

The Game to Grow Method of Therapeutically Applied Role-Playing Games

A Level Two Training for Mental Health Professionals

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Session 2

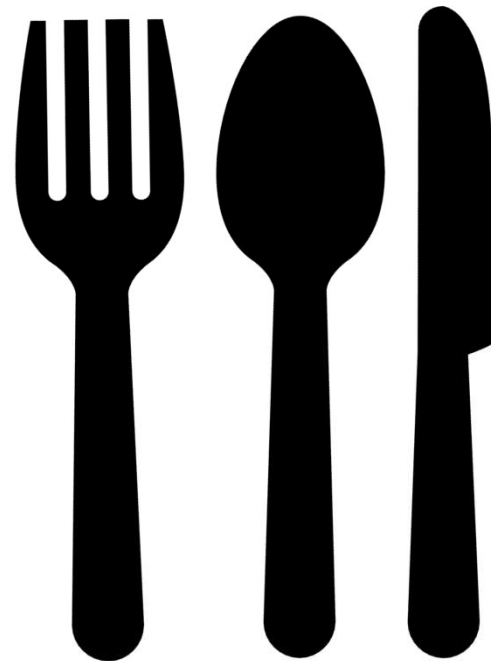


Agenda

- ~~Introductions~~
- ~~Legal, Important Information~~
- ~~Learning Objectives~~
- ~~Review of Level One~~
- ~~TA-GM Lenses~~
- ~~Common Roadblocks~~
- ~~Great Facilitators have SPARK~~
- The Silverware Technique
- Diversity and Inclusion
- Collaborative Worldbuilding
- Collaborative Homebrew
- The DOTS System
- Treatment Goals
- Session Zero/Screening
- Practical Skills to Increase Engagement

The Silverware Technique

- Offer a fork
- Spoon feed your players
- Twist the knife

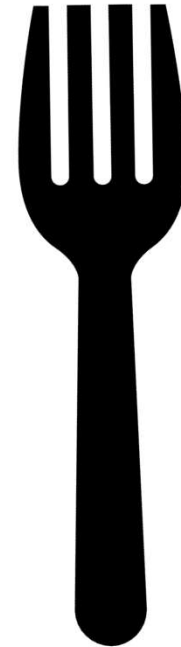


Offer a Fork

- Provide a clear set of choices:

“ Is your character from a big city
or a small town? ”

“ Do you want to climb over the wall
or go through the front gate? ”



Spoon Feeding

- Make a path or option explicit to the players through guided questions or statements:

“ You see the clearest and easiest path to be through the front gate. Do you want to go there now? “

“ How would you find a cleric to help you? “



Twist the Knife

- Prompt player action by using an in-game situation to raise the stakes.

“ As you are looking up at the castle, deciding how to get in to rescue Forano, you see his face high in the castle window. He has a black eye. As soon as he sees you, he puts a hand on the windowpane. Suddenly, he’s dragged away by a guard. You hear the crack of a whip...”



Building Worlds and Reflecting on Our Own

ADDRESSING Diversity

Collaborative Worldbuilding

Collaborative Adventures



ADDRESSING Framework

- Age (& Generation)
- Disability (Developmental)
- Disability (Acquired)
- Religion
- Ethnicity
- Socioeconomic Status/Class
- Sexual Orientation
- Indigenous Heritage
- National Origin (& Language)
- Gender

Where do I fit on each aspect of the framework?

Who are the dominant cultural artifacts built by, and who are they built for?

Who is reflected in our stories?

