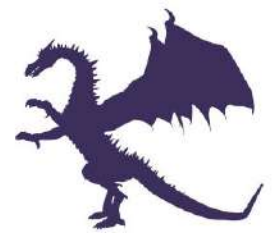
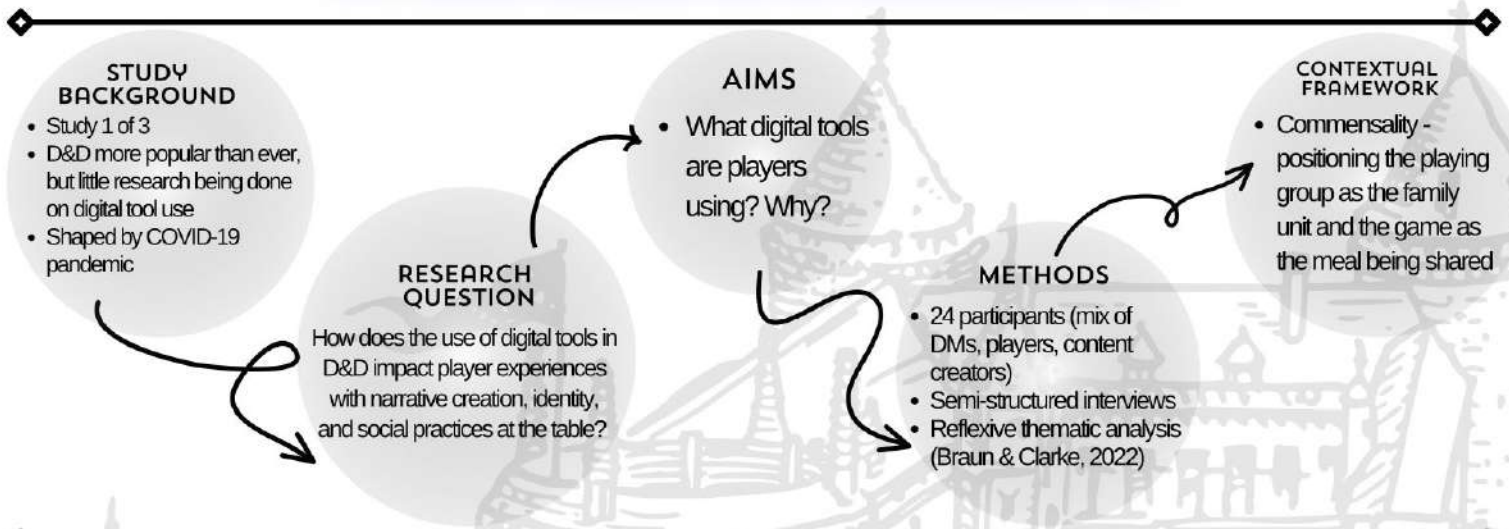




DIGITAL TOOLS & TABLE RULES



IN DUNGEONS & DRAGONS



from the interview data, several themes began to emerge...

TABLE RULES

"People would get on their phone sometimes in the middle of a session until we started taking away phones. ... one would get on like Tinder in the middle of a session sometimes, so we'd always poke fun at him for that."

(participant quote)

DIGITAL TOOL INFLEXIBILITY

"... any tech needs to make it more fun"

(participant quotes)

MANAGING THE GAME SPACE

"But it is a little bit annoying that if we're playing online, then I might see someone walk into someone else's room, start talking to my player, and then my player mutes, and that's fine, like I understand that's a thing. But I'd prefer that that person just not walk in, to begin with."

(participant quote)

INNOVATIVE USES OF DIGITAL TOOLS

Using *the Sims* to model characters, *Minecraft* to plot gameplay locations, and the *Baldur's Gate 3* character creator to generate character art

(examples from participant interviews)

PERCEPTIONS OF RAILROADING

"You're going to end up there anyway. But how you get there is what's important. And how you get there is actually up to you."

(participant quotes)



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FUTURE STUDIES

- Short-term, focused ethnography of 4 D&D groups (online and in-person) in Melbourne
- Workshops, design TBC