game” and “out of game” discussions.
- Client can engage in cooperative play with shared narrative, and increasingly complex problem solving through group interaction

RPG for TBI

Recovery Stage 3: Tabletop RPG

Client Function Overview / Evaluate

- Reading and reading comprehension
- Social skills
- Cooperative play
- Joint and individual complex problem solving
- Speech
- Listening and comprehension
- Math
- Many others....

RPG for TBI

Recovery Stage 4: LARP

Client Function Overview / Assess

- L3 injury. Prognosis likely permanent.
- Client has regained some ability to walk with assistance of support products (braces and crutches).
- Client speech mostly recovered, but still occasional aphasia.

RPG for TBI

Recovery Stage 4: LARP

Client Function Overview / Assess

- Client has improved from much of past amnesia, but still shows some continued loss of some past memories.
- Client no longer shows impairment to retaining new memories.
- Client now able to control bodily functions without assistance from other people.

RPG for TBI

Recovery Stage 4: LARP

Client Function Overview / Assess

- Client has some signs of “spastic” movement. Prognosis is positive if continue to engage in regular physical activities, but client is averse to “regular” workout regimen or physical therapy.
- Client may engage in Live-action Role-play (LARP) with wheelchair and/or with braces/crutches.

RPG for TBI

Recovery Stage 4: LARP

Client Function Overview / Plan

- Client is willing to try LARP for physical regimen.
- Client initially participates in controlled clinical setting with other “LARPers”.
- Over time client may be able to participate in LARP activities outside of clinical setting.

RPG for TBI
Recovery Stage 4: LARP
Client Function Overview / Implement



From movie: "Knights of Badassdom" (2013)



Steam Punk Professor Xavier's Wheelchair
By: Daniel Valdez
<http://www.sineon.com/>

RPG for TBI Summary

Through the use of role-playing games modified to fit the client's diverse needs, the client was able to receive a broad range of benefits from a favored recreational activity that provided improvements to:

RPG for TBI Summary

- Cognition
- Speech
- Social Interaction
- Mathematics and general problem solving
- Fine motor skills
- Gross motor skills and balance.

RPG for TBI Summary

Because these activities match the client's leisure interests well, combining the variety of options available with the adaptations from the TRS, the client is much more likely to continue engaging in the activities after discharge, continuing to improve the prognosis for the long term recovery outcome.

Adapted Tabletop RPG

Population: Deaf



Adapted Tabletop RPG *Population: Deaf*

Hands-On-Adventure!



Role-playing gaming in American Sign Language.

Adapted Tabletop RPG

Population: Deaf

Population: Deaf and hard of hearing, or anyone who can sign in ASL (or any signing language) with sufficient proficiency. Ages can range in groups from 8 to 13, 14 to 21, and 21 on up. Both male and female can equally participate.

Setting: Safe, quiet, comfortable, non-distracting room, or outdoor setting. Seating reasonably close enough and sufficient lighting for everyone to see each others' signing. Seating usually best in the shape of a circle or a square rather than a rectangle so signing can be seen by all fairly equally (compared to long rectangle making it a bit more difficult to see everyone).

More information: <http://www.rpgresearch.com/deaf-rpg-1>

Adapted LARP

Population: ASD / PDD Tod-



Adapted LARP

Population: ASD / PDD Tod-



Adapted LARP

Population: ASD / PDD Tod-



ASD Toddler LARP

Trial Observation Notes

- Cooperative Quest
- Save the Royal Family
- Multiple stages
- Token-based reward economy options
- Program trial observation notes
- Reduction of stereotyped behavior
- Enhanced focus and cooperation
- Completion of program
- Comparison to parallel programs at same time with same group

ASD Toddler LARP

Trial Observation Notes

A more complex answer would do more justice to the results so far, but the short of it is, with proper program planning, observed significant reduction of "stereotypical" behaviors during the activities using Role-playing Game formulas compared to those activities without, better positive experiences with cooperative engagement using Role-playing Game programs than those without, better success rates at completing tasks cooperatively with Role-playing Game approach compared to non-RPG activities, improved efforts at communication with others when using Role-playing Game adapted activities than those without, after initial experiences with Role-playing Game much more likely to seek out opportunities in a more intrinsic self-motivation approach to engage in social tasks due to enjoyment of Role-playing Game despite the extra effort to work in a cooperatively social environment.

Both tabletop and live-action show significant benefits immediately and with only some modification necessary depending on the severity of symptoms, as long as certain controls are implemented (Balances), while computer-based needs significantly more intervention to maintain balance, but can be achieved if implemented correctly.

ASD Toddler LARP

Trial Observation Notes

A more complex answer would do more justice to the results so far, but the short of it is, with proper program planning, observed significant reduction of "stereotypical" behaviors during the activities using Role-playing Game formulas compared to those activities without, better positive experiences with cooperative engagement using Role-playing Game programs than those without, better success rates at completing tasks cooperatively with Role-playing Game approach compared to non-RPG activities, improved efforts at communication with others when using Role-playing Game adapted activities than those without, after initial experiences with Role-playing Game much more likely to seek out opportunities in a more intrinsic self-motivation approach to engage in social tasks due to enjoyment of Role-playing Game despite the extra effort to work in a cooperatively social environment.

Both tabletop and live-action show significant benefits immediately and with only some modification necessary depending on the severity of symptoms, as long as certain controls are implemented (Balances), while computer-based needs significantly more intervention to maintain balance, but can be achieved if implemented correctly.

Program Plan: PAVE Group

ASD Youth & Adults

A more complete answer would be more justified by the results so far, but the heart of it is, with proper program planning, there would be significant reduction of stereotypical behaviors during the activities using Role-playing Game formulas compared to those activities without, better positive experiences with cooperative engagement using Role-playing Game programs than those without, better success rates at completing tasks cooperatively with Role-playing Game approach compared to non-RPG activities, improved efforts at communication with others when using Role-playing Game adapted activities than those without, after initial experiences with Role-playing Game much more likely to seek out opportunities in a more intrinsic self-motivation approach to engage in social tasks due to enjoyment of Role-playing Game despite the extra effort to work in a cooperatively social environment.

