

TRANSFORMATIVE PLAY INITIATIVE

The Role-playing Game Design Matrix

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When?

Pre-game: before

Mid-game: during

Post-game: **after**

(Bowman, 2014a., Crookall, 2014., Genuss, 2021., Koljonen, 2019.)



Post-game

- Emotional processing



- Intellectual processing



- Educational processing



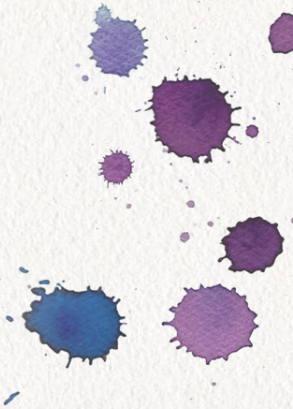
(Bowman, 2014b. Bowman & Hugaas, 2019., Hays, 2005., Ke, 2009., Linderoth, 2008.)

The background is a watercolor-style wash. On the left, there is a large, textured area of pink and magenta. A thick, vertical drip of pink paint extends downwards from the bottom edge of this area. The right side of the image is dominated by a mix of blue and teal washes, with some darker, more saturated blue spots scattered throughout. The overall texture is soft and painterly.

Terminology

Gameplay

Things that will affect the player's actions in-game.



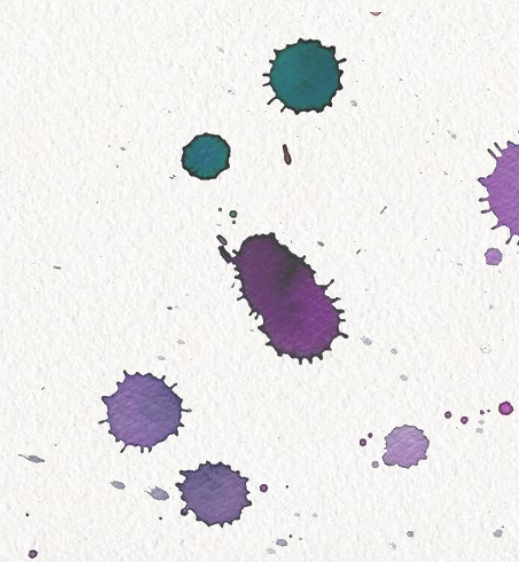
(Ang, 2006., Ermi & Mäyrä, 2007., Esposito, 2005., Salen & Zimmerman, 2004., Stenros & Montola, 2019., Wikipedia, 2022.)

Framing

Things that frames the game. (Not the Goffmanian use)



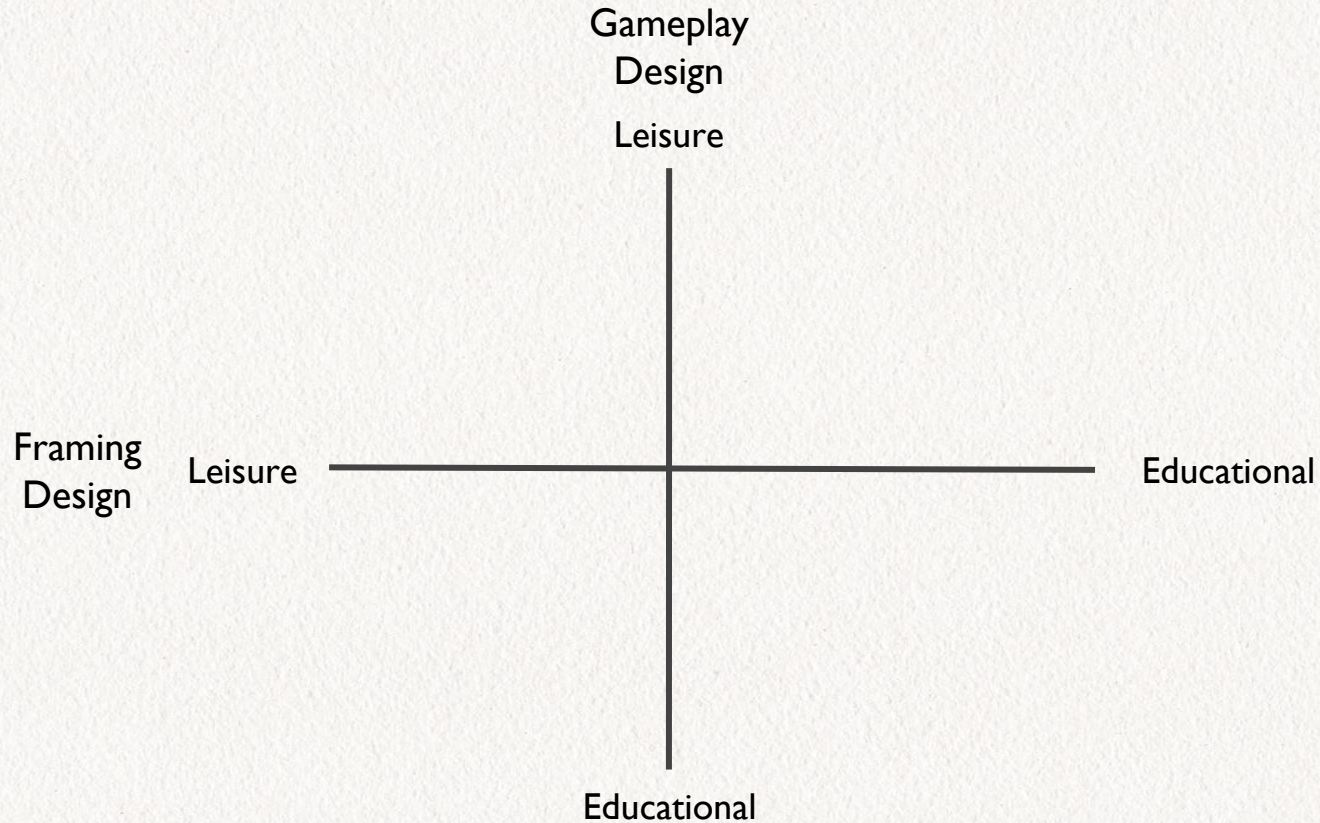
(Goffman, 1986.)



