

Why Role-Playing Games Are Great For Students

By [Karoline](#) | Jul 8, 2020

A recent study done by Professor David Simkins of the Rochester Institute of Technology found that roleplaying games (RPGs) like Dungeons and Dragons can be extremely beneficial for students. The research he conducted showed that RPGs boosted learning, improved imagination and stimulated intellectual curiosity. The evidence was compelling - it showed that by playing RPGs, students improved their socio-emotional skills which helped them interact and learn better at school or college. There were also benefits on a wide scale academic level. RPGs open up a whole new set of interests, including history, maths, ethics, science, culture and critical reading. Ultimately RPGs were a fun way of [learning how to interact](#) with others for simple shared enjoyment.



Communication Skills

A pen-and-paper roleplaying game is an excellent way to help students build their communication skills. Within the collaborative narrative, they will have to work together with their peers in order to overcome challenges and move forward with the storyline. Without communicating effectively, this simply wouldn't happen. [A Dungeons and Dragons starter edition](#) can be a great idea for students who are learning their way in the world. One of the great things about RPGs like Dungeons and Dragons is that unlike many sports, the players can be of any age. This teaches students not just [how to communicate with people](#) within their peer group, but also with those from every generation. This will only stand them in good stead when they move into a workplace.

Working together to achieve a goal

The majority of RPGs are based around the construct that everyone works together in order to [achieve a shared goal](#). There will be stages along the way, each with their own small achievement. It is only by interacting with one another that these goals can be reached. Everyone will have to adhere to the same shared rules of play and without serious collaboration, the game won't work and you will miss out on the experience of shared enjoyment. This is why RPGs are often used in an office environment as team-building exercises - they demonstrate very effectively the power of the group.

Sparks imagination

Ultimately a good RPG is a masterclass in storytelling and even better, the events and characters are under your control. Initially students can invent their own character — this can often give them a great insight into their own personal motivation. [Everything can be invented](#), from their name, to their appearance, gender and species. Some basic details on a page can become an elaborate persona with a back-story, weight and gravitas. The storytelling element of RPG is especially good for students learning English, as well as other creative subjects like drama and art. You can create a whole universe with others and live inside it. Playing RPGs spark amazing creativity in students that relate to different areas of their lives.

RPGs are great for students to learn to work together. They can achieve a shared goal in a fun and interesting way, interacting with other players of any age.

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Subject: Views and Reflections

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Grade/Standard: Early Childhood Education

Class 1-2

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