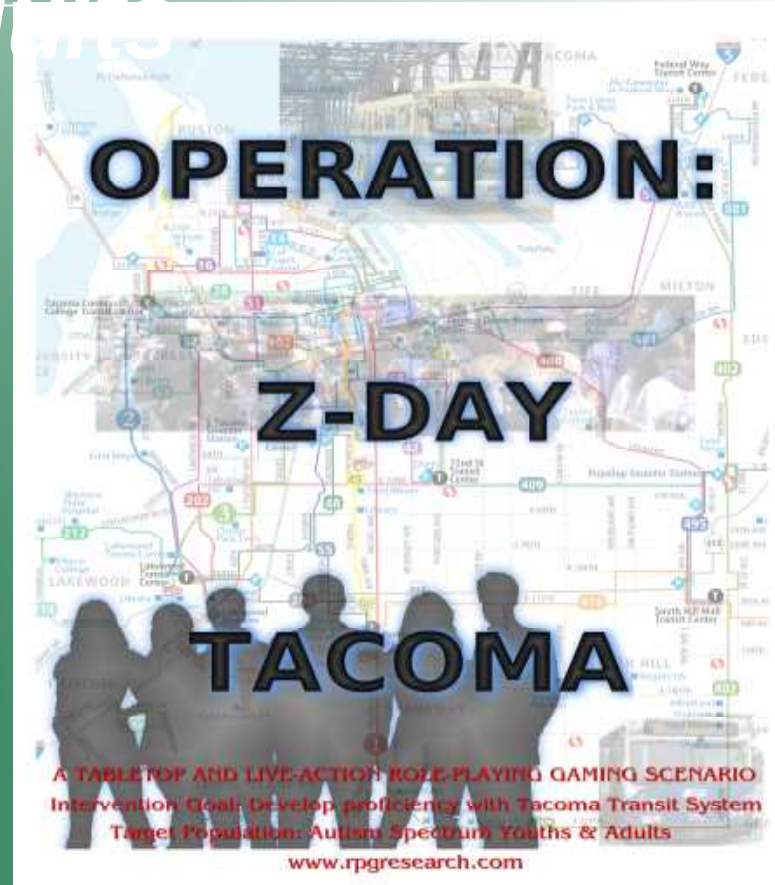
Both tabletop and live-action show significant benefits immediately and with only some modification necessary depending on the severity of symptoms, as long as certain controls are implemented (Balances), while computer-based needs significantly more intervention to maintain balance, but can be achieved if implemented correctly.

Adapted LARP

Population: ASD / PDD Youth & Adults

Tabletop & LARP RPG Program Plan for ASD Youth & Adults.

Tacoma PAVE



Targeted Skills: Public Transit & Social Skill-

Tacoma, July 2013 Annual “Zombie Walk”



<http://postdefiance.com/crypticon-zombie-tag-heads-for-tacoma/>

Education Program Considerations

IDEA IEP “related services” for IDEA – Individuals with Disabilities Education Act ADD/ADHD

IEP = Individualized Education Program
The 2004 IDEA, the Individuals with Disabilities Education Act, provides appropriate public education to children with disabilities who have an educational need and meet eligibility criteria.” Approximately 50% of children with ADD/ADHD may need services under the IDEA.

If the student meets the eligibility requirements under “Other Health Impairment (OHI)”, then they may receive such services. (Dendy 184)

“Students may receive any 'related services' recommended in the IEP – e.g., counseling groups, occupational therapy, instructions regarding study skills, organizational strategies, time management, problem solving, and/or anger management.” (Dendy 188)

**Targeted Skills: Problem Solving, Organizational,
Math,**

Education Program Considerations

IDEA IEP “related services” for IDEA – Individuals with Disabilities Education Act ADD/ADHD

While Recreation Therapy is not explicitly listed (as all too frequently happens with so many programs), a “gamification” TR-based Education program plan utilizing RPGs could be developed and proposed targeting the “organizational strategies, time management, problem solving” and other relevant skills, for those students qualifying under this program.

People with ADD/ADHD need a higher level of stimulation or “novelty” to overcome the Executive Function (EF) and Dopamine receptor deficiencies to aid in attention focus, and long-term memory encoding (Dendy 39), an RPG approach to covering these topics would likely be much more effective for a young student struggling to learn these critical skills.

**Targeted Skills: Problem Solving, Organizational,
Math,**

Education Program Considerations

**IDEA IEP “related services” for
IDEA – Individuals with Disabilities Education
Act
ADD/ADHD**

IEP = Individualized Education Program

Renate & Geoffrey Gagne of the Gagne Learning Institute recommend 3 teaching strategies for interactive learning:

1. Orchestrated Immersion: Create a learning environment that surrounds the student with interesting, related, hands-on activities
2. Relaxed alertness: Eliminate fear while creating a challenging learning environment.
3. Active processing: Connect information to prior learning and allow the student actively process the information.

(Dendy 51)

**Targeted Skills: Problem Solving, Organizational,
Math,**

Education Program Considerations

**IDEA IEP “related services” for
IDEA = Individuals with Disabilities Education
ADD/ADHD
Act**

IEP = Individualized Education Program

As we have seen throughout this presentation, a program plan utilizing RPGs would be an ideal modality to achieve the above goals.

A potential “adventure setting” could be something along the lines of a “Cyber” or Detective adventure, having to unravel technical clues (solve math problems, organizational riddles/puzzles, time-based sessions, and of course the easily understood development of problem solving skills inherent to role-playing gaming.

**Targeted Skills: Problem Solving, Organizational,
Math,**

RPG as assessment

Just a thought, not a quote:

**RPGs can be used as “fun” assessment tool
of client's functioning, especially children...**

Flexible Session Length

Adventures can start and end all in one session (session length from one hour, and more typically 2-4 hours/sessions), to spanning a long time, including “campaigns” that can span years building a rich “history”.

The Shared Narrative Phenomenon

**Phenomenon of shared narrative.
Recall from game sessions in contrast
to witnesses at an accident.**

WorldCon 73 Research Poster Summarizes 10 Years of Research

Studies on the effects of all forms of role-playing games: tabletop, live-action (LARP), and computer-based The RPG Research Project - www.rpgresearch.com

W. A. Howless Robinson ("Hawke Robinson")
 Professor of Leisure Studies and Applied Health Studies at Brock University, St. Catharines, Ontario, Canada
 Email: howless@brocku.ca | Phone: (905) 673-1151

OVERVIEW
 Applying methodologies from recreational therapy utilizing role-playing games in all forms as an intervention modality to achieve specific educational and therapeutic goals for special populations.