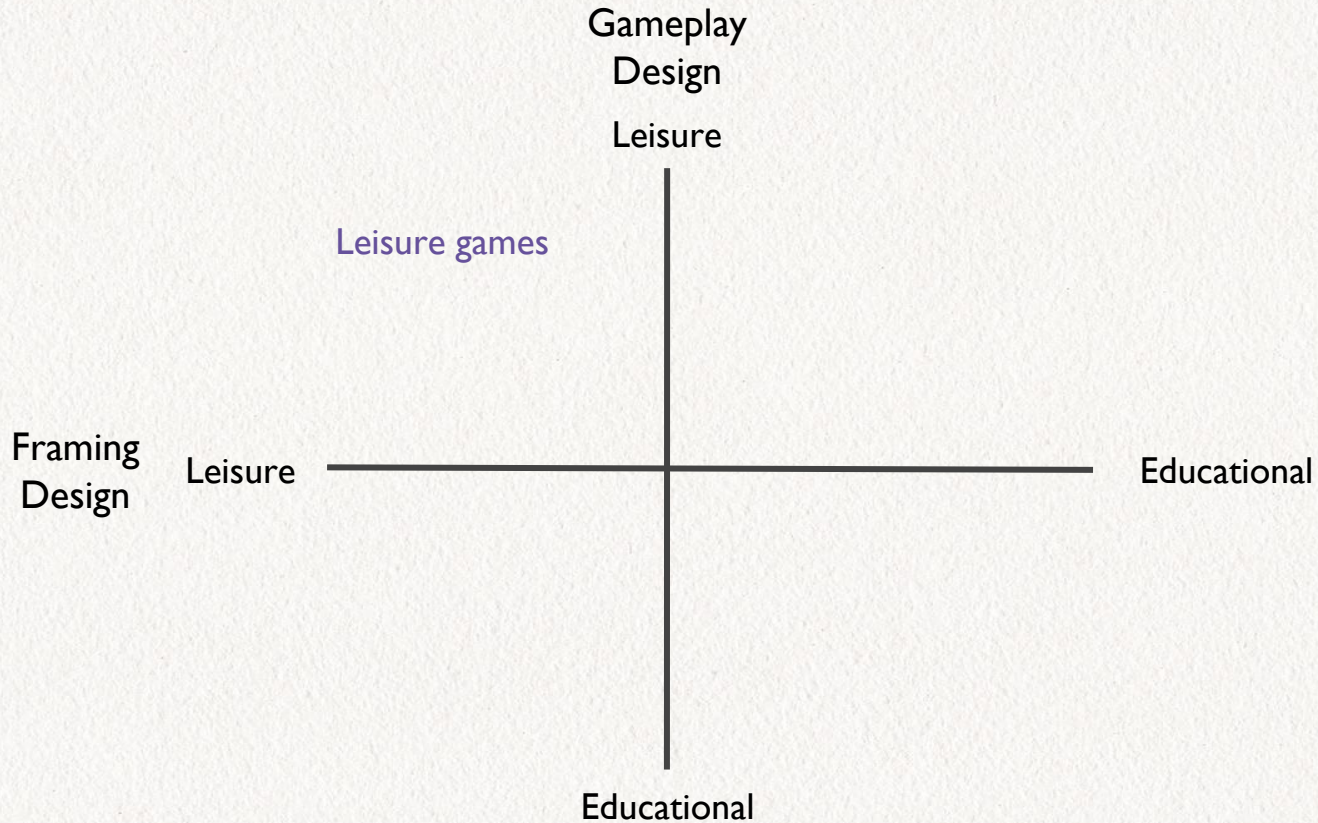
The Matrix

The background is an abstract, textured composition of colors. It features a gradient from teal and light blue at the top to deep purple and dark blue at the bottom. The texture is grainy and organic, resembling a close-up of a natural surface or a digital simulation of a material.

