



The Real Reasons Why We Play DnD & other RPGs

Full video link: <https://youtu.be/UrIleC-ahf8>

We are in chapter 2 of our work through of The Practical Guide to Becoming a Great GM. And today we are looking at your reasons for roleplaying. Why do we roleplay?

When we get down to it, there are 4 primary reasons why we roleplay. If we can understand what these reasons are and how we can use them to our advantage – that puts us in a much better position to run a more fun and fulfilling game for everyone at the table.

The 4 reasons why we roleplay are:

1. Entertainment
 2. Escapism
 3. Success
 4. Socialization
- Entertainment
 - A narrative experience
 - Rigid rules and a story element – structured rules for a structured story.
 - We need to feed the source of entertainment – for ourselves and our players.
 - There is a structure – we expect a specific structure which we as the GM must provide.
 - We like patterns – and we like to be able to predict those patterns.
 - Escapism
 - To forget about real life issues for the duration of the game.
 - Suspension of disbelief – we accept magic or insane physics or super heroes provided that they have rules and reasons.
 - Consistency is king – rules bring consistency and your world space must be consistent.
 - Success
 - Achieving the goal – what were the goals of the players (you too GM), and the PCs and were they successfully achieved?
 - Mechanics and story – both components must allow for success (and setbacks)
 - Success requires effort – there must be a reasonable chance of failure in order for there to be a success at the end.
 - Socialization