MISSION
 Through the use of role-playing games, to provide a safe and fun environment for individuals with special needs to develop social skills, self-esteem, and problem-solving abilities.

VISION
 To see a world where role-playing games are used as a primary tool for social and emotional learning for all individuals, regardless of their abilities.

Participation in role-playing gaming overlaps with a number of other domains including recreation, education, therapeutic, and socialization.

RPG & Autism
 Program plans utilizing role-playing games (RPG) as intervention activities for Autism Spectrum (ASD) toddler, youth, & adult participants from a Therapeutic Recreation approach.

RPG & ASD Toddlers
 Live-Action Role-Playing Cooperative Quest Adapted Activities: "Help the Royal Family"

RPG & ASD Youth and Adults
 "The Case of the Missing Sarcophagus"
 Tabletop RPG mystery as a modality to achieve educational / therapeutic goals for at-risk youth & adults to develop their resource knowledge & skills through cooperative problem-solving.

"Operation Z-Day, Tacoma"
 A Therapeutic Recreation (TR) based tabletop & live-action role-playing (LARP) adventure to develop public transit, self-sufficiency, & social skills.
 Initially building confidence & competence through tabletop RPG, subsequently applied "in-real-life" through actual use of the transit system within the context of LARP.

RPG & At-risk Youth
 Cooperative Problem Solving Skills Development
 A group in Israel, "Kos Ash", ran games for 3 years designed for Autism Spectrum and at-risk youth to help them with social and cooperative problem solving skills, using the Warhammer Fantasy Roleplay system with the "Social Module".

The Wheelchair Friendly RPG Trailer Fundraiser
 PC&G: Beyond Today
www.pcfund.com/rpgtrailer

Research
 Role-Playing Therapy
 Handbook of Practice
www.rpgtherapy.com

RPG & The Deaf
 RPG Program for the Deaf Community "Hands On Adventure"
 The tabletop & live-action RPG to provide social, vocational, and general learning level and improve hearing participation through a social recreational event designed to help reduce isolation and encourage interaction. In operation, the team @franchise building practices.

RPG & Education
 RPG Program for Education Classroom with role-playing gaming.
 As an add-on to other programs.
 "Diverse RPGs are designed to be used as a supplement to other programs. They have a definite practice effect on student education, skills and language development in both areas as well as social skills."

RPG & Therapy
 A World War II veteran with PTSD used in a 2004 case study on the effects of allowing a socially depressed 18 year old to use D&D as an outlet and emotional development tool.
 "The use of this game (D&D) as an adjunct to therapy can allow patients an opportunity to explore their mental dragons and slay their psychic dragons."
 (Journal of Pastoral Care 49: 4, 2008)

RPG & Rehabilitation (TBI)
 RPG Program for Traumatic Brain Injury Recovery
 The chosen rationale for using RPG for the client to achieve maximal benefit was and remains will be the fact that role-playing game (RPG) approaches with client programs through a range of the recovery process.
 • Stage 1 - "I Survived the Disaster" (TBI)
 • Stage 2 - Computer based LARP
 • Stage 3 - Tabletop RPG
 • Stage 4 - Live-action LARP

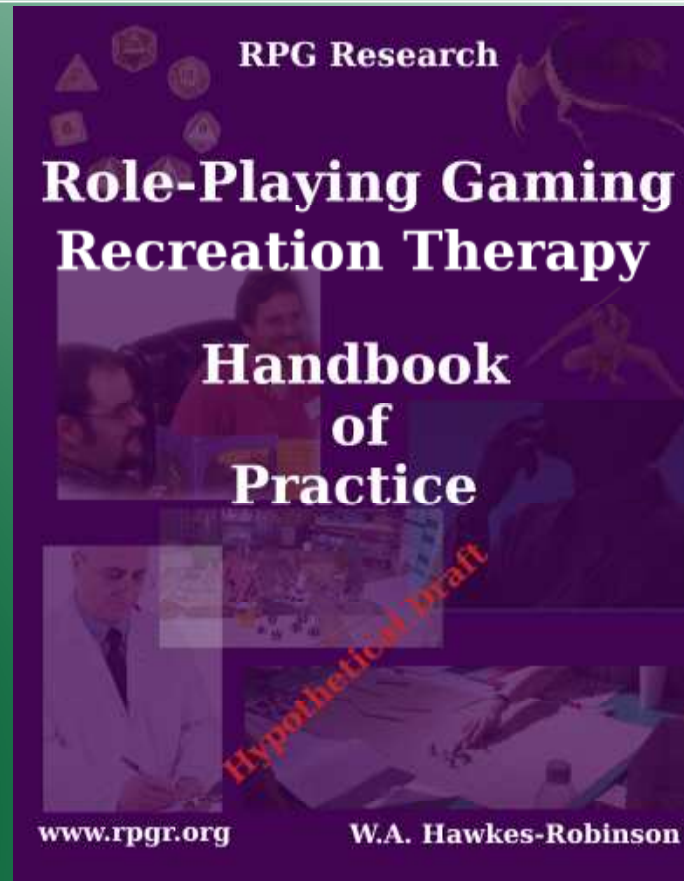
RPG & The Deaf
 RPG Program for the Deaf Community "Hands On Adventure"
 The tabletop & live-action RPG to provide social, vocational, and general learning level and improve hearing participation through a social recreational event designed to help reduce isolation and encourage interaction. In operation, the team @franchise building practices.

RPG & Education
 RPG Program for Education Classroom with role-playing gaming.
 As an add-on to other programs.
 "Diverse RPGs are designed to be used as a supplement to other programs. They have a definite practice effect on student education, skills and language development in both areas as well as social skills."

