_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
_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; deaf; ableism
_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 steretype
_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; burn-out; pression; pressure
_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; 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.
_sandbox
_sandbox: hexcrawl; open table
_torture
_ux: wearrpg; tools to help the GM/Players
_worldbuilding: magic; gods; trap
magic; gods; trap

_CYOA

_ GAMEPLAY
_GMing: game master; adjudication; referee; ruling
_GMless
_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
_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

[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

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