(Hays, 2008)



Social Rank Category	Agent Rank	Target Rank
Age	Adults (18-64)	Children, Adolescents, Elders
Development and Acquired Disabilities	Able-persons	Persons with Disabilities
Religion	Cultural Christians, Agnostics, and Atheists	Jews, Muslims, and members of all other nonChristian religions
Ethnicity	White Euro-Americans	People of Color
Socio-Economic Status/Class	Middle and Owning Class Persons (Access to Higher Education)	Poor and Working Class Persons (No Access to Higher Education)
Sexual Orientation	Heterosexuals	Lesbian, Gay, Bisexual, Questioning, and Two-Spirit
Indigenous Heritage	Non-Native	Native
National Origin	US-Born	Immigrants and Refugees
Gender	Cisgender Men	Transgender Persons, Intersex Persons, Cisgender Women, Non-Binary Persons, Questioning



Diversity in TA-RPGs

- Where are you located in the framework?
 - Where do you hold status/power?
 - Where might other people assume you have status/power in the framework?
- How do the individuals in your world present?
 - NPCs
 - Villains
 - Heroes
- How do your players and characters present?
 - Pre-made characters
 - Options for customization
 - Keeping autonomy with the player

Collaborative Worldbuilding

- Why Collaborative Worldbuilding?
 - Increase sense of agency and autonomy in players.
 - Can increase buy-in and reduce destructive behavior.
 - Supports creative and flexible thinking .
 - Supports collaborative thinking.
- Techniques:
 - Limited-choice techniques
 - Open-ended techniques

Limited-Choice Methods

- Collaborative Spelling Method

Each person adds a letter until a word is formed.

B E A G O F M A

- Fill-in-the-Blank Method

“I need an adjective.”

“Shiny.”

“I need a noun.”

“Squirrel.”

“You enter into the town’s famous tavern, The Shiny Squirrel.”



Open-Ended Methods

- Specific details for NPCs, locations, etc.

“When you meet the mayor, you notice he has a unique facial feature, like a bear, a mustache, etc. What is it?”

“As you enter into the town, you see unique garments worn by the citizens. What are they?”

- Gossip

“What is something your character has heard about this person, place, thing?”

“I heard...”

Remember, gossip is often “*partly* true!”