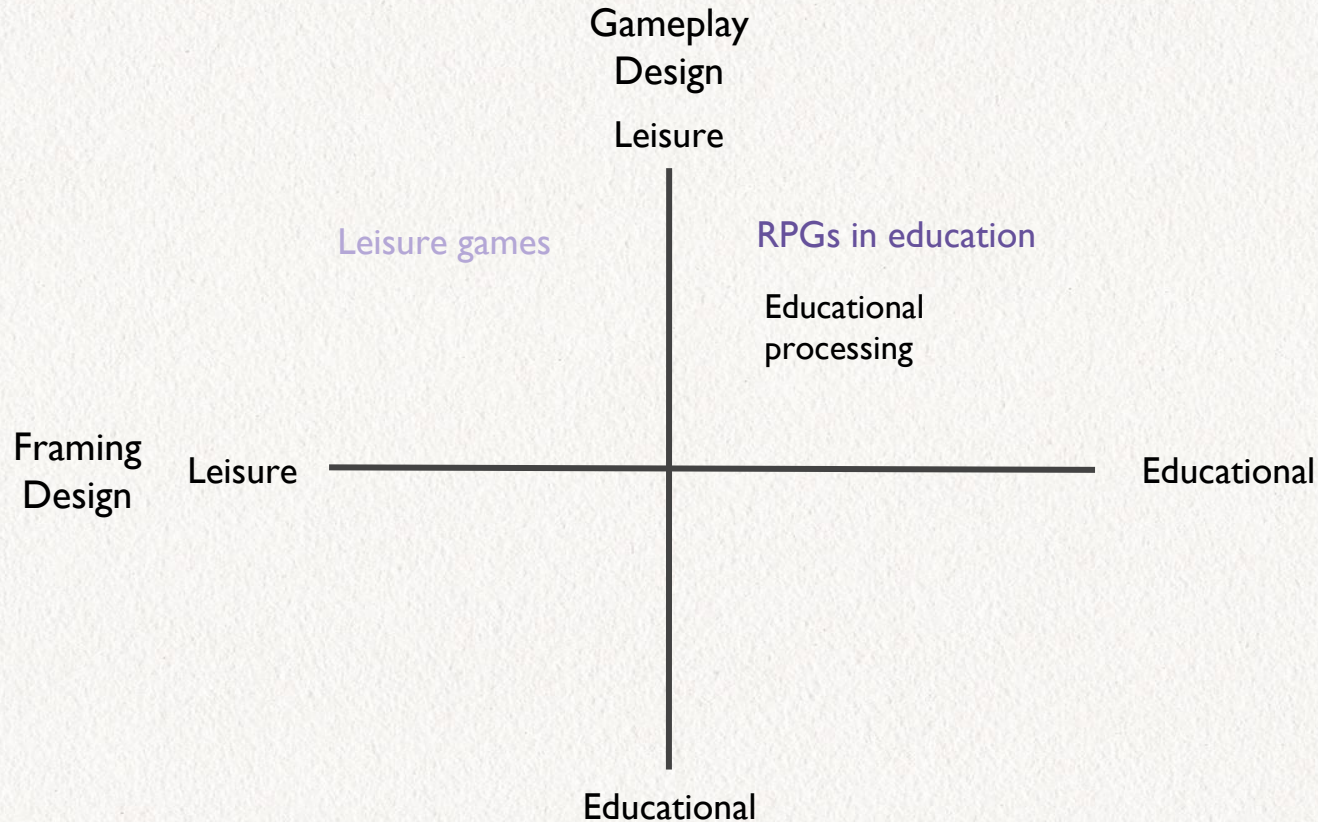
Role-playing Game Design Matrix



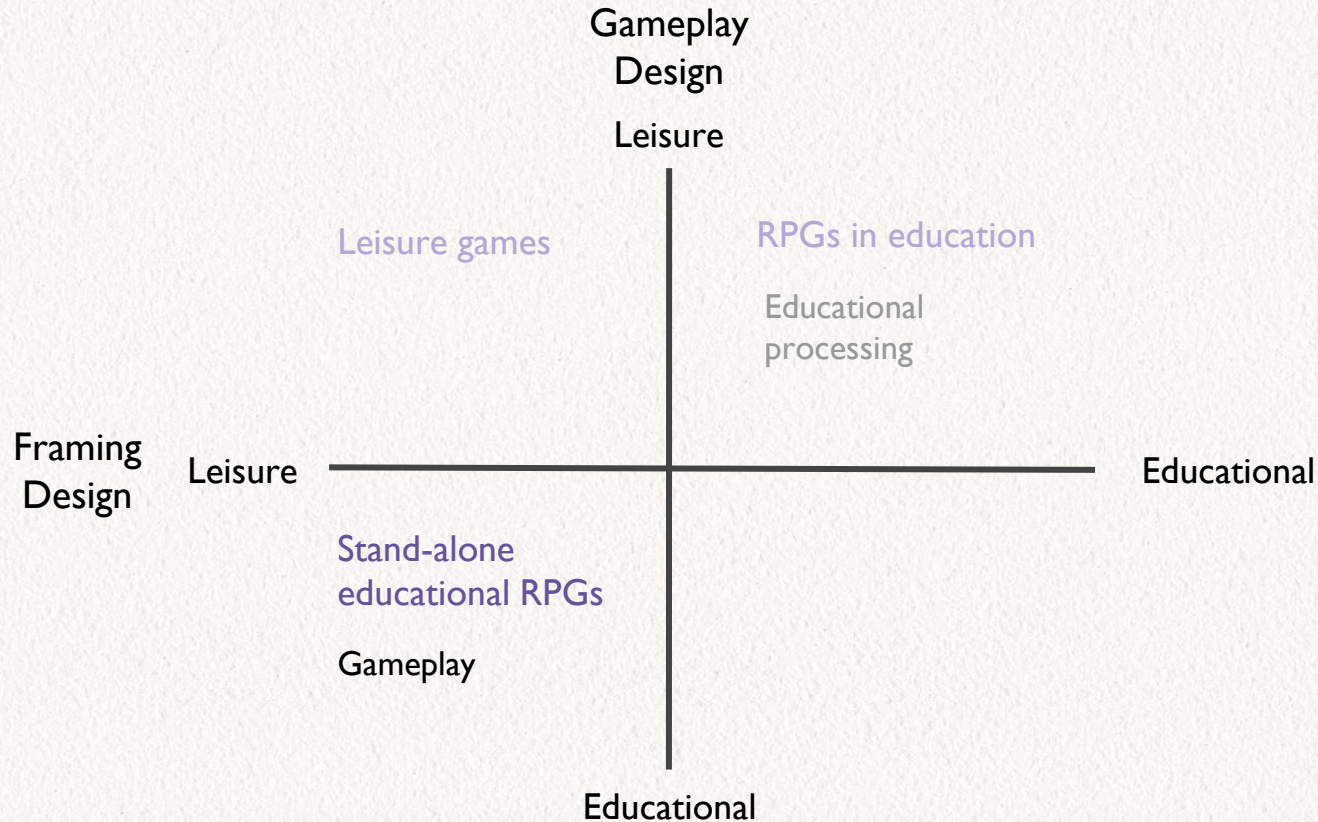
