



## Master's Thesis Evaluation Form

Student's name: Tereza Picková

Thesis title: Where Games and Stories meet: Four Frames of Meaning in the City of Mist TTRPG system

Name of the supervisor: Barbora Spalová

Name of the opponent: Alessandro Testa

What are the strengths and weaknesses of the thesis? Please give your reasons for the suggested grade in detail below.

1. *Does the author show understanding of one or more theories, and use theory to generate a hypothesis or to make the problem area more understandable.*

Comments: The work of Tereza Picková is theoretically “double - framed” by the sociology / anthropology of games on one side and by the narratology / communication studies on the other. This combination makes the work innovative and opens a new perspective on the role of TTRP games in the contemporary societies, or more precisely on the similarities between playing these games and living our global, collaborative, uncertain / unpredictable, and highly improvised lives / life stories.

The combination of these approaches is successfully applied. The author can show the benefits when working with her material. Still the theoretical reflection of the combination could go deeper. It might be theoretically fruitful to reflect on similarities as well as differences between storytelling inside the magic circle of the game and outside it.

2. *Is the research question articulated clearly and properly? Is the research question sufficiently answered in the conclusion?*

Comments: Yes, whole the text is very well structured and organised.

The research questions focus on proposed analytical approach:

„What new knowledge can be acquired by conceptualizing the TTRPGs as storytelling events, adding a frame of the storytellers to Fine's analytical model concerning multiple frames of meaning?

Which discrepancies and confluences are observable between the four frames of meaning?

How are these discrepancies dealt with and what are some of the conflict management strategies used by players?

Are there any significant skills or competencies the players cultivate and learn in order to manage conflict in TTRPGs?“ (p. 37)



The answers to these questions come continuously in conclusions to every analytical chapter and then at the end of the work together with discussion linking the answers to rather narrow questions with a broader discussion of possible future paths in research.

3. *Is the thesis based on relevant research and literature and does it accurately summarize and integrate the information?*

Comments: As a supervisor I know that the work is based on much more literature than finally used and cited. And even if the quoted interviews and fieldnotes come only from few people and one game session, the author's knowledge of the researched world is evident.

4. *What is the quality of the data or the other sources? Are the sample method, data collection and data analysis appropriate?*

Comments: It is partly autoethnographic research, what can be tricky, but the author is experienced in reflecting the research steps - her intimate implication in the researched world helps her to open more covered areas, create more nuanced data.

5. *Are the findings relevant to the research question? Are the conclusions of the thesis based on strong arguments?*

Comments: Yes, the thesis has one strong argument – the frame of storytellers is an important perspective to be added to the research of TTRPG's. And she can prove it.

6. *Are the author's thoughts distinguished unambiguously from the borrowed ideas?*

Comments: Yes.

7. *Is the thesis containing original/innovative research (in terms of topic, approach, and/or findings)?*

Comments: As said above, the innovation of the work lies in the combination of theoretical approaches.

8. *What is the quality of style and other formal requirements?*

Comments: I appreciate the reconstruction of the game session across the text. The reader can experience the plot of the story, the atmosphere of the game, the discrepancies.

9. *Are there any other strengths and weaknesses of the thesis, which are not included in the previous questions? Please list them if any.*

Comments:

10. *What topic do you suggest for the discussion in the thesis defence?*



- The author says that playing TTRPG's is unique opportunity for collaborative storytelling. What is unique and what is vice versa similar to other collaborative storytelling events? Knowing that the collaborative storytelling is used in business management, what are the differences and similarities?
- The characters in the game can use / play different mythoi. What does this feature of the particular game City of mist mean for storytelling? How do the popcultural mythoi function in the game and in the storytelling?

Comments:

11. Declaration that the supervisor has read the result of the originality check in the system: [ ] Theses [ ] Turnitin [x] Original (Urkund)

Supervisor's comment on the originality check result:

*The work of Tereza Picková is original.*

Overall assessment of the thesis:

I recommend the thesis for a defence.

Proposed grade: A

Date: 25. 1. 2020

Signature: Barbora Spalová