

## Dangerous Games What The Moral Panic Over Role Playing Games Says About Play Religion And Imagined Worlds

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### Dangerous Games What The Moral

In "Dangerous Games: What the Moral Panic over Role-Playing Games Says about Play, Religion, and Imagined Worlds", Joseph P. Laycock argues, "Much of the energy that evangelicals put into framing fantasy role-playing games as either madness or a heretical religion was actually a defense mechanism to assuage their own doubts.

### Dangerous Games: What the Moral Panic over Role-Playing ...

Dangerous Games, aside from being a valuable tool in understanding the specifics of the moral panic around D&D and other fantasy RPGs, is a valuable tool in understanding religion in general, as well as moral panics and hegemony in general—hence Laycock's discussions of Nazism and the antisemitic blood libel.

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### Dangerous Games: What the Moral Panic over Role-Playing ...

A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game.Dangerous Gamesexplores both the history and the sociological significance of this panic.Fantasy role-playing games do share several functions in common with religion. However, religion-as a socially constructed world of shared meaning-can also be ...

### Dangerous Games: What the Moral Panic over Role-Playing ...

Dangerous Games : What the Moral Panic over Role-Playing Games Says About Play, Religion, and Imagined Worlds, Paperback by Laycock, Joseph P., ISBN 0520284925, ISBN-13 9780520284920, Brand New, Free shipping in the US "The 1980s saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons.

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### Dangerous Games - What the Moral Panic over Role-Playing ...

Rather, it is a game that, although having religious elements, is not, in fact, a religion. The second part of Dangerous Games attempts to interpret the panic surrounding D&D. Laycock finds that fears of the imaginary were perpetrated by moral entrepreneurs onto the game; however, games (such as D&D) and religion are not as different as one may think. Laylock argues that games help people make meaning of their life; they help to understand how the world functions, and how they function in it.

### Dangerous Games | Reading Religion

Dangerous Games: What the Moral Panic Over Role-Playing Games Says about Play, Religion, and Imagined Worlds by Joseph Laycock 65 ratings, 4.18 average rating, 14 reviews Dangerous Games Quotes Showing 1-11 of 11

### Dangerous Games Quotes by Joseph Laycock

The saying, "Don't judge others until you've walked a mile in their shoes" comes to mind when discussing the theme of The Most Dangerous Game. As the story opens on the water, Rainsford is talking...

### What is the moral (or hidden lesson) of the story "The ...

The 1980s saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons. A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game. Dangerous Games explores both the history and the sociological significance of this panic.

### Dangerous Games by Joseph P. Laycock - Paperback ...

Dangerous Games: What the Moral Panic Over Role-Playing Games Says about Play, Religion, and Imagined Worlds: Laycock, Assistant Professor of Religious Studies Joseph P: Amazon.com.mx: Libros

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### Dangerous Games by Laycock, Joseph P. (ebook)

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