

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
refugee
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
hypnosis
identity: avatar; character identification; mask; narration de soi; self-narrative
mental disorder: depression; addiction; compulsive behavior
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
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
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

LARP

megagame
murder party
nordic larp

HISTORY OF RPG

arneson
braunstein
gygax
moral panic
osr
proto-cyoa
the forge

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
immersion: suspension of disbelief; transportation; flow; re-enchantment; disenchantment
nostalgia: vintage
sex-transgressive: edgework; extreme xp
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 game: typologies of players; of GMs; of games; etc.
sandbox
sandbox: hexcrawl; open table
torture
ux: wearpg; tools to help the GM/Players
worldbuilding: magic; gods; trap magic; gods; trap

CYOA

GAMEPLAY

GMing: game master; adjudication; referee; ruling
GMless
advice
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
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
safe space
social contract
workshop pre-game: atelier d'échauffement avant le jeu; briefing; pre-teaching

atelier d'échauffement avant le jeu; briefing; pre-teaching

[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
tolkien
yo1-12
yo13-19

[rpgname]_game
[countryname]_country

generated from csv with https://github.com/pmartinolli/MyThesaurus/blob/master/files/mythesaurus_csv2pdf.py