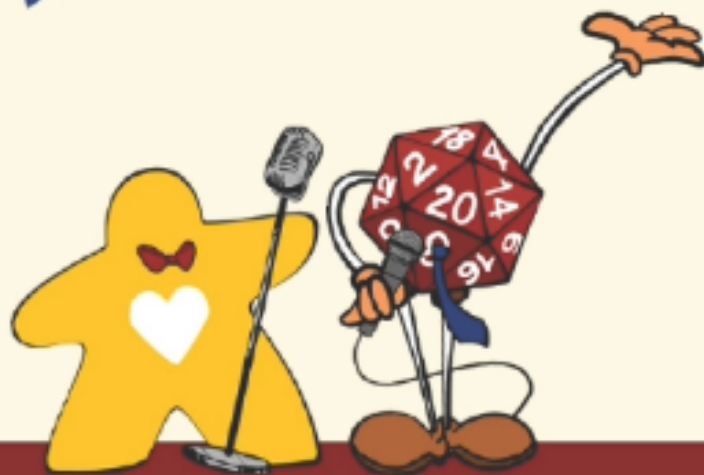


SAVE AGAINST FEAR



PROFESSIONAL CONFERENCE

NOVEMBER 9-10

**WYNDHAM GARDEN HOTEL 2000
LOUCKS ROAD YORK, PA 17408**

**LEARN HOW TO ADD TABLETOP
TO YOUR PRACTICE AND
INTENTION TO YOUR GAMING!**

PLAY. LEARN. EXPAND.

CONFERENCE SCHEDULE

THURSDAY - PROGRAM B

9:00am-10:30am

***That Time I Got Reincarnated as a Therapist: Fandoms and Identity in your Therapeutic Approach**

Speakers: Shelby Somers, Timothy Grant

An exploration of how the types of media such as anime, games, and TV shows we interact with help shape our perception of ourselves and the world around us. Combining the social work and counseling perspectives, we will examine how this interaction can be used in a therapeutic setting to explore patterns, cognitive biases, and beliefs about oneself. We will also explore how archetypes, narrative storylines, and the themes within these forms of media can help explore an individual's understanding of themselves and others.

11:00am-12:30pm

***Play Therapy: The Language of Gaming**

Speaker: Ashley Gavoni

Panel/Workshop on using gaming in a therapeutic practice/capacity, game selection considerations, basics of play therapy.

1:30pm - 3:00pm

***Staying Safe When Exploring the Unknown: An exploration of Trauma and Safety Tools in TTRPGS**

Speakers: Shelby Somers, Timothy Grant, Tinelle Evans Reno

For this panel we will discuss trauma-informed roleplaying when utilizing TTRPGs. We will discuss safety tools along with effective strategies for implementing representation and inclusion at the table.

3:30pm-5:00pm

***Rolling Roles: The Character We Play and the Roles We Display**

Speaker: Richard Stubbs, LPC, MT-BC, CATP

Dive deep into the multi-layered world of tabletop gaming in therapy. In this presentation, we'll unravel the intriguing interplay between the vibrant characters players embody and the often unnoticed roles they adopt within group dynamics. From the valiant hero to the quiet observer, explore how these roles can both aid and challenge therapeutic progress. Grab your dice and let's roll for insight!

CONFERENCE SCHEDULE

THURSDAY - PROGRAM A

9:00am-10:30am

***Clinical Connections: Expressive Arts Therapies and Tabletop Games**
Speaker: Mary Braasch, LSW

Expressive arts therapies foster community building, personal growth, and healing from trauma, by utilizing the inherent therapeutic value of theater, music, writing, dance, visual arts, and many other creative processes. Therapeutic board games and role playing games are under the umbrella of creative arts, which is a slightly different thing. Participants will gain an understanding of the two different therapeutic genres, how board games and role playing games fit into creative arts, and how expressive arts can be combined with board games and role playing games to provide a more therapeutically rich experience. Participants will engage in a short participatory exercise related to expressive arts and tabletop gaming.

11:00am-12:30pm

***Pitching Your Modality**
Speaker: Josh Heath

In this session we will discuss ways to pitch the use of roleplaying games to non-geek audiences and craft 30 second elevator pitches, outlines for proposals, and discuss what to include in a larger pitch meeting.

1:30pm - 3:00pm

***Catching Dreams: Using Dreamchaser in Therapy & Spiritual Direction**
Speakers: Menachem Cohen, Peter Petrusha

In the roleplaying game Dreamchaser, by Pete Petrusha, the players choose the central Dream and Milestones to reach along the way that would make the game fun and meaningful for them. This helps create player agency and buy in. With just a bit of tweaking the game becomes effective in therapy and spiritual direction. With your clients you can set up self-assessments, treatment plans, and play them through growth, exploration, and healing. In this interactive workshop Menachem will teach theory as to how and why tabletop roleplaying games are effective in these settings, explain how the base game of Dreamchaser works, and guide participants through how to use the game in session. No game experience required.

