

GOAL

To research the effects of role-playing gaming on participants, and where indicated to be most effective, develop programs using role-playing gaming of all types (tabletop, live-action, and computer based), for the educational and therapeutic benefit of general and special populations.

OVERVIEW

RPG Research is a non-profit organization performing ongoing research from multiple disciplines using various approaches including multi-stage, multi-variable, multi-blind, short & long-term, observational, controlled, & uncontrolled studies, following scientific principles, since 1985.

The research covers all RPG formats: tabletop, live-action (LARP), solo adventures books/modules aka interactive fiction (like Choose Your Own Adventure books), & computer-based RPGs.

Since 1979, 80+ studies have been published related to participation in role-playing games (RPGs) & their effects on participants.

Research strongly indicates that people known to regularly participate in tabletop RPGs have significant advantages over those that do not, including: much lower suicide rates, much lower feelings of meaninglessness, stronger communication, math, reading, writing, problem solving, social, team building, research, leadership, empathy, creative skills, and many other areas¹.

MISSION

To clearly establish, through rigorous scientific testing, the recreational, therapeutic, and educational effects of all forms of role-playing gaming: tabletop, live-action (LARP), solo adventure books/modules (SABM), and computer-based (CRPG). Based on established research, using relevant evidence-based and theory-based approaches to design, and applying Therapeutic Recreation methodologies, develop and implement programs utilizing various forms of adapted role-playing games (tabletop, live-action (LARP), and computer-based) as the modality to achieve therapeutic and/or educational intervention goals meeting the specific needs of clients.

RESEARCH

Research *does* indicate role-playing gaming has a strong *causal* relationship for **educational benefits¹**, leading to many schools throughout the world now using RPGs in various forms for education from K through 12+. Research also indicates there may be **significant therapeutic benefits¹** 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.

RPGs were popular in the 1980's with an estimated 12-20+ million participants in the U.S. Hawkes-Robinson first began less formal research on the educational and social impact of role-playing games in the early 1980w as a response to the barrage of negative press and public misinformation commonly disseminated regarding role-playing games & gamers, especially the debunked negative claims regarding the most popular tabletop form of RPG, Dungeons & Dragons (D&D). In 1985 he provided a daily educational course on RPGs at a school for gifted and talented children.

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 with a wide range of populations.

VISION

Through the efforts of RPG Research, over time it should become possible to clearly define the **specific causal therapeutic and educational effects from participation in role-playing gaming**. This has lead to developing increasingly effective therapeutic intervention programs using various forms of role-playing games for different client needs.

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.

PROGRAMS

Early stages of the project include purely observational (non-experimental) studies, questionnaires, standards-based testing, demographics data gathering & analysis, detailed case studies, followed by short & long term controlled research projects, building towards a larger body of data aggregation planned over many years (decades) of research efforts.

Based on the analysis of the data gathered, effective educational and therapeutic interventions have become apparent. By applying Therapeutic Recreation (TR) methodologies combined with RPGs, we have developed many programs helping participants achieve achieve a diverse range of goals.





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 you 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 publicly available.

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.



SUPPORT OUR RESEARCH & PROGRAMS

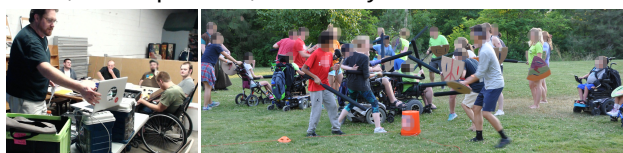
You can help the non-profit RPG Research achieve the goals of research and community programs by becoming a members, supporting us:

www.patreon.com/rpgresearch

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

POPULATIONS

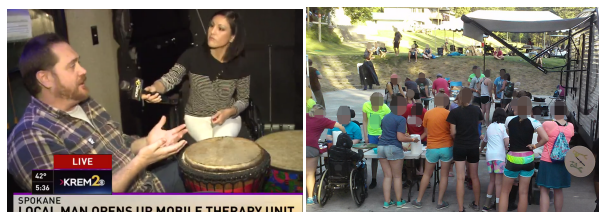
We work with all populations from 2 years old to 92+ years old, including but not limited to: Autism spectrum (ASD / PDD), Muscular Dystrophy (MD), Cerebral Palsy (CP), brain injury (TBI, stroke, etc.), at-risk youth, in-patient to out-patient transition programs, incarcerated and transitional, social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



SCHEDULE OR VOLUNTEER 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!

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RPG RESEARCH



Research studies
investigating the effects
of role-playing gaming.

SUPPORT SCHEDULE PARTICIPATE

RPG Research

1312 North Monroe Suite #114

Spokane, WA, 99201

Phone: (509) 252-0800

www.rpgresearch.com