

Gaining Advantage Show

July 16, 2021



Tabletop role-playing games like Dungeons & Dragons have inherent benefits, but what happens when people decide to level up their play by using the game to improve the lives of others? And how can YOU do the same with your game?

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Gaining Advantage

Gaining Advantage 001: Dungeons & Dragons & Therapy (Game to Grow)

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Gaining Advantage 001: Dungeons & Dragons & Therapy (Game to Grow)

Jul 16, 2021 • 1:04:41

Role-Playing Games are good for mental health, right? Of course! But what happens when it's used for therapy? For our inaugural episode, we welcome Adam Davis from Game to Grow! We also take a look at Reactive Attachment Disorder and ... Continue reading →



Gaining Advantage 002: Support your local Indie TTRPG (Creators, Assemble!)

Jul 30, 2021 • 42:29

Welcome to Moni Barrette, Co-Founder of Creators, Assemble!, a nonprofit organization dedicated to supporting indie creators and promoting education through popular culture and gaming. We talk about TTRPGs in

education and what they can do for independent content creators! In ... Continue reading →



Gaining Advantage 003: Sweet Charity in TTRPGs (Honey & Dice)

Aug 13, 2021 • 33:24

Sometimes, it can be hard to #LoveYourYou, but nothing like the support you can get from your gaming group to help with that! We welcome Honey from Honey & Dice to bring you some sweetness. In our “Playing the Other” ... Continue reading →



Gaining Advantage 004: Blind Role in TTRPGs (DOTS RPG Project)

Aug 27, 2021 • 0:47:52

Everyone should be able to play TTRPGs, right? But what if you can't see the dice you're rolling? We welcome Tyler Palermo from the DOTS RPG Project to talk about RPGs for

the blind & visually impaired. In our “Playing ... Continue reading →



Gaining Advantage 005: Disabilities in the Future with Elsa Sjunneson

Sep 10, 2021 • 0:43:43

How can TTRPGs give us perspective on our own world and the people in our lives? We welcome Hugo, Aurora, and BFA award winner, Elsa Sjunneson, an expert in perspective. In our “Playing the Other” segment, we welcome IdentTTRPG, an ... Continue reading →



Gaining Advantage 006: Dungeons and Dragons and Autism (Level Up Gaming with Daniel Kwan & Naomi Hazlett)

Sep 24, 2021 • 1:06:50

How can TTRPGs help people on the autism spectrum? We welcome Daniel Kwan & Naomi Hazlett from Level Up Gaming, where they're doing great work in that area. In our "Playing the Other" segment, we welcome Nico Meyering with a ... Continue reading →



Gaining Advantage 007: Advantage against Psychic Damage (Jasper's Game Day)

Oct 8, 2021 • 01:12:18

Life is tough, and sometimes, it seems like today's CR is a bit too high. So what do you do? Get more people in the party! We welcome Josh Simons of Jasper's Game Day to talk about mental health and ... Continue reading →



Gaining Advantage 008: Pretending to Do Good (Roleplay 4 Charity)

Oct 22, 2021 • 0:21:58

It's October! It's all about dressing up and pretending! That's what role-players do best! And now, you can do that for charity! We welcome Oneuppington with Roleplay4Charity. We are looking for guests for Playing the Other. If you'd like to be ... Continue reading →



Gaining Advantage 009: Variety is the Spice of Second Breakfast (with @TBHalflings)

Nov 5, 2021 • 57:28

More often than not, variety makes things better. We welcome Jasper William Cartwright and Jeremy Cobb, 2/3 of the podcast Three Black Halflings to talk about diversity in the gaming space. Manually captioned. Transcript available at our website. 3BH Links ... Continue reading →



Gaining Access to Advantage 010: Gaining with

@AccessibleGames

Nov 19, 2021 • 0:26:18

What makes a tabletop role-playing game accessible, both to players and characters? We welcome Jacob Wood, owner of Accessible Games, to discuss that question. Manually captioned. Transcript available at our website. Accessible Games Links Wyrmsworks Publishing

Toxic Masculinity & TTRPG Culture | Gaining Advantage 037



Posted on [April 12, 2024](#) by [Dale Critchley](#) April 15, 2024



Explore language & masculinity in TTRPGs with @dashiellsteven! How can we create more inclusive gaming tables? Listen & learn! #TTRPGs #genderdiversity #gamingculture

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Gaining Advantage 36: A Game-Changing Education Revolution



Posted on [March 8, 2024](#) by [Dale Critchley](#) March 11, 2024



This education expert is using BOARD GAMES to revolutionize how students learn. Find out his game-changing tricks to boost engagement, critical thinking & more!

