

### Roleplay Element in a Tabletop Role Play Game

Dungeons and Dragons is a tabletop role-playing game. That being said, role play is a core element of the game. However, what DND is different from a digital roleplaying game is the fact that in addition to immersion, the emergence of the roleplay (embodying the character) comes across more likely and more often. And what I would like to argue here is that this phenomenon is just an illusion, we do just as much actual role play in a digital RPG as DND.

In DND we start off with describing who we are, what our name is and what our family does. The action of confirming identity brings us much closer to the character as we start to relate to the unique characteristic we built up. In digital RPG, we also have this phase of the game, which is to name the character and pick its' race and birthplace.

The actual role play comes from interacting with other players, either NPC embodied by the Game Master or the other players. There is a lot of room for player expression because everything is happening in imagination and there is an infinite amount of actions players could do. And because DND has such a complicated and comprehensive system of measurements, everything could be incorporated into the game system without breaking the magic circle. The player could freely express themselves within the infinitely large world, and the behavior of role play occurs, frequently and naturally. However, in a digital RPG, even though the players are not doing explicit roleplay, they are already roleplaying through the actions they are allowed within the game. For example, the way players walk in a digital game shows what type of character they are embodying. If they are tippy tapping, they might be a playful character. It's not that players in digital RPG do little role play, it's that they do so by utilizing the minimal actions they are allowed to use and usually, such actions are not clear enough to show others they are role-playing.

The dungeon master plays an important role in the DND game. It not only defines the result of all player actions but also it creates emergent gameplay reacting towards players' performance. I would argue this is the biggest difference between a digital RPG and DND. Digital RPG's events are scripted, could be randomized but still scripted. On the other hand, DND has a responded world, totally emergent and adjustable according to players' progression, reaction, and interactions. While in a digital RPG player could only role play according to the pre-defined stage, DND players have total freedom to act on stage. This is why DND feels so much more role-play like than the other digital RPGs. However, even though scripted, players are also trying their best to express themselves in a digital RPG as well.

In all, even though DND has so much more freedom than a digital RPG for roleplay, players actually do just as much role play in a digital RPG as DND.