

Introduction to the Hawkes-Robinson RPG Model & Overview of the 4 RPG Formats.

Part 1 of 5.

Revision 20200413j

RPG Research Volunteer Training Meeting Outline

Sunday Schedule Outline:

1. --- 12:30 pm START ----
2. 12:30 pm to 12:35 pm - RPG/GM Level 1-2 Quiz – The 4 Major RPG Formats, some sub-formats, and their pros and cons.
3. 12:35 pm to 12:40 pm - RPG Quiz review (just give the answers without discussion)
4. 12:40 pm to 1:55 pm - Applied Gaming Part 1 – GM1-2 – BFRPG – Creating Characters and beginning game play (if applicable).
5. 1:55 pm to 2:00 pm - Break - physically move
6. 2:00 pm to 2:15 pm - RPG Theory lecture - The 4 Major RPG Formats, some sub-formats
7. 2:15 pm to 2:30 pm - Tools & Skills lecture & application – Voicing Part 1 – High-level Intro.
8. 2:30 pm to 2:35 pm - Break
9. 2:35 pm to 3:45 pm - Applied Gaming Part 2 – GM1-2 – BFRPG – Introduction to playing.
10. 3:45 pm to 3:55 pm - Feedback/review
11. 3:55 pm to 4:00 pm - Break
12. 4:00 pm to 4:10 pm - RPG Quiz Redux - The 4 Major RPG Formats, some sub-formats, and their pros and cons.
13. 4:10 pm to 4:20 pm - RPG Quiz Redux review
14. 4:20 pm to 4:30 pm - Therapeutic Recreation Quiz & Review. Draw 1-2 cards, quiz and discuss.
15. --- 4:30 pm END ---

Monday Schedule Outline:

1. --- 6:30 pm START MEETING ---
2. 6:30 pm to 6:35 pm – RPG/GM Level 1-2 Quiz - The 4 Major RPG Formats, some sub-formats, and their pros and cons.
3. 6:35 pm to 6:45 pm - RPG Quiz review
4. 6:45 pm to 7:55 pm - Applied Gaming part 1 – GM1-2 - BFRPG – Creating Characters and beginning game play (if applicable).

5. 7:55 pm to 8:00 pm - Break
6. 8:00 pm to 8:15 pm - Theory lecture & discussion - The 4 Major RPG Formats, some sub-formats, and their pros and cons.
7. 8:15 pm to 8:30 pm - Tools & Skills training - Voicing Part 1 - High-level Intro.
8. 8:30 pm to 8:35 pm - Break
9. 8:35 pm to 9:45 pm - Applied Gaming part 2 – GM1-2 - BFRPG – Introduction to playing.
10. 9:45 pm to 9:55 pm - Feedback/review
11. 9:55 pm to 10:00 pm - Break
12. 10:00 pm to 10:05 pm - RPG Quiz Redux - The 4 Major RPG Formats, some sub-formats, and their pros and cons.
13. 10:05 pm to 10:15 pm - RPG Quiz Redux review
14. 10:15 pm to 10:30 pm - Therapeutic Recreation Quiz & review - Draw 1-2 cards, quiz and discuss. (Same card(s) as Sunday).
15. --- 9:30 pm END MEETING ---
16. 10:30 pm - end broadcast - most people leave
17. 10:30 pm to 10:40 pm - post-production functions
18. 10:40 pm to 11:00 pm - final clean up, shut down, lights out, etc.

Saturday Schedule Outline:

1. --- 7:30 am START ----
2. 7:30 pm to 7:35 am - Quiz
3. 7:35 am to 7:40 am - Quiz
4. 7:40 am to 8:55 am - Applied Gaming
5. 8:55 am to 9:00 am - Break - physically move
6. 9:00 am to 9:30 am - Theory lecture
7. 9:30 am to 9:55 am – Tools, tips, & tricks of the trade
8. 9:55 am to 10:00 am - Break
9. 10:00 am to 11:15 am - Applied Gaming Part 2 – GM1-2 - BFRPG – Introduction to playing.
10. 11:15 am to 11:25 am - Quiz Redux
11. 11:25 am to 11:30 am – TR Quiz (optional if any TR Students or CTRS)
12. --- 11:30 am END --

RPG/GM Level 1 Quiz

A short, 5-10 question quiz relevant to this sessions lecture topic. For now this will be verbal/written. Later will be using the RPG.Education platform. To help with the testing effect concepts.

The 4 RPG Formats of the Hawkes-Robinson RPG Model

1. Question: According to the Hawkes-Robinson RPG Model, what are the 4 major RPG Formats and their 4-letter acronyms?

Answer: tabletop (TRPG), electronic (ERPG), live-action (LRPG), hybrid (HRPG)

Lecture: Show RPG Model “amoeba” and discuss first the examples of what are “Not RPG” and ask for agreement from the participants.

