

Personal Experiences:

- <https://rollingboxcars.com/2019/11/21/autism-at-the-tabletop/>
- [https://www.researchgate.net/publication/271703117_Players' perspectives on the positive impact of video games A qualitative content analysis of online forum discussions](https://www.researchgate.net/publication/271703117_Players'_perspectives_on_the_positive_impact_of_video_games_A_qualitative_content_analysis_of_online_forum_discussions)

Gamers are People Too

- <https://car-pga.org/studies-literature/>
 - Simón, Armando (October 1987). Emotional stability pertaining to the game of Dungeons & Dragons. Psychology in the Schools, pp 329-332. A clinical psychologist uses the Cattell 16 PF test to show gamers are perfectly normal emotionally, comparing new and veteran gamers. 4 small pages.
 - Simón, Armando (1998). Emotional stability pertaining to the game of Vampire: the Masquerade. Psychological Reports, 83(2), 732-734. Replication of above for Vampire players. 3 small pages.
- Starker, Steven (1979, January). Fantasy in psychiatric patients: exploring a myth. Hospital & Community Psychiatry, 30:1, 25-30. Rather than getting lost in fantasies, psychiatric patients generally suffer from too little fantasy.

Learning

- [https://www.researchgate.net/publication/335892910_The Power of Video Games to Teach and Enhance Cultural Intelligence CO](https://www.researchgate.net/publication/335892910_The_Power_of_Video_Games_to_Teach_and_Enhance_Cultural_Intelligence_CO)
- [https://www.researchgate.net/publication/347906645_Simulation games as a catalyst for social learning The case of the water-food-energy nexus game](https://www.researchgate.net/publication/347906645_Simulation_games_as_a_catalyst_for_social_learning_The_case_of_the_water-food-energy_nexus_game)
- [https://www.researchgate.net/publication/220686314_What Video Games Have to Teach Us About Learning and Literacy](https://www.researchgate.net/publication/220686314_What_Video_Games_Have_to_Teach_Us_About_Learning_and_Literacy)
- Holinsworth, Mark S. (1995). Walk a mile in someone else's shoes. Interactive Fantasy (4), 52-58. Teaching ethics and morality through RPG.
- Bowman, Claude C. (1949). Role-playing and the development of insight. Social Forces, vol. 28, 1950-199. Role-playing outside of games as a means of understanding sociopsychological dynamics in self and others. 5 pages
- <https://babel.hathitrust.org/cgi/pt?id=mdp.39015078364646&view=1up&seq=23>
 - Keystone Folklore Magazine – Legendary Creatures and Small Group Culture
- [https://www.researchgate.net/publication/347233519_uMed Your Choice-Conception of a Digital Game to Enhance Medical Ethics Training](https://www.researchgate.net/publication/347233519_uMed_Your_Choice-Conception_of_a_Digital_Game_to_Enhance_Medical_Ethics_Training)
- [https://www.researchgate.net/publication/338958217_Towards a Role-Playing Game Procedural Dungeon Generation Strategy to Help Developing Working Skills](https://www.researchgate.net/publication/338958217_Towards_a_Role-Playing_Game_Procedural_Dungeon_Generation_Strategy_to_Help_Developing_Working_Skills)
- [https://www.researchgate.net/publication/228374791_Teaching Object Oriented Modelling with CRC Cards and Roleplaying Games?_sg=Pqkdjr5ITCwADhHHa5pKEvwrWhiuXzQQVaCWQ_CBeJWHwzL6JP0WoaOXUGAtxGJypFSrflIBtDkG_tM](https://www.researchgate.net/publication/228374791_Teaching_Object_Oriented_Modelling_with_CRC_Cards_and_Roleplaying_Games?_sg=Pqkdjr5ITCwADhHHa5pKEvwrWhiuXzQQVaCWQ_CBeJWHwzL6JP0WoaOXUGAtxGJypFSrflIBtDkG_tM)
- <https://pubmed.ncbi.nlm.nih.gov/34545166/> - Action video game training improves text reading accuracy, rate and comprehension in children with dyslexia: a randomized controlled trial

