_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
    _cosplay
    _matrix game
    _miniature: doll, puppet, toy
    _pbem: play by post, email, forum
    _pretend play: make-believe, prop theory
    _storygame
    _wargame
    _werewolf: mafia

_LEARNING
    _assertiveness
    _attitude change: prevention, sensibilization, awareness
    _benefits of rpg
    _classroom rpg
    _curriculum: program
    _debriefing
    _decision making: decision forecast
    _motivation: engagement
    _expression
    _flow
    _information literacy: information retrieving, information seeking, critical thinking
    _language learning
    _leadership: management, team building
    _negotiation: diplomacy, debating, convincing, deliberation
    _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

    _creativity: inspiration, divergent thinking, imagination, thought experiment
    _de-roling
    _disability
    _hypnosis
    _identity: avatar, character identification, mask, narration de soi, self-narrative
    _mental disorder: depression
    _personality: extravert, introvert, ego development
    _psychoanalysis: psychodrama, sociodrama
    _therapy: group therapy
    _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
    _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
    _well-being: care

_SOCIOLOGY
    _anthropology: Folklore studies, mythology, patrimoine
    _conspiracy theory
    _minority: exclusion, racism, diversity, colonialism, social justice, decolonial
    _cultural transmission: culture, evopsy
    _expectation
    _family
    _fandom: community
    _gender: male, female, feminism, sexism
    _lgbtq
    _religion: theology, spirituality
    _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
    _data: data management
    _fanfiction
    _cinema
    _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
    _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
    _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
    _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

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

    _covid19
    _diy
    _dnd
    _lovecraft
    _tolkien
    _vampire
    _[country]
    _roleplay: (non ludic)
    _story vs game
    _storytelling: story, narrativity
    _typology: of players, of GMs, of games, etc.
    _asia

    _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
    _interview
    _peer reviewed
    _review: compte rendu, critique
    _survey: user observation