RPG & Therapy
 A World War II veteran with PTSD used in a 2004 case study on the effects of allowing a socially depressed 18 year old to use D&D as an outlet and emotional development tool.
 "The use of this game (D&D) as an adjunct to therapy can allow patients an opportunity to explore their mental dragons and slay their psychic dragons."
 (Journal of Pastoral Care 49: 4, 2008)

8'x 4' Poster – PDF available: <http://rpg.org/poster>

Role-Playing Gaming RT/TR Handbook of Practice



The Wheelchair Friendly RPG Trailer



<http://www.rpgtrailer.com>

The Wheelchair Friendly RPG Trailer




<http://www.rpgtrailer.com>

VICE Article: LARP for Educa-

← → ↻ www.vice.com/read/at-this-danish-school-larping-is-the-future-of-education-482

VICE WATCH ▾ SECTIONS ▾ PHOTOS ▾ MAGAZINE TOPICS: CITY GUIDES POLITICS

"Let's say there's a goal that says we want this group to learn how to use the public transit system in Tacoma," Robinson told VICE. The exercise that teaches them to use the bus is a tabletop RPG, that turns into LARPing in the final chapter. "You're all **agents of S.H.I.E.L.D.**," the game begins—placing the students squarely in the comfort of the Marvel Cinematic Universe, instead of the boring real world. As the students uncover the clues, they'll uncover an evil plan to release a virus using the public transit system in Tacoma—one that will turn everybody into zombies. "They follow some clues and ride a couple of buses to key locations to try to thwart the bad guy's plans," Robinson said.




LARP & Education

VICE Media Article

← → ↻ www.vice.com/read/at-this-danish-school-larping-is-the-future-of-education-482

VICE WATCH ▾ SECTIONS ▾ PHOTOS ▾ MAGAZINE TOPICS: CITY GUIDES POLITICS

"Let's say there's a goal that says we want this group to learn how to use the public transit system in Tacoma," Robinson told VICE. The exercise that teaches them to use the bus is a tabletop RPG, that turns into LARPing in the final chapter. "You're all **agents of S.H.I.E.L.D.**," the game begins—placing the students squarely in the comfort of the Marvel Cinematic Universe, instead of the boring real world. As the students uncover the clues, they'll uncover an evil plan to release a virus using the public transit system in Tacoma—one that will turn everybody into zombies. "They follow some clues and ride a couple of buses to key locations to try to thwart the bad guy's plans," Robinson said.



Includes mentioning The RPG Research Project – <http://www.rpgresearch.com/vice-article-1>

LARP Saved My Life (Autism) *VICE Documentary Excerpts (2015)*



(Excerpts Duration – 3:45) Full-length video is 20 minutes: <http://www.vice.com> 252

Non-TR Educational Programs Using RPG

Østerskov Efterskole, Denmark, educational

<http://rpgresearch.com/documents/rpg-research-documents/known-rpg-education/danish-rpg-larp-high-school/>



Non-TR Educational & Therapeutic Programs Using RPG

**Renaissance Adventures
Educational
Boulder, Colorado**

<http://www.renaissanceadventures.com/>

**Abantey Workshops
Educational
Oakland, California**

<http://www.roleplayworkshop.com/>

Non-TR Educational & Therapeutic Programs Using RPG

**Mythic RPG
Educational
Pennsylvania**

[http://herculesinvictus.net/mythicadventure/Our RPG Program.html](http://herculesinvictus.net/mythicadventure/Our_RPG_Program.html)

Non-TR Educational & Therapeutic Programs Using RPG

**Wheelhouse Workshop
Youth, Therapeutic
Seattle, Washington**

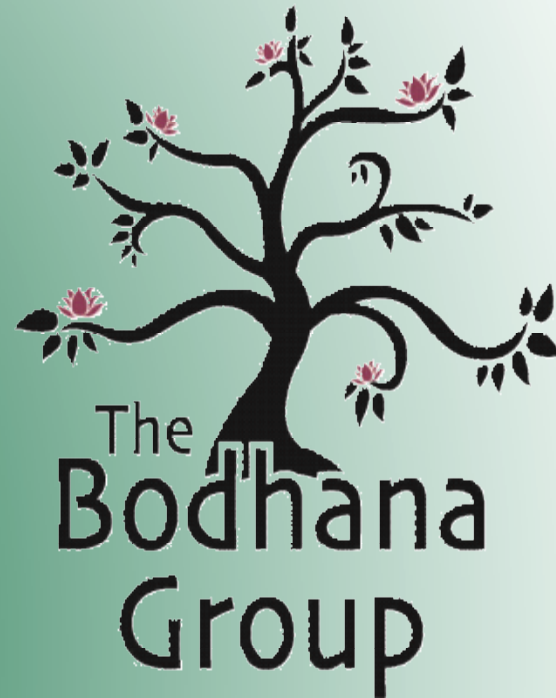
[http://herculesinvictus.net/mythicadventure/Our RPG Program.html](http://herculesinvictus.net/mythicadventure/Our_RPG_Program.html)

**Romach
Therapeutic
Israel**

<http://rpgresearch.com/blog/israeli-group-attempting-to-use-rpgs-as-therapy-tool>

RPG for Trauma

- The Bodhana Group, a 501(c)3 non-profit
- Trauma & Sexual Abuse
- Victims
- Perpetrators
- Pennsylvania
- Save Against Fear Convention



IJRP – Peer Reviewed Journal

- International Journal of Role-playing.
- Double-blind peer-reviewed.
- Many Ph.D. review staff members.
- Wide range of disciplines.
- <http://ijrp.subcultures.nl/>

WyrdCon & Companion

WYRD CON 2016: Wyrd Con, experience every aspect of Stories:

Media, Books, Transmedia, Live Action, Writing, Alternate Reality, Traditional, and more!

The Wyrd Con Companion Book 2014



Edited by Sarah Lynne Bowman, Ph.D.

<http://www.wyrdcon.com/>

PCA / ACA Confer- ence

The individuals who comprise the PCA/ACA are a group of scholars and enthusiasts who study popular culture. The PCA/ACA offers a venue to come together and share ideas and interests about the field or about a particular subject within the field. It also provides publication opportunities and sponsors the PCA/ACA En-



Popular Culture Association

American Culture Association

<http://pcaaca.org/>

Living Games Confer- ence

Living Games is a conference devoted to discussing all aspects of live action role-playing (larp) theory and practice: from keynotes to panels, from workshops to play. We invite all interested parties to attend, including academics, game designers, organizers, and enthusiasts.

Austin Texas - May 19-22, 2016



<http://www.livinggamesconference.com/>

RPG Potential Program Formats

Here are some examples illustrating how different RPG formats fit potential program formats

Sum- mary

There is strong correlative research proving that role-playing gamers do *not* fit the negative stereotypes, and instead they appear to have advantages over their non-gaming peers.

