

Micro-Paper 33: *Role Playing*

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Defining the Term

Role playing is the term that describes one of the most famous categories or ways to play a videogame, Role-playing Games (RPGs). Basically, RPG participants have to take the role of a hero or villain in order to pursue an objective or follow certain kind of lore or history that is related with that specific character. Role playing also involves the interaction within different environments and the continuous and different amount of quests or objectives that those games provide. The goal of these environment is to be enjoyable and entertaining for people who are capable to get themselves attached to a game that is always changing and also to move around a virtual world.

This category of games became famous for a game that nowadays is a really trending topic overseas, "Final Fantasy." This franchise conquered the virtual scenarios of "Role playing games" creating a big and strong movement enhancing the creation of more games in the same fashion, nevertheless that decision helped in order to craft and boast the different franchises of videogames based on "role playing" alike "Chrono Trigger, Pokémon, Diablo II, The elder scrolls V: Skyrim and so forth.

RPGs' first origins go back to the famous board game "Dungeons and Dragons" (D&D). In D&D, players were supposed to dress up and take the role of a certain kind of character of the game and that was the most important part of the game the acting and embrace of the role of the character you were assigned, finally these characteristics created a big movement of people that called themselves "Hardcore players" that live, play, talk and behave according to the role they embrace or earned by law; for instance: Kings, queens, slaves, warriors and so forth..

Connecting it to LSLP

LSLP's focus on the gaming route is on the lookout for new and creative ways to look at how gamers are using the

different virtual environments in order to promote to show and spot the variety and appropriation by gamers of the new literacies and the effect it has on the different virtual communities established in our city; This new way to look at literacies can be a way to add more information to current and future routes that LSLP gaming literacies route has in mind. Looking at how gamers are using this "role playing category" as a tool to further enhance their abilities in a second languages can result in valuable additions to our research project.

Expanding Second Language Research

The continuous approach to these different category of games by the field on "literacies" has been leaving a large mark on an uncharted territory. We have to conceive those virtual environments, in this case role-playing, as spaces that promotes the creation and fluctuation of text and different speeches taken by gamers. With that, we mean the usage of a second language not having a fulfill proficiency on it, using it communicate between each other making the language a tool in order to achieve the victory. The language in this case also becomes a resource to enrich and promote its usage on a superdiverse environment such as gaming through the usage of multimodality and the new literacies.

References

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