

Abstract

This text focuses on so called table-top role-playing games, which can be characterized i. a. by the plurality of “worlds” the players operate in, and pertinent plurality of roles adopted by them. A classic study published by G. A. Fine, inspired by the work of E. Goffman and his frame analysis (see Fine 2002), describes three of these “worlds of meaning”: the frame of the people, the frame of the players and the frame of the characters in the game. This work aims to broaden classical analytical model presented by G. A. Fine by adding fourth frame of meaning “the frame of the storytellers”. Adding the frame of the storytellers shows, to which extend role-playing games resemble “storytelling events” (Georges 1969), and how this fact differentiates this genre from “classical” games. This framework broadens the understating of players behavior tied with the storyteller’s agenda and expectations linked to this role. This unique form of collaborative narration is consequently studied from the perspective of the game as well as from the perspective of storytelling, while focusing on the moments of discrepancies occurring between the four frames, but also on the prevention and management of such discrepancies, and application of skills and competencies acquired and cultivated during the game in the non-gaming world in the primary framework of the “real” world.