

# 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 between associated knowledge networks, e.g., academic research; game design and other creative industries; the arts; and role-playing communities.

## **Editorial: The Social Epistemology of Analog Role-Playing Game Studies**

Reflections on the interdisciplinary and heterogeneous nature of role-playing games studies, as evident in the five uniquely distinct articles in Issue 12.

William J. White  
Evan Torner, and  
Sarah Lynne Bowman **2-5**

## **Analog Role-Playing Game Studies: A Brazilian Overview**

An overview of the history of role-playing games and their respective game communities in Brazil, as well as the development of role-playing game study scholarship, including research on RPGs in education.

Tadeu Rodrigues Iuama  
and Luiz Falcão **6-21**

## **An Analysis of the Literature Surrounding the Intersection of Role-Playing Games, Race, and Identity**

A review and examination of a body of multidisciplinary scholarship on representation and race in fantasy RPGs such as *Dungeons & Dragons* and *World of Warcraft*.

Marissa Baker **22-39**

## **A Scholarly Character Sheet to Frame Learning Activities and Improve Engagement**

An evaluation of the use of role-playing game inspired character sheets in a graduate seminar on library instruction to assess the participants' knowledge, present the curriculum, and measure the their progress.

Pascal Martinolli **40-61**

## **Nordic Erotic Larp: Designing for Sexual Playfulness**

Mapping, organizing, and understanding the phenomena of erotic larp design through a systemic examination of 25 design abstracts of Nordic art larps from the last decade.

Hanne Grasmø and  
Jaakko Stenros **62-105**

## **Recomposing Lovecraft: Genre Emulation as Autopoiesis in the First Edition of Call of Cthulhu**

An examination of how genre is emulated in the first edition of *Call of Cthulhu* (1981), analyzing the game's potential to answer social needs during the Reagan era.

Christian Mehrstam **106-128**