

# INTERNATIONAL JOURNAL OF ROLE-PLAYING

A peer reviewed journal on analog role-playing games  
and adjacent phenomena

## ISSUE 17

### **Editorial: Ambitions in Applied Role-play**

An introduction to Issue 17 of the *International Journal of Role-playing Games*, with reflections on the current state of the field.

Evan Torner,  
Sarah Lynne Bowman,  
Susan Haarman, and  
William J. White

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### **Educational Live-Action Role-Playing Games in Adult Education: Constituents and Perspectives**

An investigation of the perceptions of adult trainers in Greece about educational live-action role-playing games (edu-larps) and their utilization as a teaching method.

Ilias Tsiaras and  
Vasileios Neofotistos

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### **Rewriting the Rules: Game-based Learning for Affective and Cognitive Student Engagement in an Undergraduate History Course**

An effects assessment of several games implemented in the university classroom in the United States, including three games developed by the Reacting to the Past consortium.

Rachel Hoke and  
James Risk

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### **How Do Dungeon Masters and Players Contribute to the Needs Satisfaction (or Frustration) in *Dungeon & Dragons* 5th Edition?**

An application of self-determination theory to the analysis of needs met in role-playing games through quantitative results from 1120 participants.

Patrick J. McLaren,  
Lindsay G. Oades, and  
Ben Deery

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### **Guiding the Game: A Model for How Facilitation, Psychological Safety, Cohesion, and Creativity are Interrelated in *Dungeons & Dragons* Groups**

An analysis of results from an internet survey of multi-item scales collected from over 400 tabletop role-playing game participants with an emphasis on the centrality of the facilitator to the experience.

Joe Lasley and  
Antonio Ruiz Ezquerro

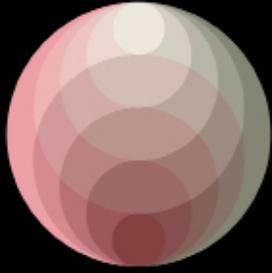
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### **An Exploration of Emotional Resilience Developed Through Tabletop Role-Play**

An article applying a qualitative approach to examining the relationship between resilience and role-playing in 109 participants. Themes uncovered in the qualitative data were trends found in characters, dramatic rehearsal, social development, and emotional development.

Luka Brave

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### **Bleed in Dungeons & Dragons: A Study on the Impact of Per- sonality Design and Character Similarity**

An article developing a conceptual model for bleed, applying a mixed method approach to examining how different character types with relation to players' personalities affect them over long periods of time.

Maxime Scholte Albers  
and Jan de Wit **106-138**

### **Concealed Conscientization: A Case Study of a Commercial Dungeons & Dragons Advent- ture**

An article exploring how commercial publication of critical game design specifically within the context of the hegemonic D&D rules system has the potential to reach a significant audience.

Brian McKenzie,  
Bret Zawilski, and  
James Beirne **139-157**

### **On the Other Side: Analyzing Identity and Crisis Through Ludic Inquiry**

A case study applying a method that uses larp to pose an experiential artistic research question and player behavior as a form of research data responding to that question.

Leland Masek,  
Daniel Fernández Galeote,  
Antonio Pomposini, and  
Daniel Gonzalez-Cohens **158-179**

### **Utilizing Psychophysiological Measures in Role-Playing Studies**

An analysis of the benefits of using tools such as eye-tracking, galvanic skin response (GSR), heart rate, and facial and vocal emotion analysis in role-playing games studies.

Joshua Juvrud **180-202**

### **Tabletop Role-Playing Games for Teamwork: A Pilot of a Method- ology for Developing Socio-emo- tional Skills**

A translated reprint of a peer-reviewed article from the *Journal of Roleplaying Studies and STEAM*. An analysis of 80 hours of RPGs with 10 teams, primarily from the Information and Communication Technologies sector in Chile.

Felipe García-Soriano,  
Francisca Faret Moreno, and  
Daniel González Cohens **203-221**