

The Goblin's Prisoner's Dilemma

Part One: Gamification and Experiential Learning as Pedagogy, a Discussion

You and your fellow adventurers awaken to find yourselves in separate cells of a goblin dungeon. In the darkness, you can make out the beady, yellow eyes of your captor. "Filthy human. Confess your crimes! If you do and your accomplices remain silent, I will release you. But, if you remain silent and your accomplices confess, I will release them instead. If all confess, I will show you all mercy. If all remain silent, I will be forced by goblin law to release you all – eventually." What do you do?

Join Dr. Ryan Gabriel Windeknecht as he discusses his use of tabletop role-playing games for teaching and learning philosophy. Non-nerds (i.e., those unfamiliar with tabletop role-playing games and philosophy) are welcome! This workshop will take place on Wednesday the 1st of November from 3:35 p.m. to 4:25 p.m. in Hodges Library Room 253.

Dr. Windeknecht is a Lecturer of Philosophy, an Experience Learning Faculty Fellow, and a founding member of the Simulations + Gaming + Role-Playing (SGR) Community of Scholars at the University of Tennessee, Knoxville. In his spare time, he enjoys playing *Dungeons & Dragons*, rereading *Sources of the Self*, rewatching *Adventure Time*, and yelling at *Morning Joe*.

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Part Two: Gamification and Experiential Learning as Pedagogy, a Demonstration

You and your fellow adventurers awaken to find yourselves in separate cells of a goblin dungeon. In the darkness, you can make out the beady, yellow eyes of your captor. "Filthy human. Confess your crimes! If you do and your accomplices remain silent, I will release you. But, if you remain silent and your accomplices confess, I will release them instead. If all confess, I will show you all mercy. If all remain silent, I will be forced by goblin law to release you all – eventually." What do you do?

Join Dr. Ryan Gabriel Windeknecht as he demonstrates his use of tabletop role-playing games for teaching and learning philosophy. Non-nerds (i.e., those unfamiliar with tabletop role-playing games and philosophy) are welcome! This workshop will take place on the 8th of November from 3:35 p.m. to 4:25 p.m. in Hodges Library Room 253.

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