ANNUAL REPORT 2023

The Committee for the Advancement of Role-Playing Games

CAR-PGa
The Committee for the Advancement of Role-Playing Games

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TO OUR MEMBERS

Welcome to Our Report

This was a tougher year for the CAR-PGA. Our two main metrics, growing our membership and increasing our YouTube subscribership, fell short. This is a transitional year, and as the board is fond of reminding me, we're still growing at a faster rate than we have in years past. I'm hoping as our membership stabilizes, we'll start to gain some momentum and growth will happen organically. But by all accounts, we're not there yet. Here's how we did:

Performance Against Our Goals

- **More Virtual Sessions:** Our goal was to have at least nine sessions in 2023. We missed that goal by one, taking off during the summer months. We're now scheduling several sessions out by quarter.
- **Grow the YouTube Channel:** Our YouTube channel continues to grow: http://www.youtube.com/@car-pga. We increased our subscribers by 15, above our 12 subscription goal.
- **Increase Our Membership:** Our goal was to increase our membership by 12. We missed that goal by three, increasing it by nine.
- **Diversify Our Membership:** Our outreach efforts on diversity continue. We interviewed several diverse RPG thought leaders who shared some very insightful perspectives in 2023. We can do better though.
- **Vote:** I'm pleased to see that our membership proactively voted in 2023, which is a sign that the CAR-PGA is getting to healthy levels again.

2024 and Beyond

So what are our goals for this year?
- **Continue Virtual Sessions:** Our goal is to have at least nine sessions in 2023.
- **Grow the YouTube Channel:** Our YouTube channel viewership continues to grow. We hope to increase our subscribership by at least 12.
- **Increase Our Membership:** We hope to our membership by another 12 in 2024 if not more.
- **Diversify Our Membership:** We've moved the CAR-PGA to embrace inclusion and diversity, but it will take time for our membership to reflect that. The more members we recruit, the more likely we will reflect the global gaming community of today.

- **Vote:** As our membership grows, I'm hopeful the voting trend of active participation will increase as well.

Looking Ahead

We've already planned out our guests for all of the first quarter and into the second, so we're off to a great start. Our upcoming guests include Eloy Lasanta (owner of Third Eye Games that has produced several game settings including "Apocalypse Prevention, Inc.", "Wu Xing: The Ninja Crusade", "Part-Time Gods", and "Mermaid Adventures"), Brandon O'Brien (tabletop roleplaying game designer of "The Refraction", "Dream Ablare", and "The Moon Wants Me to Leave You"), Steven Dashiell (interdisciplinary sociologist who specializes in the study of the language of male-dominated subcultures, including tabletop role-playing games), and Virginia Garcia McShannock (experienced graphic designer, writer, and editor who has worked for Modiphius Entertainment on RPGs such as Fallout, Star Trek Adventures, and John Carter of Mars). We're on the lookout for more speakers to round out the year, so if you've someone you'd like to recommend – or you'd like to be a guest yourself – let us know!

In February our most important focus is to vote. I'm fond of pointing out that there's very little responsibility for being a CAR-PGA member because our membership already does such great work. But the one thing we need more of is voting, and I hope you'll share your voice in voting for the Board and Chair roles.

Michael Tresca
Committee Chair
January 1, 2024

LETTER TO THE EDITOR

Third Edition of the Role-Playing Game Professional Program

By Hawke Robinson

We've been incredibly busy and heads-down working on the Role-Playing Game Community Center facilities, and the new Third Edition of the Role-Playing Game Professional (RPGP) training programs, workshops, workbooks, study guides, instructor manuals, online Learning Management System (LMS), mobile and web apps, and much more.

https://rpg.llc/role-playing-game-professional-overview

One of the biggest changes with the RPGP program is a switch from the more college-academic style to a more "Trades Professionals" approach. With advancement now more along the lines of the Trainee, Apprentice, Journeyman, Mastery model.

The websites still have a lot of work to finish updates to the new Third Edition, so please pardon the contradictions as we scramble to overhaul the pages to fit the new paradigm. We've always had significant research and theory in our programs, but we also prided ourselves on the most extensive hands-on, peer-reviewed, and supervised real-world experience not just classroom training, with the most intensive and in-depth training offered anywhere for aspiring and established role-playing game professionals.

This is a MASSIVE amount of work to get all of the moving pieces fully into place, but the core is coming along, and I wanted to come up from the intensive daily writing to give everyone a heads up about what we're up to.

As always, the training is free to volunteers who help out at the 100% volunteer-run 501(c)3 non-profit research and human services charitable organization, RPG Research, https://www.rpgresearch.com. We'll be resuming training, with the new Third Edition program, in November, we have a number of people on the waitlist, so we're probably going to have to offer multiple training sessions per week to get everyone rolling with the new program.