Then discuss and get agreement that OD&D the quintessential RPG. Then everything else in between is fuzzy. Then start covering the 4 Major formats and some of their subtypes. Very briefly showing examples for IF, SABMs, etc. Each of which will be delved into more deeply in the next 4 weeks.

2. Question: According to the Hawkes-Robinson RPG Model, what is the most well-known sub-type of the live-action format? Hint: According to the Oxford English Dictionary, as of 2012, this is now a word and no longer just a 4-letter acronym.

Answer:

- Larp

Lecture: Discuss how Larp is a subset of LRPG. NTYE bee dance and similar as examples for LRPG.

3. Question: According to the Hawkes-Robinson RPG Model, what are two notable sub-types of the electronic format?

Answer:

1. Audio (ARPG)
2. Computer-based (CRPG)

Examples briefly mentioned from Greece (Kronos), and more recently Google Play, Amazon Kindle, etc.

- examples: Greece: Kronos - <https://dl.acm.org/citation.cfm?doid=2371456.2371483>
- Google Play: Audio Game: Wizard's Choice (or ranger's choice, etc.) by Delight Games - https://play.google.com/store/apps/details?id=com.sdkbridge.walkerschoice&hl=en_US
- Google Play: Audio game Wizard's Choice 2 - <https://play.google.com/store/apps/details?id=com.delightgamesllc.wizardschoice2audio> (\$2.99)
- Alexa Skill: Dungeon Adventure - <https://www.amazon.com/Fangtastico-Dungeon-Adventure/dp/B01K457ZUS>
- Alexa Skill: Skyrim Very Special Edition Audio RPG - <https://www.amazon.com/Bethesda-Game-Studios-Special-Edition/dp/B07D6STX8>
- Alexa Skill: Starfinder
- Its own website info to get Google Play or Apple iOS App Store: Blindscape - <https://www.blindscapegame.com/>
- Alexa Skill: RPG Helper?

- Growing Alexa Skill List: https://www.amazon.com/s?k=alexa+skills+rpg&rh=n%3A14284827011&ref=nb_sb_noss

4. Question: Provide one example of a specific CRPG that RPG Research uses extensively due to the powerful set of tools included?

Answer:

- Neverwinter Nights: Enhanced Edition (NWN:EE)

Briefly cover the history of this game since 2002, the reissue in 2018, the game itself solo and group and able to self-host LAN and Internet, the DM client, and Aurora Toolset.

5. Question: According to the Hawkes-Robinson RPG Model, what are the two printed-paper text-only, choice-based, notable sub-types of the hybrid format (related to publication format and content)? One is a 4-letter acronym & inside the hybrid RPG boundary, while the other a 2-letter acronym and actually the outer boundary of the hybrid format.

Work on this wording and description!

Answer:

1. Solo adventure book/module (SABM)
2. Interactive fiction (IF)

Example IF: CYOA and To Be or Not To Be.

6. Q. What are the acronyms (and full meaning) of the two variants of the SABM? Hint: they are each 3-letter acronyms and related to their print dimensions and binding.

Answer:

- Solo Adventure Book (SAB)
- Solo Adventure Module (SAM)

Example SAB = Steve Jackson Games Fighting Fantasy Warlock on Firetop Mountain.

SAM = BECMI Solo adventures in Players Manual. Call of Cthulhu example solo adventures.

7. Question. What are two of the most well-known examples of the IF text-only subtype? One is electronic text-only, the other is in printed small paper book format. These are the actual products with their commercial names.

Answer.

- Zork (electronic IF)
- Choose Your Own Adventure (CYOA) (printed paper IF)

8. Question.

Besides electronic and book subformats of IF & SABM, what are some other subformats mediums relevant to the variations & outer boundaries of the hybrid RPG format? 3 major examples.

Answer:

- Cardgame-based
- Boardgame-based
- Tabletop, lawn, & live-action wargame-based.

Could also briefly mention Amber Diceless and more modern diceless:

- Lords of Gossamer & Shadow (closest to Amber).
- Lords of Olympus (Greek mythology setting).

9. Question. For brevity, clarity, & pedantic accuracy, what are the two preferred acronyms to use when listing only tabletop role-playing games and not discussing other formats. Hint: one is a 3-letter acronym the other is a 4-letter acronym, it is *not* a five-letter acronym.

Answer:

- RPG or TRPG.

10. Q. For brevity, clarity, consistency, & pedantic accuracy, despite recent social media debate, at RPG Research what acronym is NOT used when referencing a tabletop role-playing game? Hint, it is 5 letters.

Answer.

- TTRPG
- nor PnPRPG

11. What is the current status on BCI RPGs?

Answer:

- To date do not know of any existing except the current efforts at RPG Research through Project Ilmatar and partnership with the “Neural Matrix Entertainment (NME)” (BCI Brain Jam Folks in Calgary).

BCI = Brain Computer Interface. Aka Electro-Encephalogram (EEG) Neurofeedback technologies. Example board games from Mind Flex, and fraud from Star Wars.