Program Plan: Dungeon Runners
By Mark Cruz

Program Rationale/Objective

A mainstay of popular culture, *Dungeons & Dragons* (*D&D*) began in 1974 as a humble pen-and-paper fantasy role-playing game. Tabletop *D&D* provides players with a set of open-ended rules that emphasize teamwork, emergent storytelling, and player choice. The 'dungeon master' creates the world and encounters, while players inhabit that world using character sheets, dice rolls, and their imaginations.

Supported by a growing body of research that suggests role-playing games can produce positive outcomes for young people, (see "Short Essay: The Benefits of Role-Playing Games"), a library-held *Dungeons & Dragons* program has the potential to benefit the social development of teenagers within our communities. *Dungeon Runners* will offer the chance for teens to explore the empowering potential of role-playing games for the first time, or to provide a space for teens who are already invested in them as a hobby.

Program Description

Dungeon Runners is a weekly role-playing game program designed specifically for older teens (aged 13-18) and to be hosted in a public library setting. The program can host up to twelve participants during a typical session, with the potential for more in the supplementary program. Each session lasts two hours and is divided into two sections that run concurrently: *Dungeon*

Runners and *World Builders*. *Dungeon Runners* will allow teens the chance to participate in a traditional one-off role-playing encounter using their *Dungeons & Dragons* characters. *World Builders* can participate in the creative tasks that enhance the role-playing experience: 3D printing models and building maps, props and other creative tasks to enhance the role-playing game experience.

Scheduling of the program

Dungeon Runners should take place once a week during weekend hours to create the highest impact and availability amongst participants.

Staffing requirements

Dungeon Runners Program Coordinator

The *Dungeon Runners* program coordinator is responsible for hosting the workshop each week, and leading participants through interactive activities. The coordinator should possess strong communication and instruction skills and be comfortable supporting teenagers from all backgrounds.

Dungeon Master *(2)*

The dungeon master is responsible for assuming the role of DM during the programs, effectively guiding, and creating the adventure for teenage participants to embark upon.

One dungeon master will lead the group of returning adventurers through their intermediate-level campaign, while the second will lead the group of new role-players

through a campaign that is suitable for beginners. This role can be inhabited by volunteers, and with enough instruction, could be taken on by an enthusiastic program participant.

World-building leader

The world-building leader is responsible for supporting participants who are more interested in the creative and artistic aspects of role-playing games. They will be expected to manage the art supplies, 3D printers, and the safe keeping of projects and materials.

Proposed Budget

The annual budget for *Dungeon Runners* should be set at $2500.00. This budget does not include the cost of the staffing required to plan and execute this program. On a week-to-week basis, the program will cost around $50 per session. These materials include:

- Writing materials ($20.00)

- World-building materials ($30.00)

- Snacks ($40.00)

Larger one-time purchases required to run the program are factored into the budget and include:

- 3D Printers ($400.00 each)

Equipment/materials needed

- **Library space:** *Dungeon Runners* requires a closed space for role-playing campaigns to take place. For the world-builders segment of the program, a library maker space is an ideal setup, though not required. There should be enough seating

and tables for all participants, while also ensuring the necessary accommodation for people living with physical disabilities.

- **A speaker/sound system:** Put on some fantasy music to help set the mood!

- *Dungeons & Dragons* **game materials**

   o *Printable Character Sheets*

   o *Players Handbook: A Dungeon and Dragons Core Rulebook*

   o *Dungeon Master's Guide: A Dungeons and Dragons Core Rulebook*

   o *Monster Manual: A Dungeons and Dragons Core Rulebook*

Program evaluation method

This program will be evaluated via an outcome-based evaluation.

Intended outcome #1: Teenagers in the community will experience reduced social isolation through regular participation in role-playing games.

Intended outcome #2: Teenagers will foster creativity and imaginative play through regular participation in group artmaking.

Indicator: *Dungeon Runner's* will keep track of participant retention rate.