Regular and adapted role-playing games can be powerful additions to a Therapeutic Recreation Specialist's tool belt. When appropriately applied to leisure interest matche

Sum- mary

Many of these programs can be implemented affordably, and clients are likely to continue receiving benefits long after discharge from the direct care of a TRS because of the intrinsic reward many clients experience from these activities.

There is still a need for stronger causal research to determine the specific “knobs & dials” for maximizing the potential for meeting specific client needs.

Q&A

Some Additional Quotes of Note

Just participating in play in general, significantly "shapes the brain, opens the imagination, and invigorates the soul" (Brown)

Role-playing games (RPGs) are generally contests in which the players usually cooperate as a group to achieve common goals rather than compete to eliminate one another from play. (Mastery)

They bring players together in a mutual effort. RPGs tap both into the fundamental need for humans to enact narratives but also into important threads emerging from Western (or other) cultural identity. (Bowman)

When you master role-playing gaming, you become immersed in an activity that is peerless among leisure-time pursuits (Mastery).

The practice of role-playing gaming provides a much-needed outlet for shared, "performative" exploration and lends to the potential for enhanced communal cohesion. (Bowman)

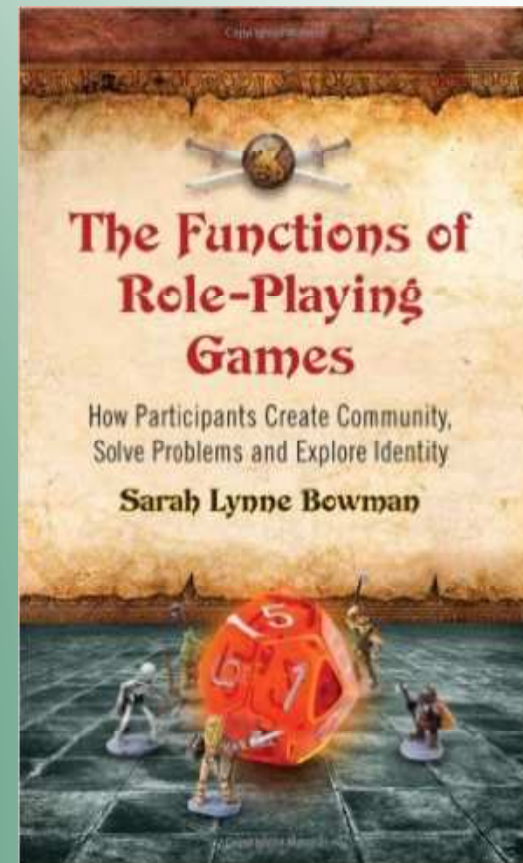
Some Additional Quotes of Note

For some, the pleasure of role-playing gaming (RPGing) lies primarily in the development of story and character. For others, the strategic elements of problem solving, scenario building, and skill acquisition provide a challenge and subsequent sense of accomplishment upon success. (Bowman)

Others primarily value "in character" (IC) and "out of character" (OOC) social interactions and feel that gaming is a relaxing way to cement friendships and feel connected to others. (Bowman)

Some gamers enjoy the release role-playing affords them from the constraints of their primary social identity. Still others view role-playing gaming as a psychological tool to examine themselves and others within shifting contexts and situations (whether they realize they are doing so or not). (Bowman)

Some focus on what they believe to be the three major functions that role-playing games serve: community building, problem-solving, and identity alteration. (Bowman)



Some Additional Quotes of Note

Typical advantages to improvisational play such as participating in role-playing games include:

- Expanding interpersonal trust
- Accessing playfulness
- Experiencing spontaneity
- Opening to creativity
- Broadening sensory, emotive, and movement, expressiveness
(even more so with LARP)
- Co-creating new realities with others

(Bowman)

Some Additional Quotes of Note

The original concept fueling the inception of role-playing games (RPGs) was to encourage wargame players to add more depth to their special heroes and work together as a team rather than battle each other. (Bowman)

RPGs can provide players with the opportunity to understand the motivations of others more clearly, expanding their comprehension of mundane reality and existing social dynamics. (Bowman)

Some Additional Quotes of Note

If computer and online games are the movies and television (in popularity) of the 21st century, then the in-person, paper-and-pencil tabletop role-playing gaming is the Broadway theater of gaming. (Ubergoober, Gygax) The finest experience, but unfortunately a relatively small audience, and most do not realize they are missing out from the experience.

References

American Psychiatric Association (2013). *Diagnostic and Statistical Manual of Mental Disorders* (5th ed.), Arlington, VA: American Psychiatric Publishing.

Bay-Hinitz, April K.; Peterson, Robert F.; and Quillitch, H. Robert. "Cooperative games: a way to modify aggressive and cooperative behaviors in young children." *Journal of Applied Behavior Analysis*, 27(3). (1994, Fall): 433-446.

Bayer, Rubi. Analysis of Gamasutra's Report on US Gamers spent \$3.8 billion on MMO Gaming in 2009. 2010.
<http://www.engadget.com/2010/03/10/americans-spend-3-8-billion-on-mmo-gaming-in-2009/>
Viewed March 9th, 2015.

Blackmon, Wayne D. "Dungeons and Dragons: The Use of a Fantasy Game in the Psychotherapeutic Treatment of a Young Adult." *Journal of Psychotherapy* 48.4 (1994): 624-632. 28 Nov. 2008
<http://www.rpgstudies.net/blackmon/dungeons_and_dragons/>

Brunvand, Jan Harold, and Hickman, Randy. *Encyclopedia of Urban Legends*. New York: W.W. Norton & Company, 2002

References

Caolli, Eric. US Gamers spent \$3.8 billion on MMO Gaming in 2009.

http://www.gamasutra.com/view/news/27581/Study_US_Gamers_Spent_38_Billion_On_MMOs_in_2009.php

Viewed March 9th, 2015

Cardwell, Paul, Jr. "The Attacks on Role-Playing Games: While Diminishing in Frequency, attacks on role-playing games are still popular with the mass media."

Skeptical Inquirer, Vol. 18, No. 2, Winter 1994, pp 157-165

<http://www.rpgstudies.net/cardwell/attacks.html>

CBN - About the Christian Broadcast Network and the 700 Club,

<http://www.cbn.com/700club/Shownfo/About/about700club.aspx>

Viewed March 15th , 2014.

