

## **\_TTRPG**

### **\_SOCIOLOGY**

**\_anthropology:** folklore studies; mythology; patrimoine  
**\_conspiracy theory**  
**\_cultural transmission:** culture; evopsy  
**\_expectation**  
**\_family**  
**\_fandom:** community  
**\_gender:** male; female; feminism; sexism; masculinism; representation  
**\_lgbtq:** queer; gay; lesbian; trans  
**\_minority:** exclusion; racism; diversity; colonialism; social justice; decolonial; inclusion; diversity; inequality  
**\_refugee:** migrant; immigrant; migration; alien; stranger  
**\_religion:** theology; spirituality; belief  
**\_ritual**  
**\_role taking:** role clarity  
**\_stereotype:** cliché; stigmatisation; depiction / see translation  
cliché; stigmatisation; depiction / see translation

### **\_PSYCHOLOGY**

**\_autism**  
**\_bias**  
**\_cognition:** memory; process; logic  
**\_creativity:** inspiration; divergent thinking; imagination; thought experiment  
**\_de-roling**  
**\_disability:** accessibility; deaf; ableism  
**\_hypnosis**  
**\_identity:** avatar; character identification; mask; narration de soi; self-narrative  
**\_mental disorder:** depression; addiction; compulsive behavior; gambling  
**\_neuroscience**  
**\_personality:** extravert; introvert; ego development; openness  
**\_psychoanalysis:** psychodrama; sociodrama  
**\_therapy:** group therapy; resilience  
**\_transformative:** pivotal play  
pivotal play

### **\_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; loups-garous de Thiercelieux  
mafia; loups-garous de Thiercelieux

### **\_MEDIA**

**\_actual play:** critical role  
**\_adaptation:** emulation  
**\_ai ml llm:** artificial intelligence; machine learning; large language model; generative ai  
**\_art**  
**\_authorship**  
**\_canon**  
**\_cease&desist::** lawsuit  
**\_censorship**  
**\_cinema:** tv; series  
**\_club:** game bar; convention  
**\_copyright:** creative commons; public domain  
**\_diy**  
**\_fanfiction**  
**\_museum**  
**\_piracy:** photocopy

**\_podcast**  
**\_prison**  
**\_publishing:** independent; industry; market; crowdfunding  
**\_serial:** magazine; fanzine; blogging  
**\_social media**  
**\_software**  
**\_storytelling:** story; narrativity; hero's journey  
**\_theater:** play for performance  
**\_translation:** appropriation; orientalism; cultural gap; intercultural /see stereotype  
**\_transmedia**  
**\_virtual table:** remote play  
remote play

### **\_LIBRARY**

**\_appendixN**  
**\_archive**  
**\_citation:** citation practices  
**\_data:** data management  
**\_text mining/text analysis:** web scrapping; corpus analysis  
web scrapping; corpus analysis

### **\_LEARNING**

**\_attitude change:** prevention; sensibilization; awareness  
**\_benefits of rpg**  
**\_classroom rpg**  
**\_curriculum:** program  
**\_debriefing**  
**\_decision making:** decision forecast  
**\_flow**  
**\_information literacy:** information retrieving; information seeking; critical thinking  
**\_language learning:** EFL  
**\_leadership:** management; team building; negotiation; diplomacy; debating; convincing; deliberation; assertiveness  
**\_motivation:** engagement; commitment  
**\_negotiation:** diplomacy; debating; convincing; deliberation  
**\_oral communication:** expression  
**\_reading**  
**\_roleplayification:** rpg gamification  
**\_rtp:** 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**

### **\_LARP**

**\_megagame**  
**\_murder party:** \_jubensha  
**\_nordic larp**

### **\_HISTORY OF RPG**

**\_arneson**  
**\_braunstein**  
**\_gygax**  
**\_moral panic**  
**\_osr**  
**\_proto-cyoa**  
**\_the forge**

### **\_GAMEPLAY**

**\_Gming:** game master; adjudication; referee; ruling  
**\_GMless:** solo RPG (cf. \_CYOA)  
**\_advice:** best practice; recommendation; bonnes pratiques