Role-playing Game Design Matrix



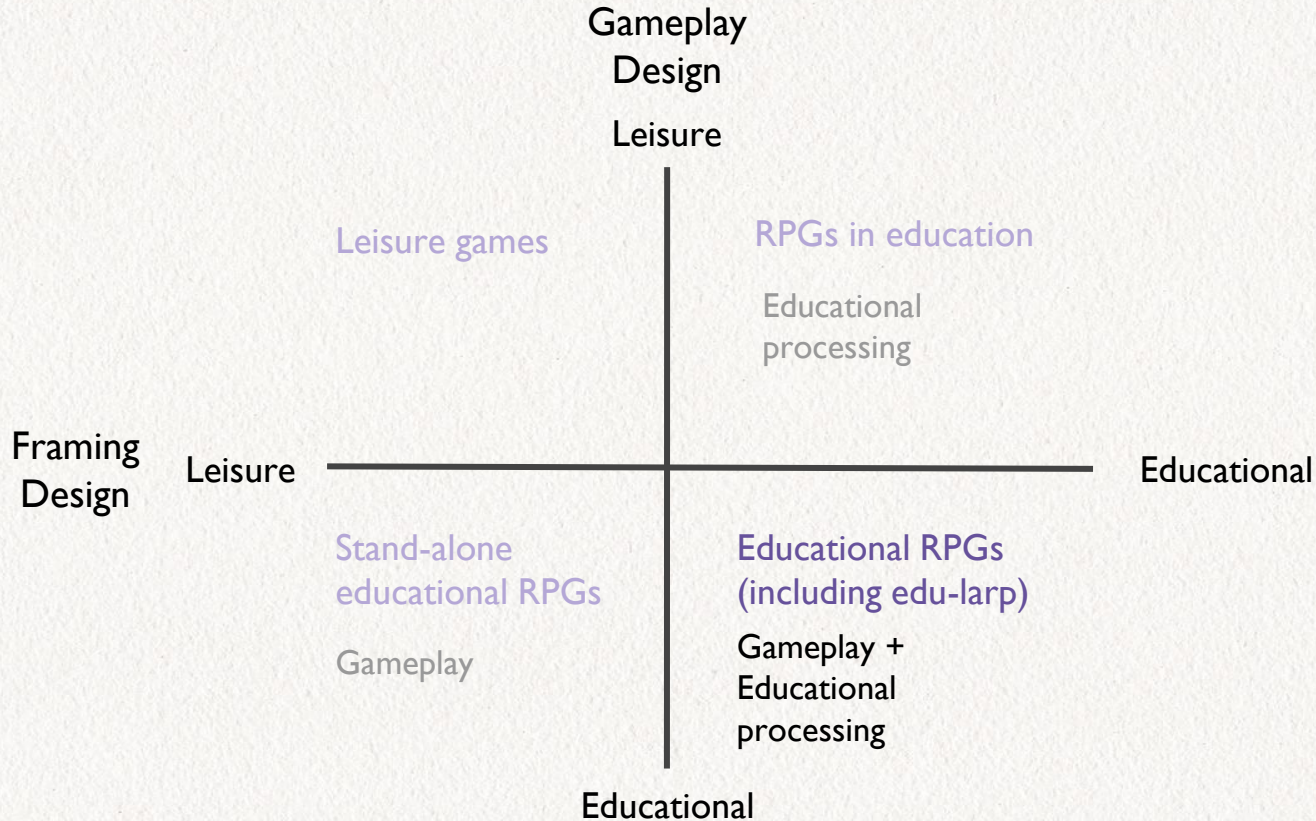
Role-playing Game Design Matrix