Cowper, R.G., Young, M. Joseph, Cardwell, Paul. "The Christian Gamers Guild Frequently Asked Questions." <http://www.christian-gamers-guild.org/faq.html>

Viewed November 17th, 2008.

Dear, William. "The Dungeon Master." New York: Houghton Mifflin, 1985.

References

Dendy, C.A.Z., M.S. "Teaching Teens with ADD, ADHD, & Executive Function Deficits. Second Edition." Woodbine House, Bethesda. MD. 2011.

DeRenard, Lisa A. and Kline, Linda Mannik. "Alienation and the game Dungeons and Dragons." Psychological Reports, 66, (1990): 1219-1222.

Gosden, Emily. "Playing video games for up to an hour a day 'is good for children'." The Telegraph UK. 2014.

<http://www.telegraph.co.uk/technology/news/11008989/Playing-video-games-for-up-to-an-hour-a-day-is-good-for-children.html>

Gray, Wilbur. Colonel. "A Short history of Wargames."

<http://www.nhmgs.org/articles/historyofwargaming.html>

On The Northwest Historical Miniature Gaming Society website. Viewed November 17th, 2008.

Greenberg, Hanan. "Army Frowns on Dungeons and Dragons." February 28th, 2005.

Israel News. <http://www.ynetnews.com/articles/0,7340,L-3052074,00.html>

Gribble, Cyndi, and Pat Legako. "Deliverance: Rescuing God's People." Mustang, OK: Tate Publishing & Enterprises L.L.C., July 2007.

References

Harris Poll, The. "The Bible Remains America's Favorite Book. 2014."

<http://www.harrisinteractive.com/NewsRoom/HarrisPolls/tabid/447/ctl/ReadCustom%20Default/mid/1508/ArticleId/1422/Default.aspx>

Viewed March 10th, 2015

Hawkes-Robinson, W. A. "The Battle Over role-playing Gaming". Other Minds Magazine. Vol I, Issue 1 (2007, February): 6-8.

– "History and Therapeutic Aspects of role-playing Gaming." RPG Research Website

< <http://rpgresearch.com/project-documents/HistoryAndTherapeuticAspectsOfRPG20040930a.pdf> >

Hines, Rochelle. "Debate Death-Row Man Denied Clemency." Associated Press, 1/28/99. AP-NY-01-28-990740EST

Hughes, Jay. "Sellers' Execution Reignites Associated Press." 1/25/99 AP-NY-01-25-990243EST

References

Hughes, John (1988). Therapy is Fantasy: Roleplaying, Healing and the Construction of Symbolic Order. Paper presented in Anthropology IV Honours, Medical Anthropology Seminar, Dr. Margo Lyon, Dept. of Prehistory & Anthropology, Australian National University. Retrieved November 19, 2012, from the World Wide Web:

http://www.rpgstudies.net/hughes/therapy_is_fantasy.html

Jaffe, Rona. "Refutation of Thomas Radecki's assertion that her novel, Mazes and Monsters is a documentary." Personal communication to Paul Cardwell, Jr. 1989

Johnson, D. Reaching Out (11th Edition). Pearson. Boston. 2014.

Jung, Younbo, PhD. Park, Namkee, PhD. Lee, Kwan Min, PhD. "Effects of Trait Hostility, Mapping Interface, and Character Identification on Aggressive Thoughts and Overall Game Experience After Playing a Violent Video Game".

Cyberpsychology, Behavior, and Social Networking. December 2015, 18(12): 711-717. doi:10.1089/cyber.2014.0648.

<http://rpgresearch.com/blog/effects-of-trait-hostility-and-violent-video-games>

References

Kelman, John. "Video games can be good for you, new research says."

Chicago Tribune. 2015

<http://www.chicagotribune.com/lifestyles/health/ct-video-games-good-for-you-met-20150126-story.html#page=1>

Kestrel, Gwendolyn F.M. "Working Hard At Play." 2005.

<http://www.newhorizons.org/strategies/literacy/kestrel.htm>

Kim, John H. Psychological Studies on Role-Playing Games.

<http://www.darkshire.net/jhkim/rpg/whatis/psychology.html> Last modified Sun Mar 15 10:58:20 2008. Viewed November 15th, 2008.

Kollar, P. "Jane McGonigal on the good and bad of video game escapism"

Polygon Website.

March 28th, 2013.

Lanning, Kenneth. "Satanic, Occult, Ritualistic Crime: A Law

Enforcement

Research Unit, FBI Academy.

Perspective." Behavioral Science Instruction and

Quantico: June 1989

References

Leeds, Stuart. "Personality, Belief in the Paranormal, and Involvement with Satanic Practices Among Young Adult Males: Dabblers Versus Gamers" *Cultic Studies Journal*, Vol. 12, No. 2, 1995, pp. 148-165.

McGonigal, Jane. "Reality is Broken – Why Games Make Us Better and How They Can Change the World." Penguin Group. New York. 2011.
McGonigal, Jane. "TED Talks"...

Metze, Steve. "UberGoober, A Film About Gamers." Scum Crew LLC. DVD. 2004

Missouri v. Molitor, 729 S.W. 2d 551. Thomas Radecki's "perception" of a RPG/murder connection is not admissible as evidence. 1987

References

Phillips, Brian David, Ph.D., C.H. "Role-Playing Games in the English as a Foreign Language Classroom." Proceeding of the Tenth National Conference on English Teaching and Learning in the Republic of China, Taipei: Crane Publishing, Ltd., 1994, 625-648

Powers, Ron. [untitled] Sunday Morning, CBS-TV. Pat Robertson's methods in-attacking RPG are condemned. 1984, June 17.

Pratte, David. "Dungeons & Dragons, Only A Game?". Leaflet through Pro-Famly Forum. Original publication date unknown. Reprinted in 1986, Australia.

http://www.espministries.com/topic_dungeons.htm

Pulling, Patricia. "Interviewing Techniques for Adolescents." B.A.D.D. Leaflet distributed by Bothered About Dungeons & Dragons. 1988.