**\_collaborative:** co-creation; intercréativité  
**\_conflict:** consensus  
**\_conversation:** dialogue; discourse; ellipse; description; information exchange; rhetoric  
**\_esthetical play:** contemplative; chill; losing control; let it go  
**\_failure:** play to lose  
**\_fairness**  
**\_group dynamics:** interpersonal relations  
**\_hospitality:** hosting; invitation  
**\_improvisation:** improv  
**\_information gap:** uncertainty; transparency; manipulation; hidden information; lie; opacity; transparency; fog of war  
**\_metagame:** layer of play; framing  
**\_moral play:** morality; ethics  
**\_new player:** initiation; peer entry  
**\_playfulness:** joy; pleasure; fun  
**\_power gaming:** gros Bill; power player; munchkin  
**\_problematic:** antisocial; abuse  
**\_reward:** point system; XP; incentives; karma; fate; loot; loot box (cf. gambling-mental disorder)  
**\_safe space:** insecurity; safe tools; x card  
**\_social contract**  
**\_workshop pre-game:** atelier d'échauffement avant le jeu; briefing; pre-teaching  
atelier d'échauffement avant le jeu; briefing; pre-teaching

### **\_EMOTIONS**

**\_anxiety:** stress; burn-out; pression; pressure  
**\_belonging:** connectedness; loneliness; complicity; friendship; care; spotlight; hope; acknowledgement; recognition  
**\_bleed:** player-PC relationship  
**\_confidence:** trust  
**\_distantiation:** irony; magic circle; liminality; cognitive quarantine  
**\_embodiment:** synesthesia  
**\_empathy:** theory of mind; perspective taking  
**\_escapism:** vies non-vécues  
**\_fear:** horror  
**\_immersion:** suspension of disbelief; transportation; flow; re-enchantment; disenchantment  
**\_nostalgia:** vintage  
**\_sex-transgressive:** edgework; extreme xp; xp of limits  
**\_well-being:** care; self-esteem care; self-esteem

### **\_DESIGN**

**\_agency:** choice; dilemma; game theory; prisoner dilemma;  
**\_character:** PC progression; PC creation; PC death  
**\_character sheet**  
**\_designing rpg**  
**\_dice:** diceless; randomizer; probability  
**\_dungeon crawl:** labyrinth; maze  
**\_freeform:** ruleless  
**\_layout:** rulebook; pdf; ebook; game material; props; materiality; electronic; object  
**\_map**  
**\_mechanics:** rules; abstract rules; clear rules; combat; resource management; realism  
**\_monster:** npc  
**\_narrative authority**  
**\_plot structure**  
**\_procedural storytelling:** generator  
**\_quest:** side quest; goal; objectives; module or scenario or campaign design

**\_rpg theory:** typologies of players; of GMs; of games; etc.; taxonomy  
**\_sandbox:** hexcrawl; open table  
**\_torture**  
**\_ux:** wearrrp; tools to help the GM/Players  
**\_worldbuilding:** magic; gods; trap magic; gods; trap

## **\_CYOA**

### **[no generic – fields]**

**\_ecology**  
**\_economics:** marketing  
**\_game studies**  
**\_history:** heritage  
**\_law studies:** court cases /see lawsuits  
**\_linguistics**  
**\_literature**  
**\_mathematics:** statistics  
**\_medecine-nursing**  
**\_music**  
**\_neomedievalism:** Arthurian  
**\_philosophy**  
**\_politics**  
**\_stem:** science; technology; engineering; IT

### **[no generic – document]**

**\_assessment:** measurement; metrics; partie test; survey; user observation  
**\_empirical work:** evidence-based; control group; experiment  
**\_encyclopedia:** tertiary source; handbook; definition  
**\_interview**  
**\_literature review:** systematic review; meta analysis; scoping review  
**\_major publication**  
**\_non peer-reviewed**  
**\_peer reviewed**  
**\_review:** compte rendu; critique  
**\_theoretical work**

### **[no generic – Topics]**

**\_covid19**  
**\_elderly**  
**\_lovecraft**  
**\_roleplay:** (non ludic)  
**\_story vs game**  
**\_student**  
**\_tokien**  
**\_yo1-12**  
**\_yo13-19**

[\_rpgname]\_game  
[\_countryname]\_country

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