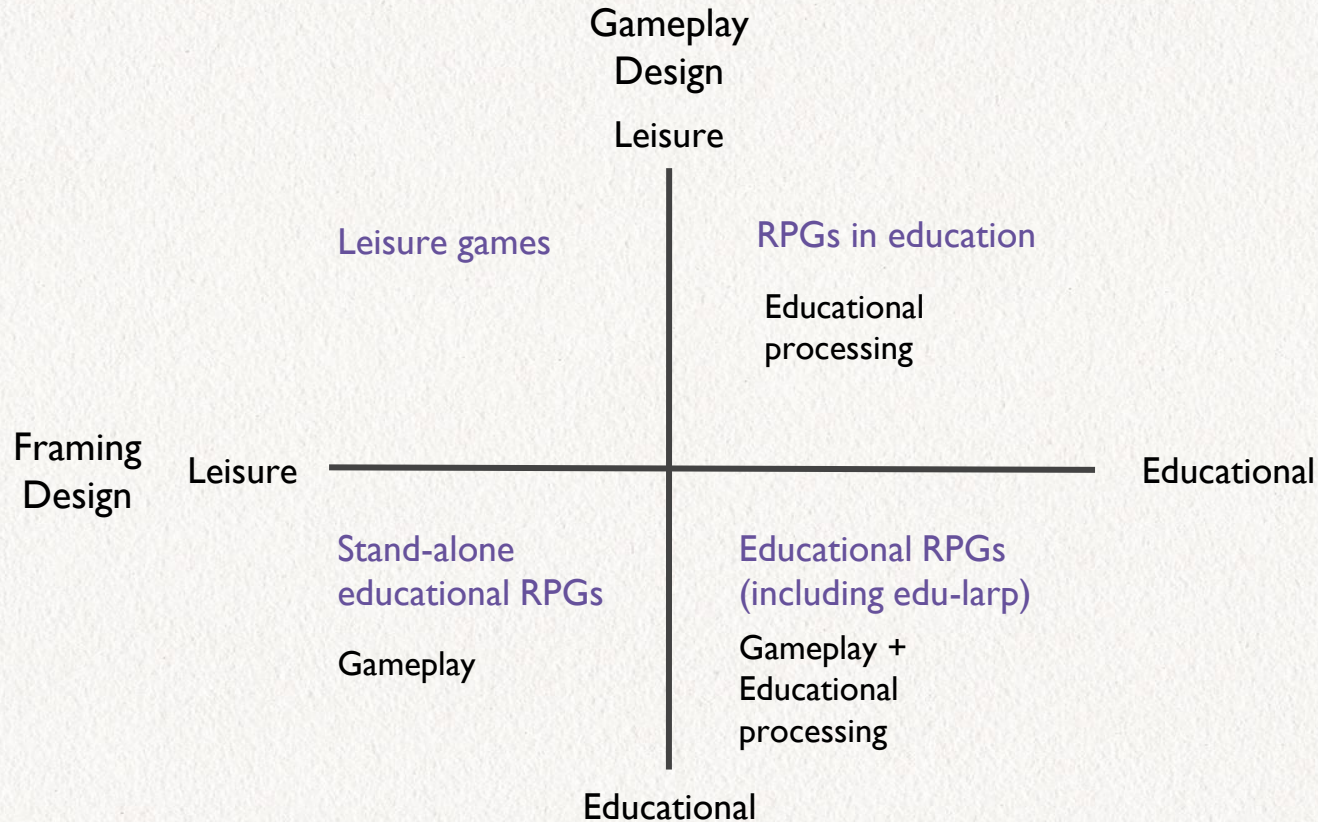
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Types of learning

