"Intergenerational Gaming"
("My Grandfather is God, Literally!")

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Overview

- Gaming Principles
- Background/motivation
- Considerations
- Questions and Dodges

Gaming Principles

1. ***Stafford Principle***: ***maintain a sense of wonder in the campaign***. Make sure there is always some surprise or something special that makes a session, an adventure, a campaign and your whole world unique.

2. ***Perrin Principle***: ***be consistent***. If you do something once, it becomes a precedence. The players will remember it, and count on it being the same next time. If it's not the same later, have a darn good, obvious to the players reason that it's different.

3. ***Petersen Principle***: ***make it fun***. Don't be afraid to change a plot to go with player enthusiasm. Try something crazy or goofy, even (or especially) in serious settings. Roll with the mood and make it happen. Be high energy!

4. ***Staats Principle***: ***reward the players as well as the characters***. Handouts, riddles, music, etc. that can be experienced by the players' senses directly or challenge the players' creativity reward the players. The players are the ones that come to the sessions every week, and ultimately, it is the GM's goal to reward the players. Some folks are just fine vicariously being rewarded through their characters, but it's oh so much more fun to be rewarded as a player during the course of a session.

5. ***Sandy's Axiom***: ***involve at least three senses in every scene***. These can be described or experienced (e.g. props, incense, etc.). People have five senses, and adding details about weird sounds, the unusual smell or the texture of something adds to the gaming experience.

Background/motivation

- Gaming community is aging
  - Many of us have children/grandchildren
  - Gaming must expand if it is going to survive
- Diversity is an imperative
  - Gender, race, orientation, creed known
  - Age is a hidden factor
- Personally -- work with intergenerational groups and my own children (14, 12 & 12)

Considerations (1/2)

- Different Rewards
  - Deferred vs Instant
  - Direct vs Indirect
- Attention Spans and Pacing
- Morals & Teaching
  - Fun vs Responsibility
- Remaining Unbiased
  - In-game vs Out-of-Game
  - Love vs GMing

- Comfort Zones
  - Religion, Morals, Social Issues
  - Adults as Non-Parents
- Different Frames of Reference
  - Jokes
  - Events

Considerations (2/2)

- Different Genres
  - Popular Culture
  - Societal Attitudes
  - Morals
  - Exposure
  - Interests
- Fun In-Character vs Out-of-Character
  - Stealing Apples
  - Visiting an Inn ...

- Social Isolation
  - "Gaming Geeks"
  - Competition with Other Activities
- Benefits
  - Sharing Ideas
  - Scheduling Time Together
  - Sharing Time
  - Teaching