

**Department:**

English Language and Literature

Program:

MA

Project type:

Thesis

Project co-researchers:

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Dungeons & Dragons (D&D) is a tabletop role-playing game that allows players to assume the role of their character, creating a division in persona between the players and characters. Role-playing allows players to explore their own identity and that of others.

Femia investigates how D&D game designers can allow players to take part in the creation and exploration of queer identity by role-playing their in-game characters.

Often times, the societal assumption that everyone is heterosexual and cisgender dominates game spaces. However, D&D campaigns can serve as a source of support for queer communities through the application of an inclusive and queer-friendly game design framework that challenges this assumption.