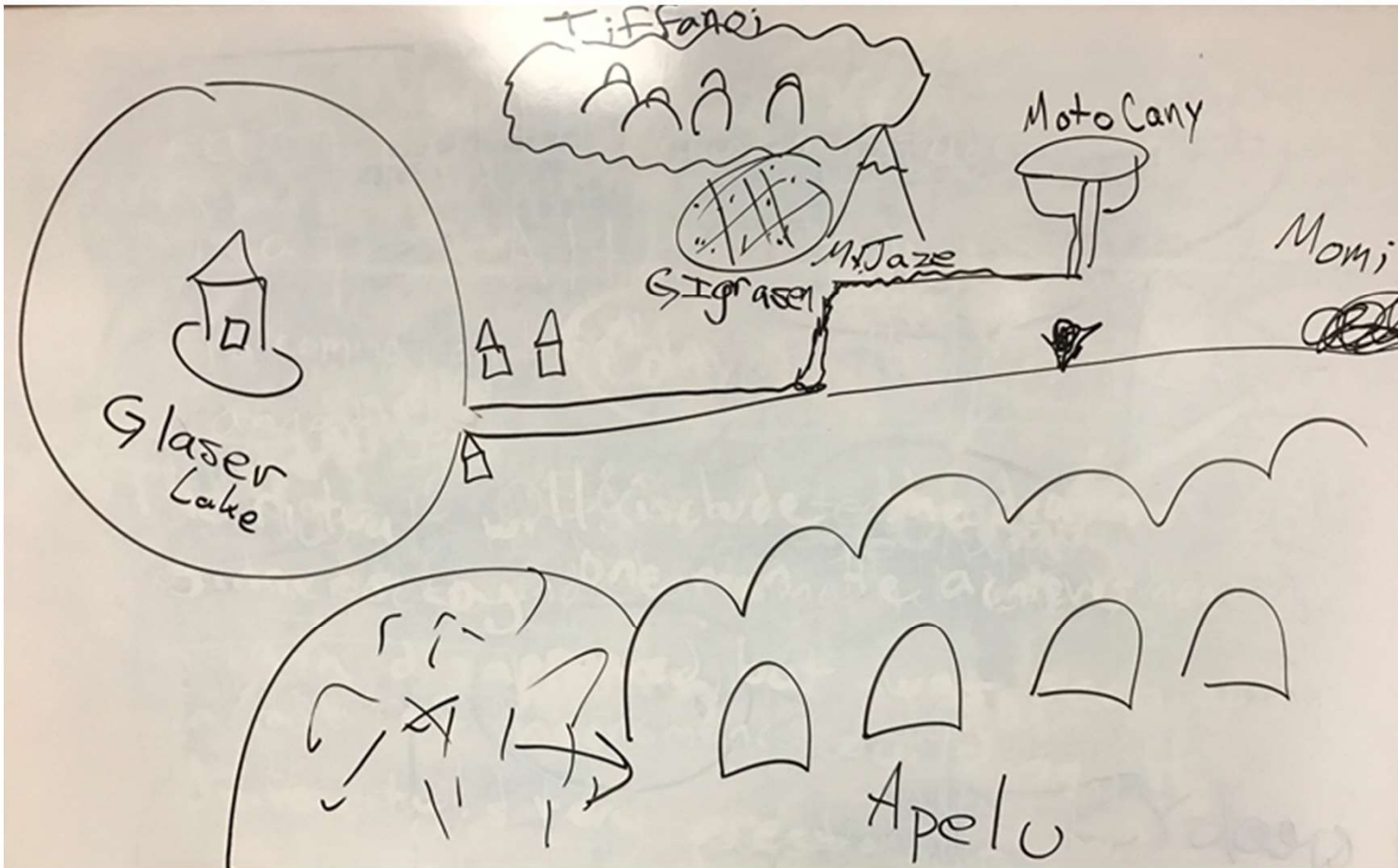
The Collaborative Homebrew Method

1. Build a Map
 - Add Geographic Features
 - Name Some Features
 - Add Gossip
2. Create Rumors
3. Vote
4. Create Rumor-Related Gossip

Build a Map

1. Group members take turns adding one geographic feature at a time.
2. Group members name the features.

The map is a collaborative effort of the group members – when a feature is placed on the map, it can be added to, expanded on, or named by other participants.



Map Gossip

- “I heard...” statements.
- Statements are presumed “facts” about people, places, or events.
- May turn out to be fully true, partially true, or not true at all.
- Examples of gossip:
 - “I heard every Tuesday in the Walleye Forrest, rain made of gold falls.”
 - “I heard the people in the town by the ravine won’t speak to any outsiders.”
 - “I heard the typhoon hides a portal.”

Your turn!

- In small groups, make your own map using Jamboard.
- Add names, and take turns creating gossip.

Create Rumors, AKA Plot Hooks

1. A bad/exciting/interesting thing that is happening or about to happen.
2. The location it is happening or about to happen.
3. Why it matters to the characters and/or the players.

There is a dragon regularly attacking the town¹ of Fildree² and the mayor has agreed to pay us a hefty sum³ for its demise.

