

International Journal of Role-Playing

The aim of the *International Journal of Role-Playing* is to act as a hybrid knowledge network, bringing together the varied interests in role-playing from its associated knowledge networks, e.g. academic research, games, creative industries, the arts, and role-playing communities.

Dedication

This issue is dedicated to Dr. Matthew. M. LeClaire (1989-2018), with a special memorial from his close colleague Shekinah Hoffman, as well as biographical information about his many accomplishments from his parents, Guy M. and Mary Jo LeClaire.

Shekinah Hoffman 3

Editorial: Retrospective, Challenges, and Persistence

This editorial discusses the history of the journal, including shifts in scope. The editors also thank the contributors and reviewers for their persistence in times of great challenge.

Sarah Lynne Bowman,
Evan Torner, and
William J. White 4-9

The Damsel and the Courtesan: Quantifying Consent in Early Dungeons & Dragons

This article applies critical gender theory to early fanzine discourse. The authors examine discussions around rules for sexual encounters that were seen to objectify women characters.

Aaron Trammell and
Nikki Crenshaw 10-25

Hooligans at the Table: The Concept of Male Preserves in Tabletop Role-playing Games

This paper examines socio-linguistics in tabletop role-playing communities, asserting that player behaviors such as “rules lawyering” and “gamesplaining” privilege exclusionary “nerd” masculinity.

Steven L. Dashiell 26-39

Indie Gaming Meets the Nordic Scene: A Dramatistic Analysis

This article analyzes a discussion between indie designers Ron Edwards from the Forge and Tobias Wrigstad from Jeepform. The author applies Kenneth Burke’s dramatic pentad to the rhetorical moves made by each participant.

William J. White 40-55

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Live Action Role-playing: Transcending the Magic Circle

This participant-observer ethnography examines the ways in which *Dagorhir* larpers explore identity and negotiate social dynamics within their role-playing community.

Matthew M. LeClaire 56-69

A Qualitative Exploration of the Perceived Social Benefits of Playing Table- top Role-playing Games

This qualitative analysis discusses how participants perceived tabletop role-playing as beneficial to the development of their social competence.

Matthew Orr, Sara King, and
Melissa McGonnell 70-83

Not Only Play: Experiences of Playing a Professor Character at College of Wizardry with a Professional Back- ground in Teaching

This paper presents experiences of teachers who played professors at the larp *College of Wizardry*, applying concepts from studies of work and leisure.

Juliane Homann 84-103