– "The Devil's Web: Who is Stalking Your Children for Satan?" Huntington House. Lafayette, 1989

References

Rivers A1, Wickramasekera IE 2nd2, Pekala RJ3, Rivers JA4. Am J Clin Hypn. 2016 Jan;58(3):286-94. Doi: 10.1080/00029157.2015.1103696.

<http://www.ncbi.nlm.nih.gov/pubmed/26675155>

Robertson, Pat. Video "Dungeons & Dragons literally destroyed people's lives"

<http://rpgresearch.com/documents/movies-videos-shows/video-clips/robertson---demonic--dungeons---dragons--literally.mp4/view>

700 Club, Viewed originally on Youtube, April 18th, 2013

RPG Studies. "Studies About Fantasy Role-Playing Games." 1998.

<http://www.rpgstudies.net>

Schnoebelen, William. "Should A Christian Play Dungeons & Dragons?" 2001.

<http://www.chick.com/articles/frpg.asp>

References

Schnoebelen, William "Should a Christian Play Dungeons & Dragons"
<http://www.chick.com/articles/frpq.asp> Viewed/Accessed: November 15th, 2008.

Sean Richard Sellers v. State of Oklahoma, 809 P.2d 676. Multiple-murder often cited as "proof" of dangers of playing D&D. Radecki and Pulling admitted as "expert witnesses" to no avail. 112 S.Ct.310 (Death sentence upheld by Supreme Court.). 1991.

Shanahan, Louise. "Games Unsuspecting People Play: Dungeons & Dragons". 1984. For The Daughters of St. Paul. Catalog number: PM0798.

Shupe, Anson. "Pitchmen of the Satan scare." Wall Street Journal, A12. Anthropologist looks at money-making aspects of satanic panic. March 9, 1989.

References

Stackpole, Michael A. "Pat Pulling, Dungeons and Dragons and Satanism." 1990.

<http://www.tylwythteg.com/lawguide/pulling.html>

– "Game hysteria and the truth. A study and refutation of the attacks on RPG, particularly from B.A.D.D." 1989.

State of Illinois Department of Professional Regulation v. Thomas E. Radecki, 91-6666-LEG. Consent decree suspending medical licenses for at least five years from 10 April 1992 for "immoral conduct of an unprofessional nature with a patient." 1992.

Statsky, Jessica. "Children Need to Play, Not Compete." Beyond Fundamentals – Exposition, Argumentation, and Narration. A Custom Text and Reader for Eastern Washington University. Ed. Boston & New York: Bedford / St. Martin's, 2006.156-159

Stumbo, N.J., & Peterson, C.A. (2009). *Therapeutic Recreation Program Design* (5th ed.). San Francisco, USA: Pearson Benjamin Cummings.

References

Watters v. TSR, Inc., 904 F.2d 378. 6th Cir. 1990

Whetsone, Chris. "Uber Goober looks at role-playing, Gamers' World Revealed."
Movie Review. The Daily Campus. Smudailycamps.com
[http://media.www.smudailycampus.com/media/storage/paper949/news/2005/04/27/
Entertainment/Uber-Goober.Looks.At.RolePlaying-2276223.shtml](http://media.www.smudailycampus.com/media/storage/paper949/news/2005/04/27/Entertainment/Uber-Goober.Looks.At.RolePlaying-2276223.shtml)
Viewed 20081206. Published April 27 2005.

Wikipedia, MMORPG (and related references). Viewed 2012-02-11,
<https://en.wikipedia.org/wiki/MMORPG>

References

Video: 60 Minutes: "Dungeons & Dragons." Host Edward Rudolph Bradley. Jr. ABC. 15 Sep. 1985

Video: Leonard Nimoy, The Ballad of Bilbo Baggins, 1967 - <https://www.youtube.com/watch?v=AGF5ROpjRAU>

Video: Big Bang Theory, The, 6x23 - <https://www.youtube.com/watch?v=4aNuUGOUreg>

Video: The PBS Idea Channel: D&D - <https://www.youtube.com/user/pbsideachannel>

Video: The Gamers 2: Dorkness Rising – <http://watchthegamers.com>

Video: The Gamers 3: Hands of Fate – <http://www.watchthegamers.com>

Video: VICE, "LARP Saved My Life" - <http://www.vice.com>

Slide Note 1:
Good afternoon everyone.
My name is Hawke Robinson.
This presentation is about...

Slide Note 2:

Slide Note 3:

Slide Note 4:

Slide Note 5:

Slide Note 6:

Slide Note 7:

Slide Note 8:

Slide Note 9:

Slide Note 10:

Slide Note 11:

Slide Note 12:

Slide Note 13:

Slide Note 14:

Slide Note 15:

Slide Note 16:

Slide Note 17:

Slide Note 18:

Slide Note 19:

Slide Note 20:

Slide Note 21:

Slide Note 22:

Slide Note 23:

Slide Note 24:

Slide Note 25:

Slide Note 26:

Slide Note 27:

Slide Note 28:

Slide Note 29:

Slide Note 30:

Slide Note 31:

Kim, John H. Psychological Studies on Role-Playing Games.

<http://www.darkshire.net/jhkim/rpg/whatis/psychology.html> Last modified Sun Mar 15 10:58:20 2008. Viewed November 15th, 2008.

Slide Note 32:

Phillips, Brian David, Ph.D., C.H. "Role-Playing Games in the English as a Foreign Language Classroom." Proceeding of the Tenth National Conference on English Teaching and Learning in the Republic of China, Taipei: Crane Publishing, Ltd., 1994, 625-648.

Bay-Hinitz, April K.; Peterson, Robert F.; and Quilitch, H. Robert. "Cooperative games: a way to modify aggressive and cooperative behaviors in young children." Journal of Applied Behavior Analysis, 27(3). (1994, Fall): 433-446.

DeRenard, Lisa A. and Kline, Linda Mannik. "Alienation and the game Dungeons & Dragons." Psychological Reports, 66, (1990): 1219-1222. Gray, Wilbur. Colonel. A Short history of Wargames <http://www.nhmgs.org/articles/historyofwargaming.html> On The Northwest Historical Miniature Gaming Society website. Viewed November 17th, 2008

Kestrel, Gwendolyn F.M. "Working Hard At Play." 2005.
<http://www.newhorizons.org/strategies/literacy/kestrel.htm>

Slide Note 33:

Slide Note 34:

Slide Note 35:

Slide Note 36:

Slide Note 37:

Slide Note 38:

Slide Note 39:

Slide Note 40:

Slide Note 41:

Slide Note 42:

H.G. Wells was renowned during the late 19th and early 20th centuries as a novelist, journalist, sociologist, and historian. Some of his

most famous novels include:

The Time Machine (1895),

The Invisible Man (1897),

and The War Of The Worlds (1898).

