

Editorial

Welcome to the first issue of the IJRP!

The International Journal of Role-Playing is a response to a growing need for a place where the varied and wonderful fields of role-playing research and -development, covering academia, the industry and the arts, can exchange knowledge and research, form networks and communicate.

People have been role-playing for a very long time - exactly how long we do not know but likely from the time when man's ancestors had to teach their children how to hunt and survive. Taking on the role of the adult, of the hunter or the prey, is something ingrained in the process of growing up. What we associate with role-playing today is strongly related to theater, the enacting and telling of folk tales and sagas, various forms of legends and myths. Role-playing is more than theater though - since the release of Dungeons & Dragons in 1974 the concept of the role-playing game has spread like wildfire in popular culture, and today forms one of the key genres of non-digital and digital games.

A massive, global community of knowledge networks, e.g. role-playing gamers, actors, larp'ers, computer game players, artists etc. constitute a vibrant part of mainstream culture, which has given rise to numerous gaming conferences, thousands of role-playing clubs and societies etc. The associated industry is especially significant in the USA and Europe, with Asia and Australia forming other important markets for role-playing associated products. Within the last decade, an entire new field of research focusing on game

studies has arisen, that merges the very diverse interests in games from e.g. sociology, psychology and computer science in a fascinating melting pot where games are viewed in conjunction with traditional fields. Role-playing is at the center of much of this work, as role-playing is at the center of gameplay.

However, despite the presence of the many knowledge networks intersecting with role-playing, there is surprisingly little communication between them. This is why the initiative towards forming the International Journal of Role-Playing was initiated in 2006: To facilitate and promote inter-network communication on role-playing research. This stated goal influences the appearance of the journal, which integrates submissions from the industry, academia and creative arts alike, and peer-reviews them according to the principles of each field.

After two years of planning, the Editorial Board of the IJRP is pleased to present you with the first issue, containing five articles spanning the theoretical to the practical, with a general focus on role-playing games. It is our sincere hope that you will enjoy the first issue of the IJRP.

Do not forget to visit the IJRP website for news and updates: www.journalofroleplaying.org

On behalf of the Editorial Board
Anders Drachen

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