

Revenge of the nerds. How Dungeons & Dragons prepared me for the current age of narrative driven media.

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“I want to cast magic missile”

As a somewhat shy 14 year old, I could never have predicted that the years of playing the role-playing game with the weird dice would perfectly train me in “getting my research into the media”. In this talk I will draw parallels between the skills a young role-playing nerd learns and a media-savvy researcher now a days need.