

# The Boston Theological Interreligious Consortium

Graduate Student Conference

## **THEOLOGY, RELIGION, AND DUNGEONS & DRAGONS**

ONLINE (via Zoom)  
25 March 2023

Abstracts due:  
31 December 2022



**CALLING**

**ADVENTURERS**

**THEOLOGY, RELIGION, AND  
DUNGEONS & DRAGONS**

**\*\*\*BTI STUDENT CONFERENCE\*\*\***

The steering committee for a new graduate student conference of the Boston Theological Interreligious Consortium (BTI) is inviting papers on the intersections of academic disciplines of theology, religious studies, and the creative world of Dungeons & Dragons (D&D) and other related media. D&D is one of the most influential games ever created and helped launch role-playing games into popularity. The conference will include a keynote speaker, papers, and a live D&D game.

Abstracts related to the intersections of these academic fields and the Dungeons & Dragons universe are welcome. While the focus of the conference is D&D, proposals on related topics like role-playing games, video games, tabletop games, ludology, etc., will be considered as well.

We invite submissions from diverse disciplines, subdisciplines and perspectives such as (but not limited to): Gender Studies, Queer Studies, Game/Media Studies, Postcolonial Studies, Theology, Religious Studies, Narrative, Phenomenology, Ludology, Liturgical Studies, Philosophy, Sociology, Art, Literature, Performance, Critical Theory, etc.

### Example Topics:

- The (free?) will of the d20
- D&D in popular culture-Stranger Things and the Satanic Panic
- The influence of world religions on D&D
- Theology or Religion at play
- Sacrament and ritual
- Is playing violent games/characters immoral?
- Representation in D&D: Intersubjective world/character/identity building from the margins
- Theological analysis of a major D&D production (Critical Role, Acq. Inc., etc.)
- The game's evolution across editions alongside cultural changes
- The use of religion/theology, or religious themes for the sake of the "end" in the game
- Social formation of D&D groups, why some campaigns end while others are forever unfinished
- The utilization of theology in world-building and/or storytelling
- Real-world social implications of D&D (does it make people anti-social, violent, etc.?)
- The role of myth and mythology

### Submissions

- Your Name and Institution
- Your Paper's Title
- An abstract of 300-500 words, including a thesis statement
- A short bibliography of works consulted

Email with subject  
"Conference 2023" to:  
[theology.religion.dnd@gmail.com](mailto:theology.religion.dnd@gmail.com)

Submissions due by  
31 December 2022

Decisions released by  
13 January 2023