

Beyond Role and Play

tools, toys and theory for harnessing
the imagination

Edited by Markus Montola and Jaakko Stenros

First edition published in Finland in 2004

Beyond Role and Play – Tools, Toys and Theory for Harnessing the Imagination.
The book for Solmukohta 2004

Editors: Markus Montola, Jaakko Stenros

Layout and cover: Henri Hakkarainen

Illustrations: Christopher Sandberg

Photographs: Bengt Liljeros, Sofia Nordin, Heiko Romu

Proofreading: Panu Alku, Liz Henry, Johanna Koljonen, Mika Loponen, Ville Marttila, Paul Mason, Mikko Rautalahti, Syksy Räsänen

Solmukohta 2004 partners

Ministry of Education, Finland

Hewlett Packard

HYSFK ry

Beyond Role and Play partners

Tummavuoren kirjapaino Dark

Projektgruppen KP03

Fëa Livia

Library indexing information

Beyond Role and Play – Tools Toys and Theory for Harnessing the Imagination

Editors Montola, Markus; Stenros, Jaakko

Foreword by Frans Mäyrä

Includes bibliographical references.

1. Role Playing – Theory
2. Role Playing – Social Interaction
3. Role Playing – Live Action
4. Game Studies

I. Title

© Respective authors, Ropecon ry. 2004. All rights reserved.

ISBN 952-91-6842-X (paperback)

ISBN 952-91-6843-8 (pdf)

Contents

Foreword	IX
Frans Mäyrä	
Preface	XI
Markus Montola & Jaakko Stenros	
In Search of the Self	1
A Survey of the First 25 Years of Anglo-American Role-Playing Game Theory	
Paul Mason	
Play to Love	15
Reading Victor Turner's "Liminal to Liminoid, in Play, Flow, and Ritual; An Essay in Comparative Symbology"	
Martin Ericsson	
Theory	
Immersive Story	31
A View of Role-Played Drama	
John H. Kim	
A Semiotic View on Diegesis Construction	39
Mika Lojonen & Markus Montola	
Tilting at Windmills	53
The Theatricality of Role-Playing Games	
Edward Choy	
Role-Playing: A Narrative Experience and a Mindset	65
Satu Heliö	
Notes on Role-Playing Texts	75
Jaakko Stenros	
Autonomous Identities	81
Immersion as a Tool for Exploring, Empowering and Emancipating Identities	
Mike Pohjola	
The Character Interpretation	97
The Process Before the Immersion and the Game	
Ari-Pekka Lappi	

On the Transmutation of Educational Role-Play	107
A Critical Reframing to the Role-Play in Order to Meet the Educational Demands	
Thomas Henriksen	
Deconstructing Larp Analysis	131
Or, “Let’s Recognize a Bias Where There Is One”	
J. Tuomas Harviainen	

Practice

Character Design Fundamentals for Role-Playing Games	139
Petri Lankoski	
Narrative Function	149
A Larpwright’s Tool	
Erling Rognli	
Chaotic Role-Playing	157
Applying the Chaos Model of Organisations for Role-Playing	
Markus Montola	
Genre, Style, Method and Focus	165
Typologies for Role-Playing Games	
Jaakko Stenros	
On the Importance of Body Language in Live-Action Role-play	175
Terhi Säilä	
Rules of Engagement	181
Emma Wieslander	

Games

“I Could a Tale Unfold Whose Lightest Word Would Harrow up Thy Soul”	191
Lessons from Hamlet	
Johanna Koljonen	
Post Panopticon	203
Gabriel Widing	
Temporary Utopias	209
The Political Reality of Fiction	
Tova Gerge	

Infinite Possibilities 219
Mellan Himmel och Hav From a Science Fiction Point of View

Karin Tidbeck

Creating Music for Live-Action Role-Play 225

Henrik Summanen

Openings

Positive Power Drama 235

A Theoretical and Practical Approach on Emotive Larping

Emma Wieslander

Participatory Education 243

What and Why

Elge Larsson

The Storyteller's Manifesto 249

Aksel Westlund

Battle Against Primitivism 259

Juhana Pettersson

Genesi 265

Larp Art, Basic Theories

Christopher Sandberg

About the Community of Role-Players 289

Merja Leppälahti

Contributors 297