Role-playing games, their development and interactive storytelling*

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Abstract

The development of tabletop role-playing games to modern computer role-playing games was enormous, introducing a new and different experience from books for getting immersed in a story. This work introduces RPGs, and their genres in-depth and presents their elements in some examples, elaborating on their history/development from physical tabletop roleplaying to software-based RPGs with many genres including the adaptation which is the closest to the tabletop version. Also introduces their interactive storytelling, which is one of their most famous elements, and why it could also serve as an alternative for classic reading.

Keywords – role-playing games, interactive storytelling, video games
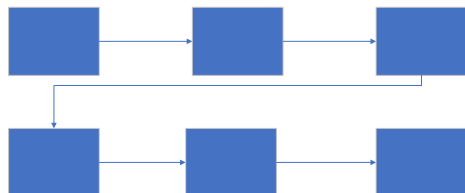
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