RPG Therapeutics LLC at https://rpg.llc will be starting back up the training workshops based on the new Third Edition program around the same time for individuals and organizations that can afford the rates. This is extensive, intensive, and premium training. We have had a number of people attend some of our early pilot programs, who have also been through other organization's training, and stated things like, "I learned more in just a couple of sessions participating in your basic programs than in months, and thousands of dollars, at the other 'advanced' programs." We strive to be the highest standard in role-playing game professional training available anywhere globally, shooting for being second-to-none in depth, breadth, quality, experience, applicability, safety, efficacy, and more.

Volumes I (Part I training sessions 1-4 and Part II training sessions 5-12), II (sessions 13-24), III (sessions 25-36), IV (sessions 37-48), V (sessions 49-72) should be published in the next few weeks, with the subsequent Volumes VI – XI coming out periodically thereafter for the coming months, and Volumes XII – XXI throughout 2024+.

A high-level overview of this extensive Third Edition of the RPG Professional training and advancement program can be glimpsed on the RPG Therapeutics LLC website here: https://rpg.llc/training/rpg-professional

To be frank, it has been an overwhelmingly huge task, and we have decided to let deadlines slip in favor of really getting this Third Edition dialed in based on the tens of thousands of hours of feedback from prior participants. See the extensive list of supporting resources for the Third Edition RPGP that are in the works. Some of these are near completion, and others will take some months to finish implementing (for example the mobile and web app additions in development). It is entirely possible these deadlines will slip again, but I am working around the clock to get the content cleaned up, based on the continuing stream of peer-review feedback I am getting with every draft through our Git Repository, Wiki, RPGSN.net Chatroom, and other contributing draft reviewers.

The RPGP programs are heavily research and evidence-in-practice (for over 45 years now), highly peer-reviewed, and iteratively improving constantly.

We look forward to your thoughts, insights, suggestions, and other contributions as we near the launch of this massive program based on the direct experience of more than 100,000

direct participants in our programs over the decades, and the many more indirect contributions.

We are still in the final weeks of the final drafts of Request For Comments iteration, after years of iterations, still open for any last-minute fixes or changes before publication. So, this is your last chance to help directly contribute to the Third Edition RPGP programs before it is 100% locked in.

Here are links to some of the other related parallel projects potentially also of interest.

- Brain-computer Interface Role-Playing Game (BCI RPG) https://www.bcirpg.com is getting closer to being ready for public alpha testers after years in development. https://git.dev2dev.net/RPGResearch/bcirpggithubmirror
- Game Consent App in progress https://www.gameconsent.com/
- Basic: https://git.dev2dev.net/RPGResearch/rpgconsent-basic
- Standard: https://git.dev2dev.net/RPGResearch/rpgconsent-standard
- Pro: https://git.dev2dev.net/RPGResearch/rpgconsent-standard
- Role-Playing Game Artificial intelligence (RPG AI) in progress https://www.rpgai.org/ and https://ai-rpg.com https://git.dev2dev.net/RPGResearch/rpgai
- Z-Day City RPG + AR in progress: https://zdaycity.com/ https://github.com/RPG-Research/zday-city-rpg
- Role-Playing Game Professional App Suite https://git.dev2dev.net/RPGResearch/rpgp-app

MEMBERSHIP UPDATE

All members listed here have voting rights. If you believe you are a member but aren't listed, please visit http://car-pga.org/join-us to submit your official application. Feel free to reach out to your colleagues on our LinkedIn or Google groups!

- Aaron Armstrong
- Andrew Greenberg
- Bill Bridges
- Bill Walton
- C.J. Leblanc
- Carsten Obst
- David Millians
- Dom Zook
- Fenway Jones
- Forest Ray
- Hawke Robinson
- Jared Neilsen
- Jenny Hein
- Jeremiah Kaplan
- Jim Wampler
- John Boardman
- John Reyst
- Jon Peterson

- Katie Lear
- Kelly-Jeau Larson
- Kurstin Hamilton
- Lou Zocchi
- Lucio N. Pimentel
- M. Alan Thomas
- Matt Hayward
- Matthew Davies
- Matthew Pook
- Michael Best
- Michael Tresca
- Omar G.L. Diniz
- Robert Adducci
- Ronald Pehr
- Silvia Regina Borges
- Ted Skirvin
- Tim Hutchings
- Timothy Bannock

Please welcome our newest members!

- [Brianne Marie Richardson Marie](#)
- [Hereward Proops](#)
- [Matt Madsen](#)
- [Stephanie Campbell](#)
- [Michael Low](#)
- [Christine Martin-Resotko](#)
- [Angel Smith](#)
- [Trevor Chapman](#)
- [George Bergstrom](#)
- [Bob Carter](#)