



INTERNATIONAL JOURNAL OF ROLE-PLAYING

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

ISSUE 19

Editorial: TPI Seminar 2025: Games, Conflict, and Education

This issue of the International Journal of Role-playing is based on the proceedings of the Transformative Play Initiative (TPI) ROCKET seminar on “Games, Conflict, and Education” in Visby, Sweden, June 12th and 13th 2025.

Kjell Hedgard Hugaas,
Sarah Lynne Bowman,
and Josefin Westborg **i-vii**

Asteria and Neurodiversity in Role-Playing Games: Inclusion or Tokenism? Ex- amining Community Conflicts Over Autism Representation

This article examines how representations of autism in games can polarize gaming communities. It explores inclusion of neurodiverse characters can foster meaningful representation or constitute tokenism and virtue signaling.

Kevin Rebecchi **1-16**

Masculinity at the Table: Un- tangling the Male Preserve in Indie and Mainstream Gaming

This article looks at how the differences in values and practices between mainstream RPGs and indie games allow indie games to serve as a space away from the male preserve, and can provide players with a stronger sense of real-world agency.

Irene Hilman, Alula Hirst,
Wescott (Scooter) Flanagan, and
Diana J. Leonard **17-35**

From Digital to Analog: Disco Elysium’s Conflict Trans- formation Mechanisms for Edu- cational Larp

This article looks at the narrative and mechanical elements of the role-playing video game *Disco Elysium* (ZA/UM 2019). It looks at the “character sheet” and internal monologue as tools for self-reflection, and it discusses the character arc of the NPC Cuno in particular.

Minyue Wu **36-51**

Transformative Play for Building Resilience to Misin- formation

This article explores how *transformative play* can be used to build resilience against misinformation. Through the educational escape room – *The Euphorigen Investigation* – it shows how this type of gameplay can foster critical reflection, emotional engagement, and epistemic growth.

Lars Konzack and
Chris Coward **52-62**

Press Start for Heritage: Representing University Sports Rivalries in EA Sports College Football 25

Focussing on the video game *EA Sports College Football 25*, this article illustrates how universities can be compelling places for worldbuilding in games, by arguing that university heritage is both inherently conflictual and deployable as a tool for conflict.

Guus van Tilborg and
Peter Groote **63-75**



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Aesthetic Conflict in the Musical Role-Playing Game Runic Soundscapes

This article examines the concept of aesthetic conflict, both in relation to role-playing and improvised music. It focusses on the musical role-playing game-piece *Runic Soundscapes* and how aesthetic conflict can be a valuable lens for role-playing game designers.

Tom Blancarte 76-84

Bleed as Intrapersonal Conflict: Understanding Bleed Management and Resilience as Parts of a Homeostasis Recovery Process

This article explores how the instability and imbalance that are associated with bleed experiences can be explained with the theory of physiological and psychological homeostasis.

Kjell Hedgard Hugaas 85-92

Let's Do It Together!: Why Participatory Design and Co-Creation Are Promising Approaches for Designing an Edu-Larp

This article looks at benefits of participatory design approaches when designing edu-larps, including the quality of the edu-larp, the empowerment of students and working towards societal transformation.

Olivia Fischer 93-102

Larp with Erasmus: A Quantitative Study of Live Action Role-play Projects Funded by EUs Erasmus+ Program Between 2014-2022

This article presents and analyzes a database of 111 larp related projects that have received funding from Erasmus+ between 2014-2022. It showcases how the EU gives substantial funding to larp related project.

Karin Johansson and Mafalda Morganti 103-121