

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

Gaining Advantage 018: Excellence in TTRPG with @MForbeck



Posted on [June 24, 2022](#) by [Dale Critchley](#)September 10, 2023



How can game excellence make lives better? We welcome Matt Forbeck to talk about excellence in game design. Manually captioned. Transcript available at our website. Matt Forbeck Links Wyrmsworks Publishing

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Gaining Advantage 017: Accessible Benefits from TTRPG



Posted on [May 13, 2022](#) by [Dale Critchley](#) March 11, 2024



How can the TTRPG industry teach the rest of the world about accessibility? We welcome Katriel Paige to talk about their work in accessibility. Manually captioned. Transcript available at our website. Katreil Paige Links Wormworks Publishing

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Gaining Advantage 016: More Fey, Less Squirrels



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



Let's learn about Attention Deficit Hyperactivity Disorder in a fun way, like a way that will keep your attention! We welcome

Kel and Skald from Awfully Queer Heroes! Manually captioned.
Transcript available at our website. Awfully Queer Heroes Links
Wyrmmworks ... [Continue reading →](#)

Gaining Advantage 015: Reclaiming Dungeons



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



Let's talk about diversity in games and how often that's not what it could be and how to change that. Collette Quach (they/she) is an award winning writer and game designer based in California. Her focus is writing and designing ... [Continue reading →](#)

Gaining Advantage 014: Fantasy Accessibility with Fay Onyx



Posted on [January 28, 2022](#) by [Dale Critchley](#)September 10, 2023



How can we make our fantasy worlds more accessible, thus encouraging more accessibility in the real world? Dale and Fay Onyx nerd out about disability, accessibility, and TTRPGs. Fay Onyx is a queer, nonbinary, disabled writer, podcaster, game designer, and ... [Continue reading →](#)

Gaining Advantage 013: Relationships in the Margins with @httpaladin



Posted on [December 31, 2021](#) by [Dale Critchley](#)September 10, 2023



How can role-playing games expand your view of the real world? We welcome Paladin, co-director of The Islands of Sina Una, to talk about just that. And in our Playing the Other segment, we welcome Nikki to talk about chronic ... [Continue reading →](#)

Gaining Advantage 012: After School Dungeon Delving with @rma1ena



Posted on [December 17, 2021](#) by [Dale Critchley](#)September 10, 2023



What was your camp experience like? What if it involved fighting dragons & rolling dice? We welcome Richard Malena-Webber from Academy of Adventures to describe that for us. Manually captioned. Transcript available at our website. Academy of Adventures Links Wormworks ... [Continue reading →](#)

Gaining Advantage 011: Accessibility at the Table with @JesseMcNamee



Posted on [December 3, 2021](#) by [Dale Critchley](#)September 10, 2023



How can the tabletop gaming space be more accessible? We welcome Jesse McNamee to discuss that question – how it has and how it

could be more. Manually captioned. Transcript available at our website. Jesse McNamee Links Twitter: @jessemcnamee Wyrmmworks ...
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Gaining Advantage 010: Gaining Access to RPGs with @AccessibleGames



Posted on [November 19, 2021](#) by [Dale Critchley](#)September 10, 2023



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 Wyrmmworks Publishing

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



Posted on [November 5, 2021](#) by [Dale Critchley](#)September 10, 2023



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