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Gaining Advantage 035: Minimal Minority Meeples: Researcher Reveals Lack of Diversity in Board Gaming



Posted on [February 19, 2024](#) by [Dale Critchley](#) March 14, 2024



Dr. Tanya Pobuda @PobudaTanya discusses her research on

diversity in board games, smashing the myth that diversity hurts sales & advocating for inclusion.

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Gaining Advantage 034: Learn about Other Cultures through D&D with Rob Martin



Posted on [December 19, 2023](#) by [Dale Critchley](#) March 11, 2024



Learn about Filipino mythology and expand representation in #DnD through Secret Garden Games' Bukana setting! Hear about the cultural inspirations and current Kickstarter campaign for a bestiary based on Filipino spirits and monsters. #TTRPG

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Gaining Advantage 033: Using TTRPGs for Healing, Community Building, and Mental Health Support



Posted on [November 17, 2023](#) by [Dale Critchley](#) November 17, 2023



Interview w/ @thehealerdm on therapeutic gaming, community building, mental health, and the South American RPG, Koboa.

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Gaining Advantage 032: The Secret to Unlocking Boundless Creativity: Tabletop RPGs for Kids with Steph from TTRPGKids



Posted on [October 13, 2023](#) by [Dale Critchley](#)



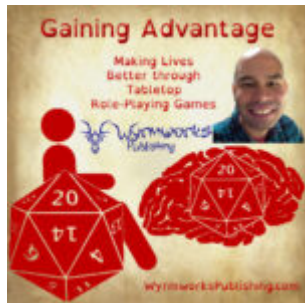
In this episode, we speak with Steph from @ttrpgkids about using #TTRPG to nurture creativity and connection with kids.

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Gaining Advantage 031: Improving Racial Representation in TTRPGs with Aaron Trammell



Posted on [September 8, 2023](#) by [Dale Critchley](#) September 10, 2023



This month, we open discussing the new canon autistic character being introduced in D&D, and how meaningful representation is for traditionally marginalized groups. <https://www.polygon.com/23850698/dnd-dungeons-dragons-autistic-character-asteria> Then Dale talks with Aaron Trammell, Associate Professor of Informatics at UC Irvine, about improving representation ... [Continue reading →](#)

Gaining Advantage 030: Interview with the Blind Paladin: Portraying Disabled Characters in DnD



Posted on [August 11, 2023](#) by [Dale Critchley](#) September 10, 2023



Dale welcomes George McDermith, a talented gamer and the creative mind behind the character Orrelius from the Limitless Champions campaign. George's perspective as a blind gamer offers valuable insights into inclusive gaming and the portrayal of disabled characters in Dungeons ... [Continue reading →](#)

Gaining Advantage 029: Finding Healing and Fun through TTRPGs: A Journey of Transformation with Bill Lemmond



Posted on [July 14, 2023](#) by [Dale Critchley](#) September 10, 2023



Dale interviews Bill Lemmond, a passionate gamer and comic artist. Bill shares his personal story of how tabletop roleplaying games (TTRPGs) have played a pivotal role in transforming his life, from finding joy and relaxation to overcoming depression and pursuing ... [Continue reading →](#)

Gaining Advantage 028: Vulnerability and Chronic Illness in Tabletop Roleplaying Games



Posted on [June 9, 2023](#) by [Dale](#)

[Critchley](#) March 25, 2024



Dale interviews Drew Wale about the Dretelia campaign setting, which is based on his chronic illness, and the importance of vulnerability and authenticity in creating meaningful and resonant tabletop roleplaying games. We discuss how drawing on personal experiences and emotions ... [Continue reading →](#)

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