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From "Roll-Playing" to Role-Playing: Introducing TRPGs in the University EFL Classroom

Saturday 21 September 2024 14:00 (1 hour)

When introducing tabletop role-playing games (TRPGs) into the university EFL class, scaffolding is often needed. This paper discusses the use of a closed-style "choose your own adventure" story game to help students transition into a more typical open-style TRPG. Students start by making simple binary decisions with prescribed results, then discuss alternative actions their character could have taken that are not prescribed for them in the story. This bridging step helps students build the agency needed for more typical TRPGs.

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