

Special Issue

Roleplaying Games and Wellbeing

Message from the Guest Editors

Roleplaying games (or RPGs) involve groups of individuals coming together (either online or in person) in a form of modern-day storytelling; the most popular of these is Dungeons and Dragons. The shared narrative is guided by the Game Master or “Dungeon Master” (DM), players portray characters, and the outcomes of their decisions and actions are typically determined by dice rolls. This engenders a rich and immersive storytelling environment which cultivates creativity, shared experiences, and friendships through a form of life-long play; the popularity of which increased dramatically during the pandemic and beyond. However, there has been limited research published exploring the wellbeing benefits of playing roleplaying games, and this Special Issue aims to address this. This Special Issue focuses on the explorations of the potential benefits of playing roleplaying games, encompassing various disciplines and research methods.

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With warm greetings, it is a pleasure to invite you to contribute a research article or comprehensive review for consideration and publication in *Behavioral Sciences*. *Behavioral Sciences* is an international, scientific, open access journal providing an advanced forum for discussions and research regarding the intersection between psychiatry, neuroscience, psychology, cognitive and behavioral sciences, and behavioral biology. More information are available at: <https://www.mdpi.com/journal/behavsci>. We would be pleased to welcome you as one of our authors and have the opportunity to consider your work for publication.

Editor-in-Chief

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