

Pattern Design for Educational Live Active Role Playing

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Abstract:

This article introduces Role-Playing Games (RPG) for teaching and explains how to design RPG for educational purposes. We introduce Educational Live Active Role Playing (ELARP) as a specific Role-Playing Game concept for Education and explain reasons for using them from the Teacher's as well as the Student's perspective. We develop a conceptual model building upon storytelling and transmedia learning as theoretical background. Our model considers three dimensions of ELARPs: (1) Story Context, (2) Purpose and (3) Structure. We illustrate how these dimensions can be used for ELARP design in practice by introducing the case of the Fairweather Manor LARP. We conclude our article by discussing when ELARPS in general should be used for specific topics in Entrepreneurship Education, and address challenges with regard to transmedia learning.

Keywords: *Game based learning, Educational Larps, Entrepreneurial Learning, transmedia learning, Role-playing games*