Formal - Learning within established educational systems



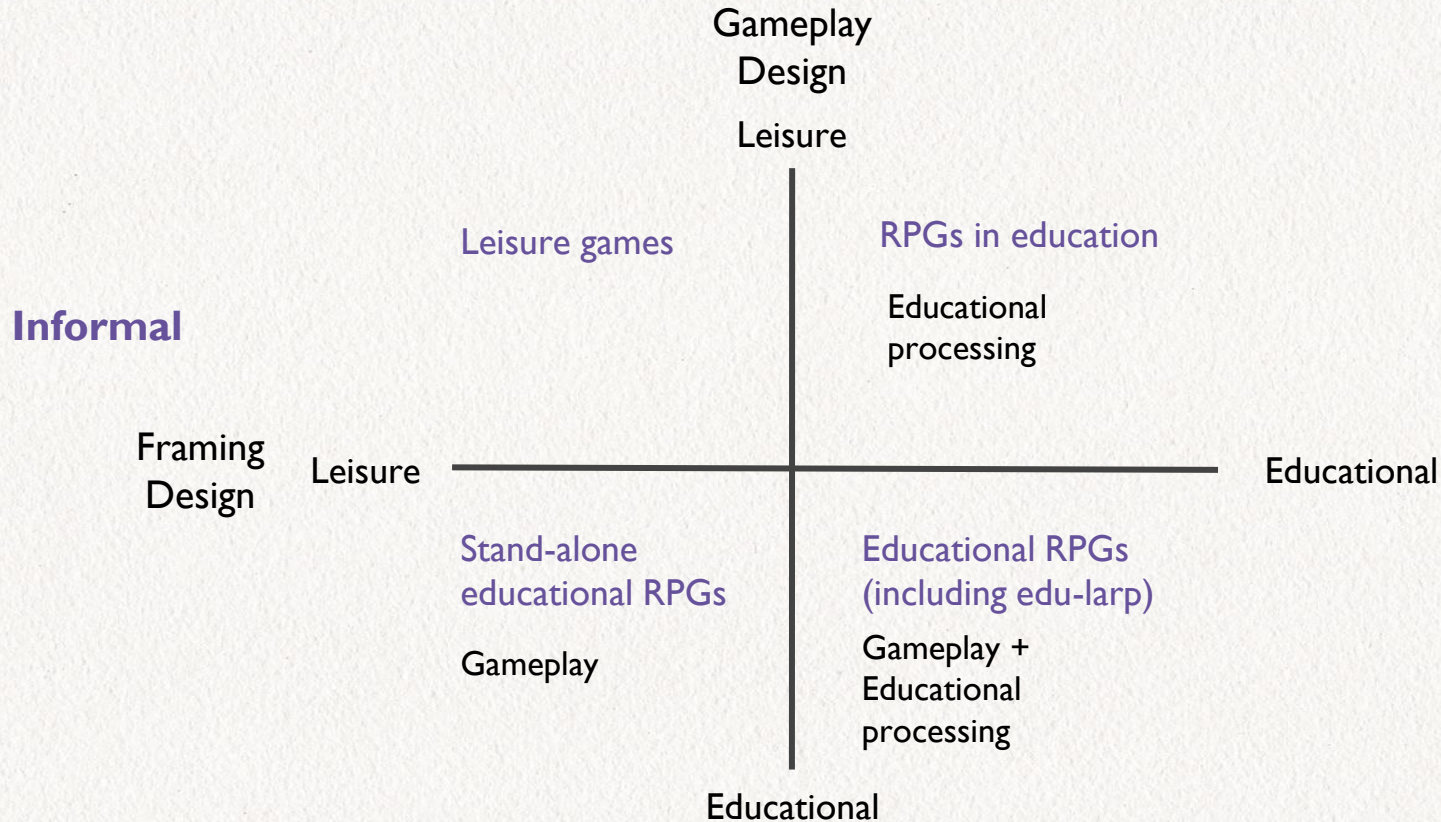
Non-formal - Structured learning outside of the established educational systems



