

## Aspects of Transforming Narrative in D&D and their Meaning in the Dynamic Intersection between the Child's Inner World and the Game World

**By:** Dana Marueli, MA, School of Bibliotherapy, Department of Counseling and Human Development, Faculty of Education, University of Haifa.

**Supervised by:** Prof. Emeritus Adir Cohen, Education Department, University of Haifa.

Dr. Alon Raz, Graduate School of Creative Arts Therapy, Department of Multidisciplinary Studies, University of Haifa.

Despite the broad distribution of role play games and the numerous genres that had developed over the years, not much research had been conducted in order to understand role play games, and most of the research that had been performed has examined the relation between role play games and education. In addition, until now no research has examined the therapeutic possibilities in role play games, or the relation between role play games and the moderating affect in different pathologies. The basic idea in the current study is based on the assumption that, when one plays a character which was built for the game, he or she projects his desires, fears and wishes into this character, consciously and unconsciously, and that the characters' journey can be meaningful in his/her personal life and not only while he role plays. The integration of role play games into play therapy and bibliotherapy is a combination which seems intuitive, however has not been thoroughly investigated. The current study will examine the integration between these methods, while one of the basic assumptions is that the transitional play experience will influence the internal processes of the playing child. Another assumption is related to the narrative that is being created during the role play game. In the same way, the literature can influence psychological processes in the reader, and the narrative created during the game can influence the player. The focus is on the interaction between the players' inner world, his desires, fears and wishes, and between the structure, contents, and the form of the world created during the game.

**Keywords:** Roll play, bibliotherapy, play therapy, group therapy, children, D&D, dungeons & dragons, narrative, metaphors, symbols, developmental themes.

**Corresponding author:** Dana Marueli, Email: Marueli.dana@gmail.com