\_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