



# INTERNATIONAL JOURNAL OF ROLE-PLAYING

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

## ISSUE 16 2025

### **Editorial: Special Issue on Consent in Analog Role-Playing Games**

Articles in this special issue concern the topic of consent in role-playing games, both in terms of techniques and critical studies of the topic. This editorial provides an overview of the topic and the special issue.

Susan Haarman

3-10

### **Philosophies of Psychological Safety in Analog Role-Playing Game Discourses**

This discourse analysis outlines philosophies of psychological safety in tabletop role-playing games, freeform, and larp. The corpus of literature includes 79 popular and 26 scholarly sources, including published presentations, interviews, articles, chapters, and books.

Sarah Lynne Bowman

Kjell Hedgaard Hugaas

11-33

### **Uninformed Consent in TTRPGs: Communicating Expectations to Avoid Nightmare Game Master Horror Stories**

This article offers a qualitative data analysis of social media regarding the relationship of tabletop RPG game masters toward their players. The author describes prevalent communication problems within RPG groups, often regarding matters of consent and safety.

Giuseppe Femia

34-45

### **Assigning Authority to the Dominant Player in Role-Playing Games**

This article investigates how a dominant player is assigned authority over a gaming group, primarily in the context of rules lawyering and gamesplaining. Implicit consent guides much of gaming culture. This article makes often unspoken rules at the table explicit and available for analysis.

Julie Tremblay

46-56



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### **Beyond Consent: Care Ethics in Horror Role-Playing Games**

This article examines horror RPGs through a framework of care ethics and psychological safety. The author advocates the usage of Maurice Hamington's theories to foster player respect for extant relationship dynamics at the table, as these are the source of both the pleasure and danger of horror.

Albert R. Spencer

57-65

### **The RPG Self: Bleed, Constellation, and Consent**

This article is a philosophical exploration of the intersection between the deep narratives of tabletop RPGs and the notions of bleed and consent. This synoptic view integrates the theories of Carl Jung into a broader theory of self that expects the conscious meta-cognition of patterns within RPG play.

Miguel Angel  
Bastarrachea Magnani

66-84

### **Consent Using Analog Role-Playing in the Classroom: Strategies for Safe and Engaging Learning Experiences**

This article explores the critical integration of analog role-playing games (RPGs) in educational settings, focusing on the intricate dynamics of consent and power. The article culminates with a proposal based on risk management to handle these dynamics.

Antonio Roda Martínez

85-99