

## OVERVIEW

RPG Research is a non-profit 100% volunteer-run 501(c)3 human services charitable research & community services organization. Incorporated in 2017. Since 1983 our staff have been studying the effects of all role-playing game formats. Since 2004 our website has provided an open, free, international repository of research information. Our multidisciplinary programs draw from therapeutic recreation, music, neuroscience, psychology, & other knowledge domains.

## MISSION

1) To clearly establish, through rigorous scientific testing, the effects on participants of music and all role-playing game formats: tabletop (RPG), live-action (LARP), computer-based (CRPG), and solo adventure books/modules (SABM). In addition to determining the potential relevance of correlated factors, wherever possible, significant emphasis is placed on contributing to the body of *causal* research information.

2) Supported by research, from a variety of disciplines, using relevant evidence-based and theory-based approaches, we design, develop, and implement intervention programs using music and/or various role-playing game formats, as intervention modalities for participants to measurably improve their quality of life by empowering them to achieve their educational, occupational, recreational, and therapeutic goals.

3) Depending on funding, staffing, and resource availability, we will provide these services to individuals, population groups, and communities where research indicates they may benefit the most from our programs.

4) Whenever legally and ethically possible, all such research information and community program results will be shared with the public to help further advance the global body of knowledge and overall improve the experience of the human condition.



RPG Research founder at Northeast Youth Center 2007, & at WorldCon 2015

## VISION

Using scientific research to determine the actual caveats & benefits from participation in music & role-playing game activities, over time we will:

- \* Eliminate the myths & stigma associated with these activities.
- \* Help participants achieve a remarkably improved quality of life.
- \* Raise the experience of the human condition globally through the sharing of knowledge on a free platform accessible to all, while encouraging others to share their findings on this platform.
- \* Provide free training to those willing to take the time as volunteers to develop the skills necessary to achieve these goals.
- \* To provide services that achieve all of the above.



## RESEARCH

Research supports that people who regularly participate in RPGs have significant advantages over those that do not, including: lower suicide rates, lower feelings of meaninglessness, stronger communication, math, reading, writing, problem solving, & social skills, aptitive in team building, research, cooperation, impulse control, leadership, empathy, creative skills, and many other areas.

Research *does* indicate role-playing gaming has a strong *causal* relationship for **educational benefits**, leading to many schools throughout the world now using RPGs in various forms for education from K-12+. Research also indicates there may be **significant therapeutic benefits** for participants as well, but this needs to be clarified through additional scientific testing.

## HISTORY

W.A. Hawkes-Robinson ("Hawke Robinson"), is founder of RPG Research. He is registered with the Washington State Department of Health as a Recreational Therapist, and also has an extensive background in research psychology, neuroscience, music therapy, and computer science.

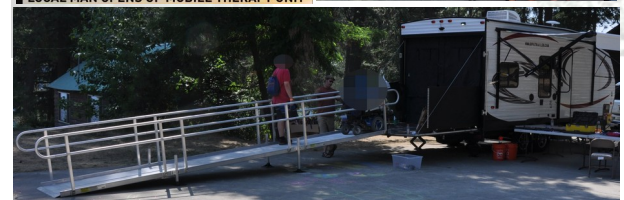
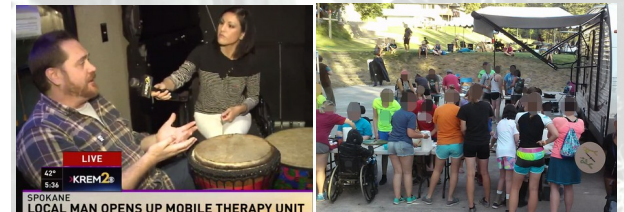
RPGs were popular in the 1980's with millions of participants in the U.S. Hawkes-Robinson first began researching the educational and social effects of role-playing games in the early 1980s as a response to the barrage of negative press commonly disseminated regarding role-playing games & gamers.

In 1985 he was an instructor providing a daily educational course on RPGs at a high school for gifted and talented children in Utah.

The formal development of RPG Research began in 2004, first considering the broader psychosocial impact of tabletop role-playing games, presented as essays written as a student for the Recreation Therapy & Research Psychology departments at Eastern Washington University, followed by a series of research documents and publications that continue to contribute additional information on the effects of role-playing games from multiple disciplines for a wide range of populations.

In 2017 RPG Research incorporated as a 501(c) non-profit charitable human services organization.

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## COMMUNITY PROGRAMS

We provide program plans for many communities throughout the Northwest, including community centers, schools, care facilities, public events, especially those most in need.



RPG Research program at Muscular Dystrophy Association camp 2017

## OBJECTIVES

The RPG Research website has a comprehensive list of more than 200 research questions, 20+ goals, and regular milestone updates.

## INTERNATIONAL COMMUNITY PORTAL

These projects involve contributions and participation from individuals and organizations spanning the globe. The RPG Research website is an international, interdisciplinary public repository of research and related information from & for scientists, therapists, researchers, and other professionals, as well as media and laypersons. We enable users to find all the information needed regarding this expansive topic. The website provides a full-text indexed database of research, plus blogs, news, web-based forum, email discussion lists, chat room, books, videos, links, downloads, and other many other resources freely available to the public.

## INTERDISCIPLINARY

Due to the complex aspects of RPGs, these studies are approached from multiple disciplines and theoretical backgrounds, including recreation therapy, cognitive neuroscience, experimental psychology and many other areas.

## POPULATIONS

We work with all populations from 2 years old to 92+ years old, including but not limited to: Autism spectrum (ASD / PDD), Muscular Dystrophy (MD), Cerebral Palsy (CP), brain injury (TBI, stroke, etc.), at-risk youth, in-patient to out-patient transition programs, incarcerated and transitional, social skills development, social phobias, and many others!



## SUPPORT OUR PROGRAMS

You can help the non-profit RPG Research achieve the goals of research and community programs by becoming a members, supporting us:

[www.patreon.com/rpgresearch](http://www.patreon.com/rpgresearch)

Just \$1/month can really add up to help many!



Photo: RPG Research Volunteers in front of Wheelchair Friendly RPG Trailer (2017)

## VOLUNTEER OR SCHEDULE TODAY!

If you are interested in participating in, or helping with, upcoming RPG Research projects, register via the website. *We are currently accepting applications for as many participants and volunteer staff as possible, both gamers and non-gamers alike are welcomed!* Sign up today!



Role-Playing Games  
Research, &  
Community Programs

**SUPPORT  
SCHEDULE  
PARTICIPATE**

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