

Make Academic Content Exciting with Narrative Games



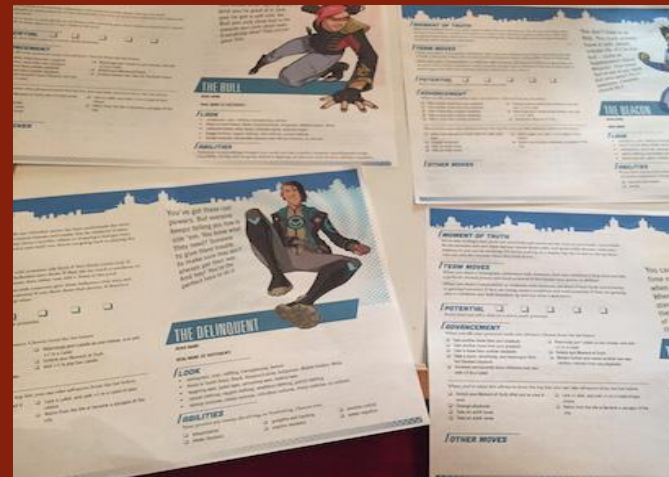
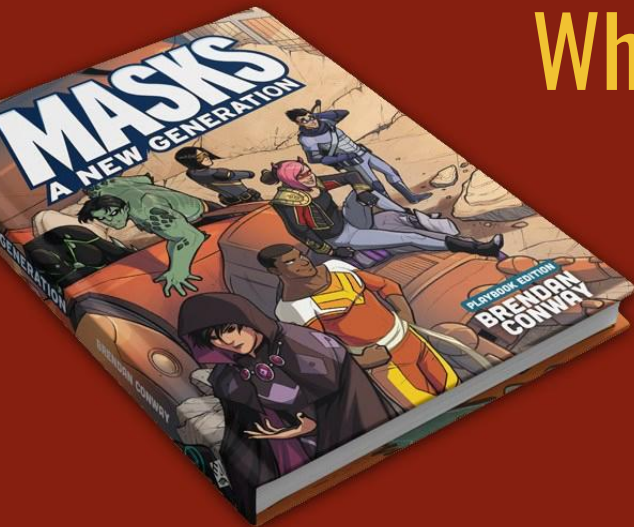
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What is Narrative Gaming?



Have you played a narrative game?



Why do youth love narrative games?

K. Bey plays Zombie
World with teens at
YMCA Lighthouse
Project, Homewood,
Pittsburgh





“I enjoy the collaborative storytelling, making characters, and seeing how the relationships between characters and players grow and change”

- Tyree Allie (19)

Narrative gaming and education



Screenshots from
EshuDLC online
activities

Narrative gaming during a pandemic

Gaming provides:

- A safe space for emotional and cathartic release.
- Let players give outer form to inner fears and anxieties in a shared, mutually experienced context.
- Allow players to experiment with different, sometimes socially forbidden facets of identity.

Ascherman, L. (1993). "The impact of unstructured games of fantasy and role-playing on an inpatient unit for adolescents." *International Journal of Group Psychotherapy*, 43(3), 335-344; Blackmon, W.D. (1994)

"Dungeons and Dragons: The use of a fantasy game in the psychotherapeutic treatment of a young adult." *American Journal of Psychotherapy*, 48(4), 624-632; Enfield, G. (2006)

"Becoming the Hero: The Use of Role-Playing Games in Psychotherapy." In L.C. Rubin (Ed.), *Using Superheroes in Counseling and Play Therapy*. (pp. 227-241). New York: Springer Publishing Co.; Lieberoth & Trier-Knudsen, 2016

5 SCIENCE-BACKED BENEFITS OF PLAYING TABLETOP RPGS DURING (AND AFTER) COVID-19

The Pop Mythologist May 15, 2020 Games, Hero Wisdom

f Facebook

Twitter

Pinterest



(image: Getty Images)

<https://www.popmythology.com/tabletop-rpg-dnd-benefits-science-coronavirus-crisis>



“I do the Eshu DLC sessions because they’re fun and they make me not feel alone being in the house for a long time. My favorite part is the funny situations and conversations we get into. I love the sessions so much I don’t know what to change about them”

- James Brown (16)

Let's try it

Gateway games:

1. Easy to explain, quick to play
2. Introduces narrative gaming concepts
3. Flexes the imagination
4. Leaves students wanting more

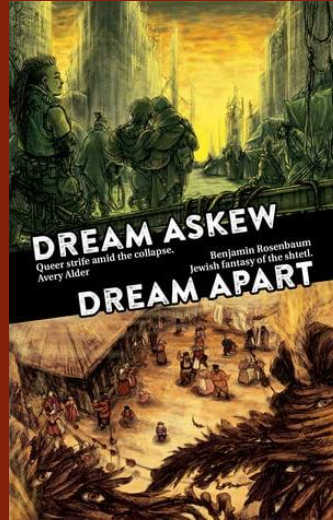
Ok let's go...

How did that game relate to your
teaching work?



Places to “steal” from

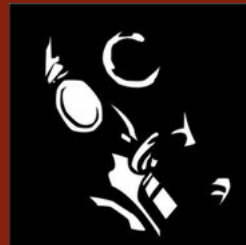
**EVIL HAT
PRODUCTIONS**



200 Word RPG
Challenge

200wordrpg.github.io

magpie
GAMES



**POWERED BY THE
APOCALYPSE**

How to adapt games for subject areas

- Customize challenges
- Key knowledge that players need to advance
- Narrative themes and details



Using Game Mechanics

- Mechanics are the rules that encourage and discourage different kinds of play
- Examples of game mechanics: points, tokens, XP, “point of inspiration”, +1, advantage

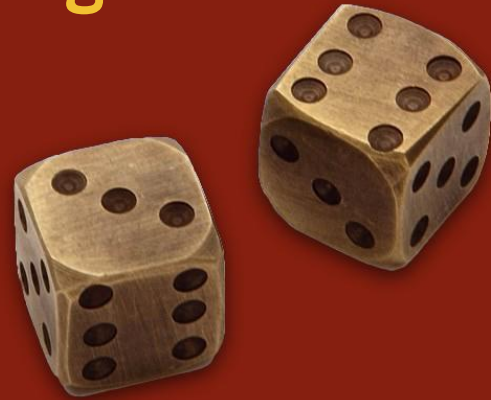


Building A Game From Scratch

- Establish goals, group size, play time, etc
- Build out educational portion
- Build our narrative portion
- Connect them



What is a lesson that you teach,
which could be enhanced through
narrative gaming?



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EshuDLC.org

