

Call for Presentations

Study Days

“Role-Playing Games in a Time of Transformation: Economy, Creation, and Practices”

Dates: Thursday, June 18, and Friday, June 19, 2026

Venue: Villetaneuse Campus – with online participation possible

Organized by: Heritage Board Game Collection (FPJS), Université Sorbonne Paris Nord

For more than a decade, role-playing games have experienced a renewed interest, accompanied by a profound transformation in their systems of creation, production, distribution, and consumption.

The economy of role-playing games - long marginal, artisanal, and rooted in passion and volunteerism - has gradually become more professionalized, while maintaining its strong community dimension.

By 2025, crowdfunding campaigns, specialized YouTube channels, *actual play* streams, game stores, digital sales platforms (such as *Itch.io* or *DriveThruRPG*), hybrid conventions (physical and online), and social networks have all helped shape a new ecosystem.

This ecosystem raises questions about the status of authors, viable economic models, tensions between amateurs and professionals, and the social representations of this hobby - situated at the crossroads of popular culture, digital media, and the creative economy.

These two study days aim to explore the current economy of role-playing games by highlighting the actors, practices, tools, and discourses that shape it.

This call is open to professionals from the role-playing game industry and community, as well as to researchers and students.

Thematic Areas

1. The Economy of Role-Playing Games: Transformations and Contemporary Dynamics

This theme invites reflections on the economic transformations of the role-playing game sector, particularly through the rise of crowdfunding, the evolution of marketing and retail models (specialized stores, large chains, online platforms), and the impact of these shifts on specialized media (blogs, podcasts, YouTube channels, print and digital press).

Contributors are encouraged to explore the new forms of funding, distribution, and monetization that are redefining the economic balance within the RPG landscape.

2. Production and Industry: Rhythms, Formats, and Logistics

This axis focuses on the processes of production within role-playing games, in their editorial, material, and logistical dimensions.

Contributions may address the evolution of publishing formats (printed books, PDFs,

modular product lines, etc.), publication rhythms, issues related to physical production (printing, distribution, storage), and the economic and organizational constraints shaping game production.

It also invites discussion on the tension between artisanal creation and increasing industrialization.

3. Professional Practices in Publishing and Game Facilitation

This section seeks to analyze the professions and skills mobilized throughout the creation, production, and distribution chain of role-playing games: design, writing, translation, illustration, publishing, distribution, sales, and also facilitation (in stores, libraries, associations, or institutions).

Particular attention will be given to professional pathways, the formalization of expertise, the emergence of new professional figures (community managers, RPG influencers, independent game designers, professional game masters, etc.), and the evolution of the publishing landscape.

4. Contemporary Practices of Role-Playing Games: Spaces, Formats, and Experiences

This final theme focuses on the current forms of role-playing game practice.

It aims to examine new play spaces (clubs, RPG cafés, libraries, online platforms, etc.), emerging and traditional formats (one-shots, short campaigns, GM-less games, etc.), the growing influence of *actual plays*, and evolving ways of playing, narrating, and sharing RPG experiences.

Proposals may also address the role of digital technologies in play and media practices (VTTs, podcasts, Twitch, YouTube, etc.).

Submission Guidelines

Proposals may take the form of:

- **Presentations:** academic contributions or professional reflections from practitioners (authors, publishers, distributors, illustrators, etc.);
- **Hybrid formats:** round tables, workshops, or project presentations.

Please include in your proposal:

- A **title**
- An **abstract** (2,000 to 3,000 characters, including spaces)
- A **short biographical and bibliographical note** (or short personal presentation)

- A **brief biography** and a **bibliography / ludography**, depending on the format of the contribution

Submission deadline: Friday, January 30, 2026

Submission email: jeuderole.fpbs@sciencesconf.org

Language

Presentations will be held in **French**, with the possibility of speaking in **English**.

Review and Organizing Committee

Vincent Berry – Olivier Caïra – Damien Coltice – Coralie David – Nicolas Dessaux – Jérôme Larré – Mathilde Marlot – Olivier Merly – Patrice Mermoud – Annie Xiang