3:30pm-5:00pm

***Homebrewing Mechanics for Therapeutic Purposes**
Speakers: Rosa Robertson, Keir Hudson

There are a lot of therapeutic concepts that can be addressed in role-playing games, but have you ever wanted to take a more direct approach with things? In this workshop, participants will learn how to design new mechanics that they can add into their groups in order to encourage progress towards specific goals.

CONFERENCE SCHEDULE

FRIDAY - PROGRAM A

9:00am-10:30am

***How to Play With Challenging Board Gamers**

Speaker: Mary Braasch, LSW

This is for anyone who has played board games publicly, with strangers, or even people you know, who are just not good sports. Played with someone who throws pieces? Someone who gets upset when they aren't winning? Debates rules endlessly instead of actually playing the game? Social skills are one of the elements that board games can teach us, but what if your skills fail in the social realm, and you're just not sure how to quiet that one player who keeps telling you were to go and taking your turn for you? Also, if you think you might be one of these "challenging" players, you are welcome as well (we won't judge you!)

11:00am-12:30pm

Games for Good: Intentional Positivity through Design

Speakers: Ami Baio, Eric Slauson, Danielle Reynolds

This informative discussion panel will introduce you to three game designers talking about their board game designs and how they impact positivity within their design. They will share titles of their games as well as some of the design ethics that led to these games and some of the impacts they have seen.

1:30pm - 3:00pm

***Roll an Insight Check: The multiple benefits of Tabletop Gaming in a small, rural school.**

Speakers: Chris Romanchuk, Pete Reynolds

Table Top gaming is hot right now among adolescents, built partly on the explosion of TTRPGs in Popular Culture and partly on innovative new game systems and formats. However, schools have had difficulty tapping into that popularity. In this panel discussion, Chris Romanchock, educator; Pete Reynolds, Administrator and several students will discuss the panoply of benefits that our school has seen from establishing a safe, student friendly games club. Additionally, Chris will share the rules for D&D 5e he adapted to allow five, simultaneous tables to play in the same universe.

3:30pm-5:00pm

Role vs Roll, 10' Pit Traps for RPGs

Speaker: Barak Blackburn

In this panel/discussion, we will cover the concept of roleplay vs roll-play, and also tips, tricks, ideas, and thoughts about common RPG elements including NPCs, mysteries, intelligence checks, and charisma checks. Think of this as a masterclass brainstorming session for gamemasters and players alike. This will be system agnostic, and will reference multiple systems. Will any of this change the way you play or run games? Perhaps. Might it change how you think about games? We hope so.

CONFERENCE SCHEDULE

FRIDAY - PROGRAM B

9:00am-10:30am

***Take That Games and What You Get Back**

Speakers: Curt Covert, Jack Berkenstock Jr., MHS

This informative discussion panel talks about the style of game known as “Take That” games and how this seemingly competitive style can have great possibilities for skill benefit and transfer via shared experience, social contracts, and innovative engagement. Examples of titles showcasing this concept will be discussed.

11:00am-12:30pm

***Intentional Character Creation**

Speakers: Austin Knight, Calvin Johns

Join us as we discuss the process and benefits of making characters within role playing games that offer a unique ability to work towards developing identity and intentionality towards clinical and capacity building goals. Examples of how this works will be provided.

1:30pm - 3:00pm

***Branch Riders: Eight Realms, One Path to Wellness**

Speakers: Jack Berkenstock Jr., MHS; Dixie Cochran, Rich Thomas, Doug Hagler

Join this informative panel as we discuss The Bodhana Group’s upcoming role playing game Branch Riders, to be published by Onyx Path Publishing. This game uniquely provides pathways to clinical goals, capacity building and therapeutic intentionality, wrapped up in a package designed foremost of fun and great evocative storytelling. Learn about the simple to learn mechanics and how we built in the therapy.

3:30pm-5:00pm

***Research Panel - Bodhana**

Speakers: Jack Berkenstock Jr., MHS; Colleen Madrigale, LCSW; James Kirk

Members of the Bodhana Group will discuss their published research project investigating the efficacy of role playing games for adults with social anxiety. This study is one of the only of its kin to use standardized measures and offers a quantitative as well as qualitative analysis of this topic. Attendees will get a copy of the published article. The method, purpose, results and implications will be explored.



The greatest relationships you'll ever have are ones that are forged over the gaming table, and we mean to show others why they should make it part of their lives. We are geeks, we are God-followers, and we just want to roll with you . . . or deal cards, slay dragons, or place meeples, etc.

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**THE JOURNEY
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