

# Wait, There's More? Role-Playing Beyond Dungeons and Dragons

Explore different role-playing games beyond D&D that are built for younger audiences and teach skills like teamwork and problem-solving.

**Focus:** Teen/Tween

Role-playing games (RPGs) are a fun and creative way of developing important skills such as teamwork and creative problem-solving. Dungeons and Dragons is the RPG libraries frequently use, but there are other formats of RPGs, several of which are better catered to players of all ages. While D&D is common, it has relatively advanced gameplay and involves a lot of strategy and math. Younger patrons have a vast amount of creativity but are often excluded from role-playing adventures. This presentation will focus on RPGs outside of D&D and how they can be catered to school-aged children, teens, and the benefits of role-playing games in younger populations. Some role-playing formats include "Cats of Catthulhu," "No Thank you, Evil," and more.

**At the end of this session, attendees will...**

- have a better idea about role-playing options available outside of Dungeons and Dragons.
- have more knowledge about the benefits of role-playing games for younger audiences and how to create/offer role-playing programs for younger patrons.
- best methods to host a variety of role-playing games virtually.

**Speaker(s):**

**Hannah Stoloff**, Clinton-Macomb Public Library

*Hannah is a Children's Librarian at the Clinton Macomb Public Library. They graduated from the University of Michigan with their LIS in May of 2020. They are passionate about creating inclusive collections and experiences for all ages and abilities in library services. In their spare time, they enjoy games with friends, crafting, shopping for book merch, and hanging out with*

*animals.*

## Chat Transcript

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