Slide Note 43:

Slide Note 44:

Previously war-gaming was solely the domain of the military & wealthy elite, but Wells' book made war-gaming available to every one that could read.

Slide Note 45:

Slide Note 46:

Slide Note 47:

Developing some traction in the late 1800s, Science Fiction & Fantasy became a literary genre, and evolved into an industry with the growth of pulp magazines in the 1920s.

Slide Note 48:

Slide Note 49:

Slide Note 50:

Slide Note 51:

Slide Note 52:

Slide Note 53:

Slide Note 54:

Slide Note 55:

Slide Note 56:

Slide Note 57:

Slide Note 58:

Slide Note 59:

Slide Note 60:

Slide Note 61:

Slide Note 62:

Slide Note 63:

Slide Note 64:

Slide Note 65:

Slide Note 66:

Slide Note 67:

Slide Note 68:

Slide Note 69:

Slide Note 70:

Slide Note 71:

Slide Note 72:

Slide Note 73:

Slide Note 74:

Slide Note 75:

Slide Note 76:

Slide Note 77:

Slide Note 78:

Slide Note 79:

Slide Note 80:

Slide Note 81:

Slide Note 82:

Slide Note 83:

Slide Note 84:

Slide Note 85:

Slide Note 86:

Slide Note 87:

This study showed that those who were gamers, did not have any correlation to criminal behavior.

Furthermore the study found that non-gamers were statistically more likely than gamers to score higher in psychotism, and that this trait did correlate to criminal behavior.

Slide Note 88:

Slide Note 89:

Slide Note 90:

Slide Note 91:

Slide Note 92:

Slide Note 93:

Slide Note 94:

Slide Note 95:

Slide Note 96:

Slide Note 97:

Slide Note 98:

Slide Note 99:

Slide Note 100:

Slide Note 101:

Slide Note 102:

Slide Note 103:

Slide Note 104:

Slide Note 105:

Slide Note 106:

Slide Note 107:

Slide Note 108:

Slide Note 109:

Slide Note 110:

Slide Note 111:

Slide Note 112:

Slide Note 113:

Slide Note 114:

Slide Note 115:

Slide Note 116:

Slide Note 117:

Slide Note 118:

Slide Note 119:

Slide Note 120:

Slide Note 121:

Slide Note 122:

Slide Note 123:

Slide Note 124:

Slide Note 125:

Slide Note 126:

Slide Note 127:

Slide Note 128:

Slide Note 129:

Slide Note 130:

Slide Note 131:

Slide Note 132:

Slide Note 133:

Slide Note 134:

Slide Note 135:

Slide Note 136:

Slide Note 137:

Slide Note 138:

Slide Note 139:

Slide Note 140:

Slide Note 141:

Slide Note 142:

Slide Note 143:

Slide Note 144:

Slide Note 145:

Slide Note 146:

Slide Note 147:

Slide Note 148:

Slide Note 149:

Slide Note 150:

Slide Note 151:

Slide Note 152:

Slide Note 153:

Slide Note 154:

Slide Note 155:

Slide Note 156:

Slide Note 157:

Slide Note 158:

Slide Note 159:

Slide Note 160:

Slide Note 161:

Slide Note 162:

Slide Note 163:

Slide Note 164:

Slide Note 165:

Slide Note 166:

Slide Note 167:

Slide Note 168:

Slide Note 169:

Slide Note 170:

Slide Note 171:

Slide Note 172:

Slide Note 173:

Slide Note 174:

Slide Note 175:

Slide Note 176:

Slide Note 177:

Slide Note 178:

Slide Note 179:

Slide Note 180:

Slide Note 181:

Slide Note 182:

Slide Note 183:

Slide Note 184:

Slide Note 185:

Slide Note 186:

Slide Note 187:

Slide Note 188:

Slide Note 189:

Slide Note 190:

Slide Note 191:

Slide Note 192:

Slide Note 193:

Slide Note 194:

Slide Note 195:

Slide Note 196:

Slide Note 197:

Slide Note 198:

Slide Note 199:

Slide Note 200:

Slide Note 201:

Slide Note 202:

Slide Note 203:

Slide Note 204:

Slide Note 205:

Slide Note 206:

Slide Note 207:

Slide Note 208:

Slide Note 209:

Slide Note 210:

Slide Note 211:

Slide Note 212:

Slide Note 213:

Slide Note 214:

Slide Note 215:

Slide Note 216:

Slide Note 217:

Slide Note 218:

Slide Note 219:

Slide Note 220:

Slide Note 221:

Slide Note 222:

Slide Note 223:

Slide Note 224:

Slide Note 225:

Slide Note 226:

Slide Note 227:

Slide Note 228:

Slide Note 229:

Slide Note 230:

Slide Note 231:

Slide Note 232:

Slide Note 233:

Slide Note 234:

Slide Note 235:

Slide Note 236:

Slide Note 237:

Slide Note 238:

Slide Note 239:

Slide Note 240:

Slide Note 241:

Slide Note 242:

Slide Note 243:

Slide Note 244:

Slide Note 245:

Slide Note 246:

Slide Note 247:

Slide Note 248:

Slide Note 249:

Slide Note 250:

Slide Note 251:

Slide Note 252:

Slide Note 253:

Slide Note 254:

Slide Note 255:

Slide Note 256:

Slide Note 257:

Slide Note 258:

Slide Note 259:

Slide Note 260:

Slide Note 261:

Slide Note 262:

Slide Note 263:

Slide Note 264:

Slide Note 265:

Slide Note 266:

Slide Note 267:

Slide Note 268:

Slide Note 269:

Slide Note 270:

Slide Note 271:

Slide Note 272:

Slide Note 273:

Slide Note 274:

Slide Note 275:

Slide Note 276:

Slide Note 277:

Slide Note 278:

Slide Note 279:

Slide Note 280:

Slide Note 281:

Slide Note 282:

Slide Note 283:

Master Page Note:

<number>