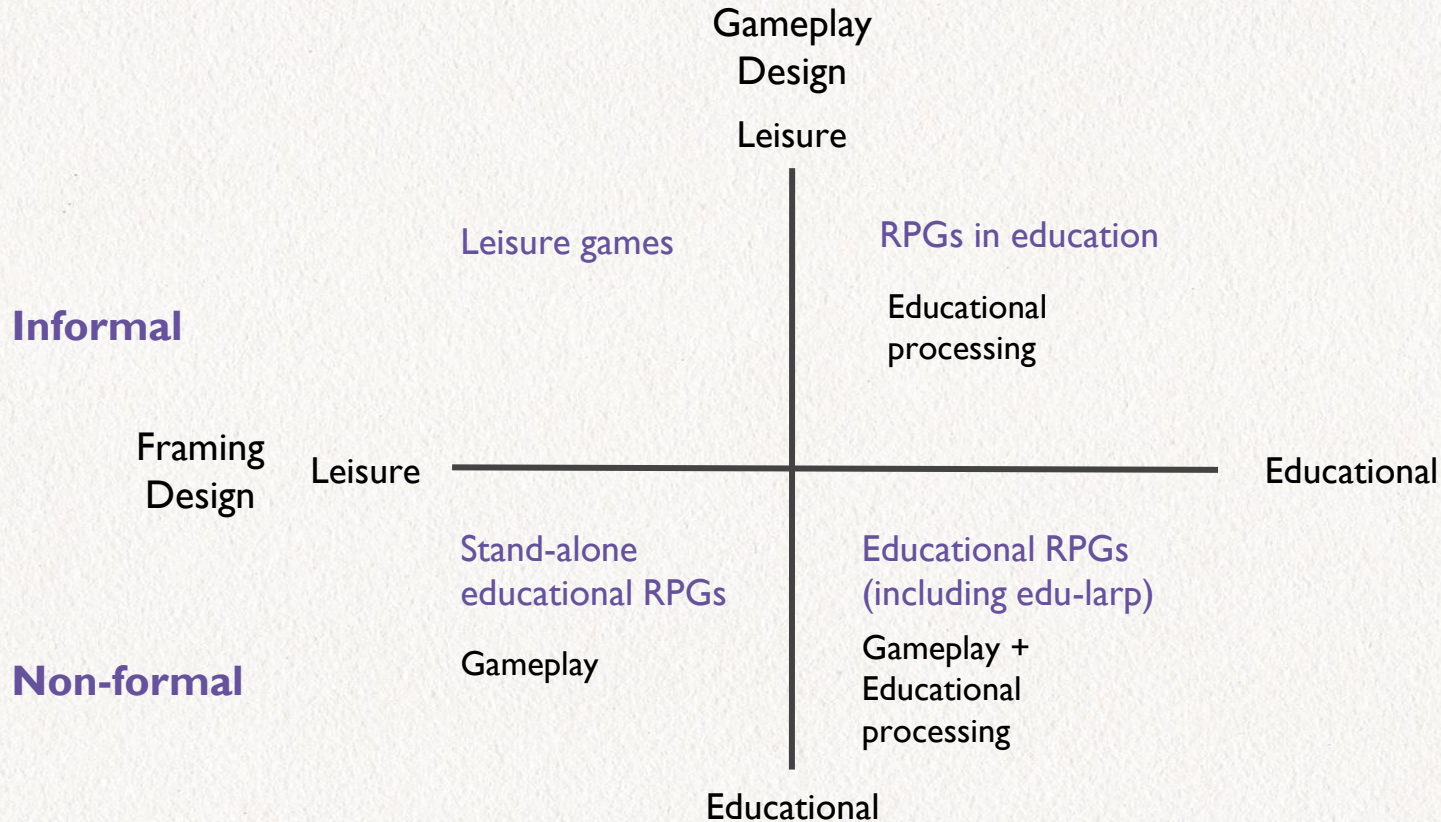
Informal - Learning in everyday life



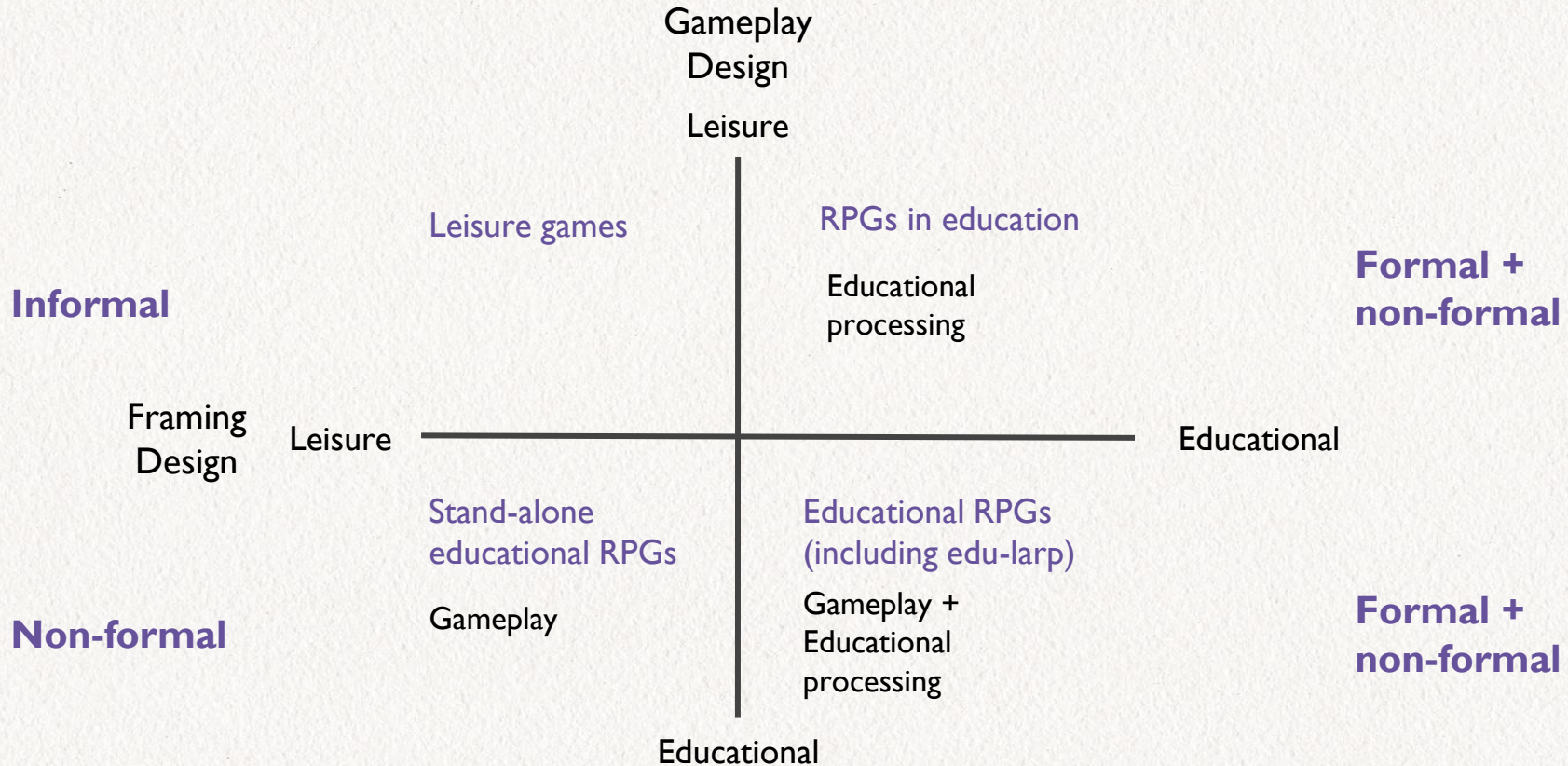
Role-playing Game Design Matrix



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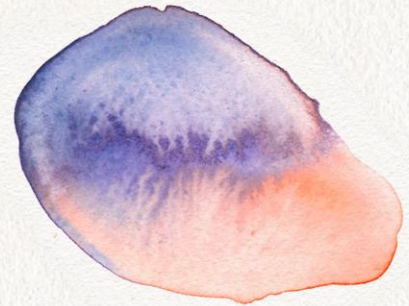
Role-playing Game Design Matrix



Control

The gameplay design and the framing are ways to steer the learning process.

External factors will influence what type of game is the best for your situation.

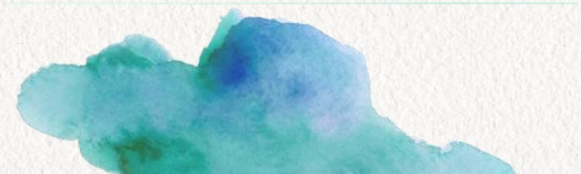


Limitations

Setting

Quality

Facilitation



Limitations

Setting

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Conclusion

The Educational Role-playing Game Design Matrix show what parts of a game are designed for leisure vs. educational purposes and what type of game that is.

It shows how those different types of games facilitate for learning and the level of possibility for control over the learning process depending on the different types of games.



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Thank you!



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