

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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00:00 / 1:04:41

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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

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 →](#)

Gaining Advantage 027: Empowering Kids Through D&D



Posted on [May 12, 2023](#) by [Dale Critchley](#)September 10, 2023



Dale interviews Hunter Goetzman, the creator of Mercury Adventure Club, a TTRPG club and summer day camp that uses tabletop roleplaying games like Dungeons and Dragons to empower kids. The camp aims to provide a low-cost and accessible way for ... [Continue reading →](#)

Gaining Advantage 026: Accessibility in Tabletop Gaming: Tips and Strategies for Inclusion with @tahina_andale



Posted on [April 21, 2023](#) by [Dale Critchley](#)September 10, 2023



This month, we talk to Tahina Andale, co-host of Dicecourse, about accessibility and avoiding ableism in tabletop roleplaying games. Tahina shares her experience as a disabled woman and provides tips on accommodating different accessibility needs. She emphasizes the importance of ... [Continue reading →](#)

Gaining Advantage 025: Outrage Fatigue: Taking a Short Rest



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



This week, we welcome Simone Arnold, owner of Hero's Journey Counseling in Vermont, who discusses outrage fatigue, which can lead to burnout and empathy fatigue, how to balance the desire to make the world better with our own limitations, and ... [Continue reading →](#)

Gaining Advantage 024: Inherently Beneficial, then Intentional



Posted on [December 9, 2022](#) by [Dale Critchley](#)September 10, 2023



Roleplaying games are already great, but what happens when they're intentionally used to improve lives? We welcome Jack Berkenstock Jr., MHS, Executive Director, The Bodhana Group to talk about therapeutic RPG. 0:00 Introduction3:54 Interview: Jack Berkenstock Jr., MHS, Executive Director, ... [Continue reading →](#)

Gaining Advantage 023: Gaming and Inclusive Design



Posted on [November 11, 2022](#) by [Dale Critchley](#)September 10, 2023



What happens when a bunch of neurodivergent people sit down to

play D&D together and connect through the game? Things get awesome. And our guest, Caleb Valorocho-Jones, wrote a Master's Thesis on it! But before that, Dale takes an honest ... [Continue reading →](#)

Gaining Advantage 022: Forging a New Path



Posted on [October 14, 2022](#) by [Dale Critchley](#)September 10, 2023



Disabled people are among the most resourceful on the planet. They have to be. We welcome kindred spirits, Rachel Voss & Wesley Magee-Saxton at Forge Ahead: A Party To Access, who are creating amazing D&D 5e resources for disability inclusion. ... [Continue reading →](#)

Gaining Advantage 021: When a Foam Sword Heals



Posted on [September 16, 2022](#) by [Dale Critchley](#)September 10, 2023



What does accessibility look like in Live Action Role-Play (LARP)? We welcome Kitty Rodé from the Golden Feather Initiative to talk about that! Kitty Rodé is a queer, South Asian artist and organizer who is passionate about storytelling, community building ... [Continue reading →](#)

Gaining Advantage 020: Be Kind. Roll High.



Posted on [August 12, 2022](#) by [Dale Critchley](#)September 10, 2023



Roleplaying games change lives. But what happens when you intentionally turn that dial to 11? We welcome Peter Jung from Roll for Kindness to explain how that happens and how you can do it. 0:00 Introduction04:04 Interview: Peter Jung32:57 Wrap-up ... [Continue reading →](#)

Gaining Advantage 019: Finding Your Space



Posted on [July 8, 2022](#) by [Dale Critchley](#)
September 10, 2023



How do you get started with Dungeons & Dragons and find a group that's right for you? We welcome Montana Rosalle from YVR Dungeon Masters to give you some help! Manually captioned. Transcript available at our website. YVR Dungeon Masters ...
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