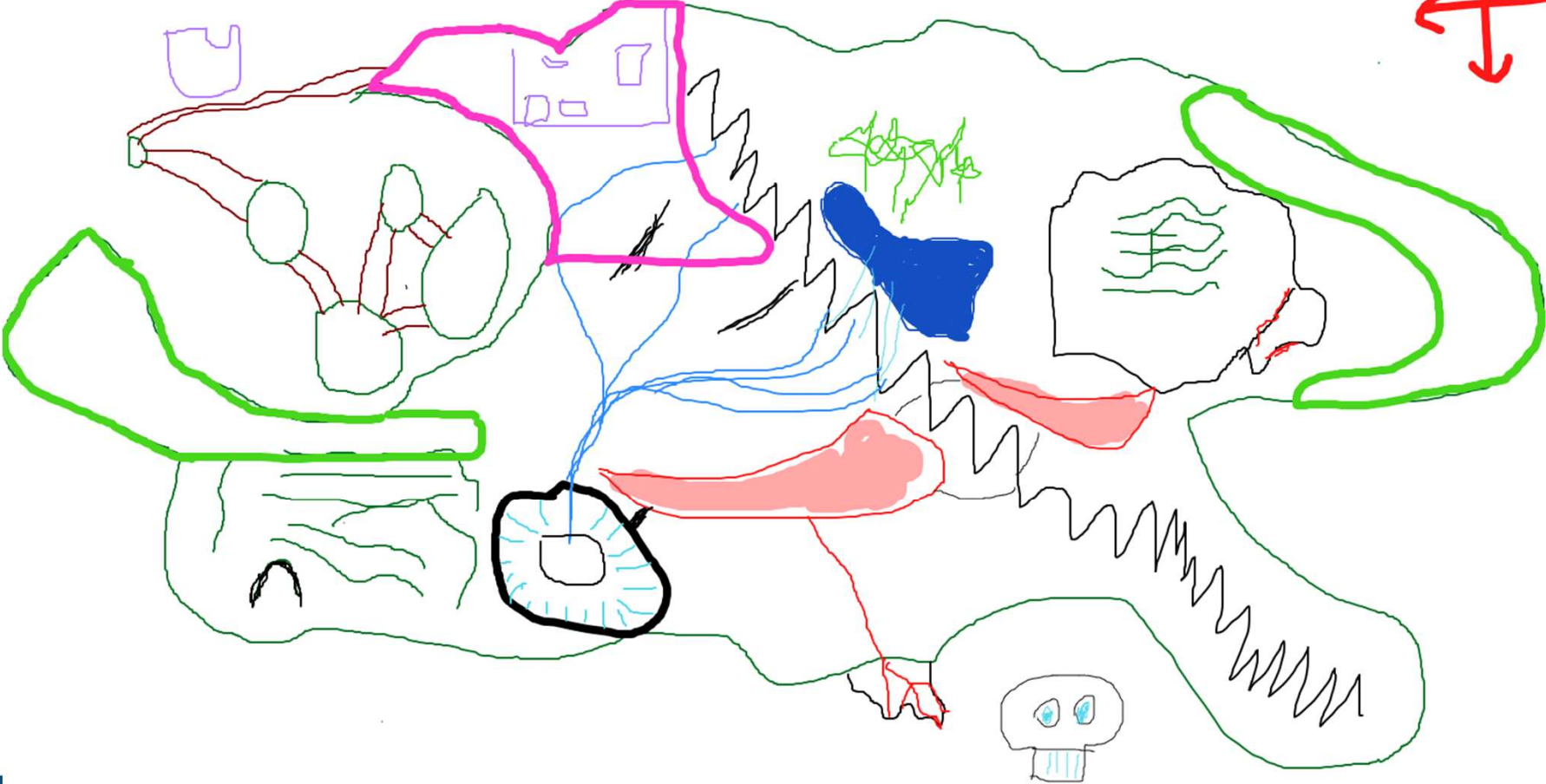
Rumor Examples

- Children in the town of Furglenurgle have begun excreting maple syrup from their pores. This sweet treat has attracted many nearby monsters.
- Students at a magic school have been disappearing and experimented on by the king. He's doing dark magic. We care because dark magic is evil.
- A war is breaking out between two rival kingdoms over disputed territory. A witch has been stoking this war to eat the souls of the soldiers that will die in the ensuing battles. This is bad because we need the kingdoms to be at peace so we can sell them stuff.

