_TTRPG: tabletop role-playing game, TRPG, pen and paper RPG

_LARP
  _megagame
  _murder party
  _nordic Larp

_CYOA: interactive fiction, ldvelh, livre-jeu, gamebook, ergodic

_OTHER GAMES
  _boardgame: card game
  _computer rpg: morpg, virtual reality, ARG, alternate reality games
  _cosplay
  _matrix game
  _miniature: doll, puppet, toy
  _pbem: play by post, email, forum
  _pretend play: make-believe, prop theory
  _storygame
  _wargame
  _werewolf: mafia

_LEARNING
  _attitude change: prevention, sensibilization, awareness
  _benefits of rpg
  _classroom rpg
  _curriculum: program
  _debriefing
  _decision making: decision forecast
  _motivation: engagement, commitment
  _flow
  _information literacy: information retrieving, information seeking, critical thinking
  _language learning
  _leadership: management, team building, negotiation, diplomacy, debating, convincing, deliberation, assertiveness
  _oral communication: expression
  _reading
  _roleplayification: rpg gamification
  _rttp: reacting through the past
  _self-advocacy
  _self-determination
  _self-efficacy: self-competence
  _self-reflection: locus of control, meta cognition in general
  _simulated patient: standardized patient
  _simulation: realism
  _soft skills: social skills
  _task resolution: problem solving
  _teaching
  _teamwork
  _writing

_HISTORY OF RPG
  _braunstein
  _gygax
  _moral panic
  _osr
  _proto-cyoa
  _proto-history of rpg: Braunstein, Arneson
  _the forge

_PSYCHOLOGY: neuroscience
  _autism
  _bias
  _cognition : memory, process, logic

_creativity: inspiration, divergent thinking, imagination, thought experiment
_de-roling
_disability: accessibility
_hypnosis
_identity: avatar, character identification, mask, narration de soi, self-narrative
_mental disorder: depression
_personality: extravert, introvert, ego development, openness
_psychoanalysis: psychodrama, sociodrama
_therapy: group therapy, resilience
_transformative: pivotal play

_EMOTIONS
  _anxiety: stress
  _belonging: connectedness, loneliness, complicity, friendship, care, spotlight, hope
  _bleed: player-PC relation
  _confidence: trust
  _distantiation: irony, magic circle, liminality, cognitive quarantine
  _embodiment: synesthesia
  _empathy: theory of mind, perspective taking
  _escapism: vies non-vécues
  _fear: horror
  _nostalgia
  _sex-transgressive: edgework, extreme xp
  _immersion: suspension of disbelief, transportation, flow, re-enchantment, disenchantment
  _well-being: care, self-esteem

_SOCIOLOGY
  _anthropology: Folklore studies, mythology, patrimoine
  _conspiracy theory
  _minority: exclusion, racism, diversity, colonialism, social justice, decolonial, inclusion
  _cultural transmission: culture, evopsy
  _expectation
  _family
  _fandom: community
  _gender: male, female, feminism, sexism, masculinism, representation
  _lgbtq
  _religion: theology, spirituality, belief
  _refugee
  _ritual
  _role taking: role clarity
  _stereotype: cliché, stigmatisation, depiction / see translation

_GAMEPLAY: dynamic of play
  _advice
  _improvisation
  _group dynamics: interpersonal relations
  _playfulness: joy, pleasure, fun
  _collaborative: co-creation, intercréativité
  _conflict: consensus
  _conversation: dialogue, discourse, Ellipse, description, information exchange, rhetoric
  _GMing: Game master, adjudication, referee, ruling

_GMless
_esthetical play: contemplative, chill, losing control, let it go
_failure: play to lose
_fairness
_hospitality: hosting, invitation
_power gaming: Gros Bill, power player
_metagame: layer of play, framing
_moral play: morality, ethics
_new player: initiation, peer entry
_problematic: antisocial, abuse
_reward: point system, XP, incentives, karma, fate
_safe space
_social contract
_workshop pre-game : atelier d'échauffement avant le jeu, briefing, pre-teaching
_information gap: uncertainty, transparency, manipulation, hidden information, lie, opacity, transparency, fog of war

_MEDIA: communication studies
  _actual play: Critical role
  _adaptation: emulation
  _ai ml llm: artificial intelligence, machine learning, large language model
  _art
  _authorship
  _canon
  _cease&desist
  _copyright: CC, public domain
  _censorship
  _fanfiction
  _cinema: tv, series
  _club: game bar, convention
  _museum
  _theater: play for performance
  _piracy: photocopy
  _podcast
  _prison
  _publishing: independent, industry, market
  _virtual table: remote play
  _serial: magazine, fanzine, blogging
  _social media
  _software
  _storytelling: story, narrativity, hero's journey
  _translation: appropriation, orientalism, cultural gap, intercultural /see sterotype
  _transmedia
  _diy

_DESIGN: Game designer
  _mechanics: rules, abstract rules, clear rules, combat, resource management, réalisme
  _agency: choice, dilemma. Game theory, prisoner dilemma,
  _designing rpg
  _character sheet
  _character: PC progression, PC creation, PC death
  _layout: rulebook, pdf, ebook, game material, props, materiality, electronic-ity, photocopy, object
  _dungeon crawl: Labyrinth, maze
  _dice: diceless, randomizer,
  _freeform: ruleless
  _worldbuilding: magic, gods, trap
  _sandbox: hexcrawl, open table
  _map

_monster: npc
_narrative authority
_pbta
_plot structure
_probability
_procedural storytelling: generator
_quest: side quest, goal, objectives, module or scenario or campaign design
_rpg theory
_sandbox
_torture
_ux: wearrpg, tools to help the GM/Players

_LIBRARY: curation, hoarding, collecting, library instruction
  _appendixN
  _citation: Citation practices
  _archive
  _text mining/text analysis : web scrapping
  _data: data management

[Misc]
  _neomedievalism : Arthurian
  _ecology
  _economics: marketing
  _literature
  _history : heritage
  _game studies
  _law studies: court cases
  _linguistics
  _philosophy
  _politics
  _music
  _stem: science, technology, engineering, IT
  _mathematics: statistics
  _medecine-nursing
  _neuroscience
  _covid19
  _diy

  _XXX_game
  _lovecraft
  _tolkien
  _[country]

  _roleplay: (non ludic)
  _story vs game
  _typology: of players, of GMs, of games, etc.
  _elderly
  _student
  _yo1-12
  _yo13-19

  _major publication
  _theoretical work
  _empirical work: evidence-base
  _literature review: systematic review, meta analysis, scoping review
  _encyclopedia: 3rd source, handbook, definition
  _assessment: measurement, metrics, partie test, survey, user observation
  _interview
  _peer reviewed
  _review: compte rendu, critique