Inclusivity

- [Queering critical literacies disidentifications and queer futurity in an afterschool storytelling and roleplaying game](https://www.researchgate.net/publication/354323367)
- [Designing a Digital Roleplaying Game to Foster Awareness of Hidden Disabilities](https://www.researchgate.net/publication/341486371)
 - Overlaps with Learning as it brings awareness of hidden disabilities and fosters empathy in those who don't suffer from the given disability
- <https://pubmed.ncbi.nlm.nih.gov/33233536/> - The Role of the Avatar in Gaming for Trans and Gender Diverse Young People
- <https://pubmed.ncbi.nlm.nih.gov/34140199/> - Feasibility of a Web-Accessible Game-Based Intervention Aimed at Improving Help Seeking and Coping Among Sexual and Gender Minority Youth: Results From a Randomized Controlled Trial

Therapy

- <https://www.nationalgeographic.com/family/article/role-playing-games-can-give-kids-a-mental-health-boost>
- [https://www.researchgate.net/publication/349053286 Pacific Northwest American Therapeutic Recreation Association Using Therapeutic Recreation and Role-Playing Games as IEP for ADHD in Schools Presentation Slide Notes](https://www.researchgate.net/publication/349053286) - This overlaps with Learning as it provides steps for helping those with ADHD learn better.
- <https://pubmed.ncbi.nlm.nih.gov/7872422/> - Dungeons and Dragons: the use of a fantasy game in the psychotherapeutic treatment of a young adult – case study from 1994 on how D&D helped a schizoid man who reduced suicidal ideation and therapy adapted to help with the man's continued treatment.
- <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC1297825/> - Cooperative games: a way to modify aggressive and cooperative behaviors in young children.
- [https://www.researchgate.net/publication/292331052 The Therapeutic and Educational Uses of Role-Playing Games RPG as Intervention Modalities for Individuals and Groups from the Therapeutic Recreation Perspective](https://www.researchgate.net/publication/292331052)
 - One con worth mentioning was that Without strong GM or supervision of TRS, requires some functional communication, social, and cooperative problem-solving skills from all participants, otherwise can have group dissolution.
- [https://www.researchgate.net/publication/310755690 Playing a Better Me How Players Rehearse Their Ethos via Moral Choices](https://www.researchgate.net/publication/310755690)
 - Inconclusive
- <https://dl.acm.org/doi/abs/10.1145/3313831.3376332> - Restorative Play: Videogames Improve Player Wellbeing After a Need-Frustrating Event
- <https://pubmed.ncbi.nlm.nih.gov/32536887/> - Peer Actors and Theater Techniques Play Pivotal Roles in Improving Social Play and Anxiety for Children With Autism
 - Provides examples with theatre but could overlap with role-playing games both tabletop and live action

- <https://pubmed.ncbi.nlm.nih.gov/34206942/> - Short-Term Touch-Screen Video Game Playing Improves the Inhibition Ability

<https://chss.wvu.edu/health-human-development/therapeutic-recreation-advising-guide>

Recognised career path - not just video games and rpg's but all forms of recreation.

Violence

- <https://pubmed.ncbi.nlm.nih.gov/33252248/> - The Role of Violent Video Game Exposure, Personality, and Deviant Peers in Aggressive Behaviors Among Adolescents: A Two-Wave Longitudinal Study
- <https://pubmed.ncbi.nlm.nih.gov/33252268/> - Aggressive Video Games Are Not a Risk Factor for Mental Health Problems in Youth: A Longitudinal Study
- <https://pubmed.ncbi.nlm.nih.gov/33325791/> - Violent Video Games and Aggression: Stimulation or Catharsis or Both?
- https://www.researchgate.net/publication/284273787_Effects_of_Trait_Hostility_Mapping_Interface_and_Character_Identification_on_Aggressive_Thoughts_and_Overall_Game_Experience_After_Playing_a_Violent_Video_Game

Negatives

- <https://pubmed.ncbi.nlm.nih.gov/23897915/> - Video game use in boys with autism spectrum disorder, ADHD, or typical development –found that ASD and ADHD participants can be more inclined to addictive behaviour.
- <https://pubmed.ncbi.nlm.nih.gov/31150072/> - Effect of Exposure to Gun Violence in Video Games on Children's Dangerous Behavior With Real Guns: A Randomized Clinical Trial
- <https://pubmed.ncbi.nlm.nih.gov/31066703/> - Gaming With Stigma: Analysis of Messages About Mental Illnesses in Video Games