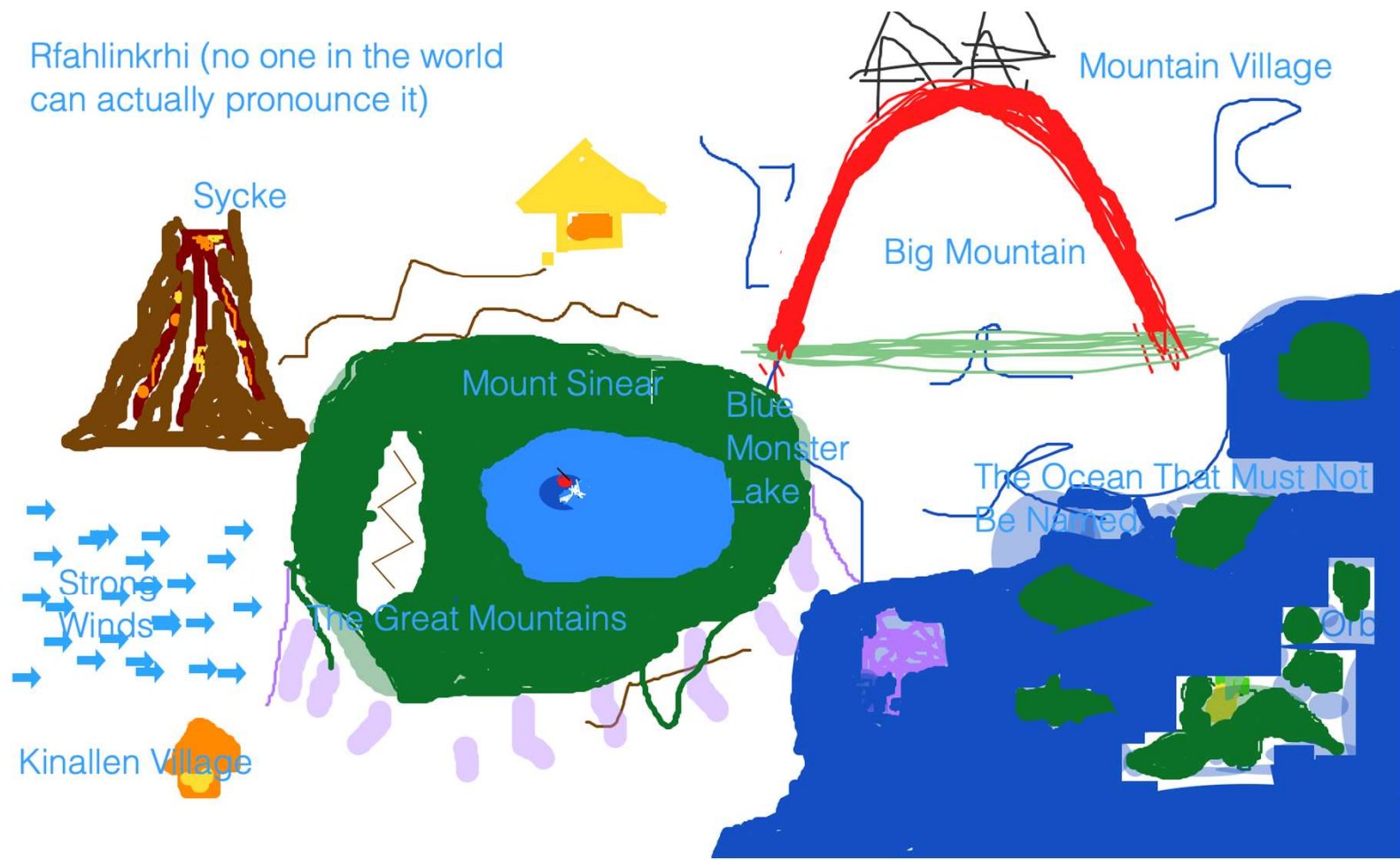
Voting

- Voting with ballots
- Voting with tokens
- Voting electronically

8



Rfahlinkrhi (no one in the world can actually pronounce it)





Rumor-Related Gossip

- “I heard...” statements from every player.
- This allows every participant contribute to the adventure, whether it was based on their original rumor or not.
- Increases sense of collaboration and power.