

# The Information Behavior of Table Top Game Facilitators: How Dungeon Masters craft collaborative stories

Carmen Peters  
University of Toronto  
cpeters@uwaterloo.ca

## Abstract

This paper explores the information behaviors of tabletop role-playing game facilitators. Three participants were given semi-structured interviews and asked to draw an information horizon map. Viewing the gathered information through lens of leisure, it is found that game facilitators for long-running games fall under the category of serious leisure. Without a space for project-type serious leisure activities, this implies the need to create a category that merges both project-based leisure activities and serious leisure participants. As research into both role playing games and leisure activities are still new to the field of information and library science, it is a space ripe for further research.

## AUTHOR'S BIO

Carmen Peters ([cpeters@uwaterloo.ca](mailto:cpeters@uwaterloo.ca)) is a graduate student at the University of Toronto. Nearly completed her Masters of Library and Information Science, she also works at the University of Waterloo Libraries where she provides circulation and reference services to patrons as well as various marketing and artistic projects within the Library. Her professional artistic practice can be seen on her site, [www.carmiepeters.com](http://www.carmiepeters.com). Her interests include the integration of community and culture into the library, the evolution of library space and services to meet the information needs of the users, and the stewardship of the library's digital and print materials.

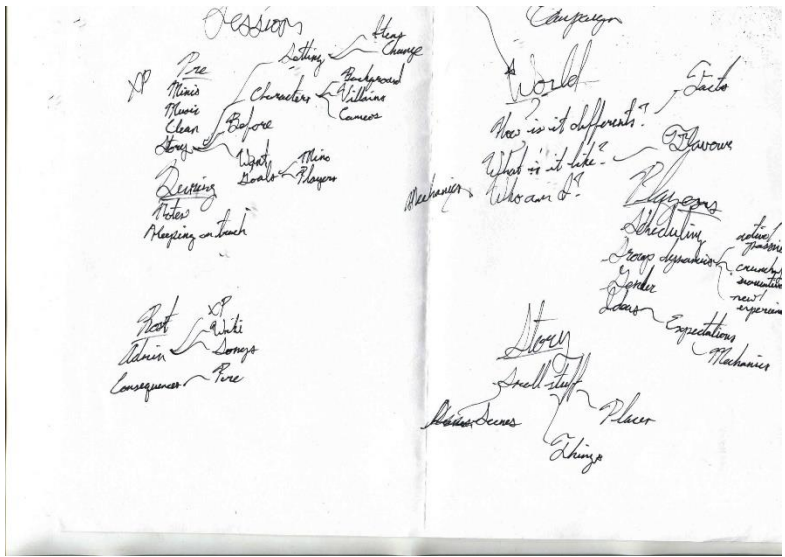


Figure 1 : Ash's Information Horizon Drawing

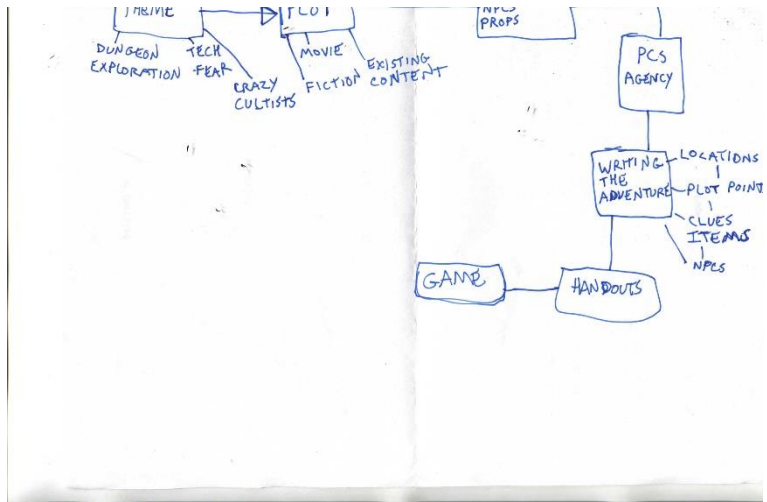


Figure 2: Logan's Information Horizon Drawing

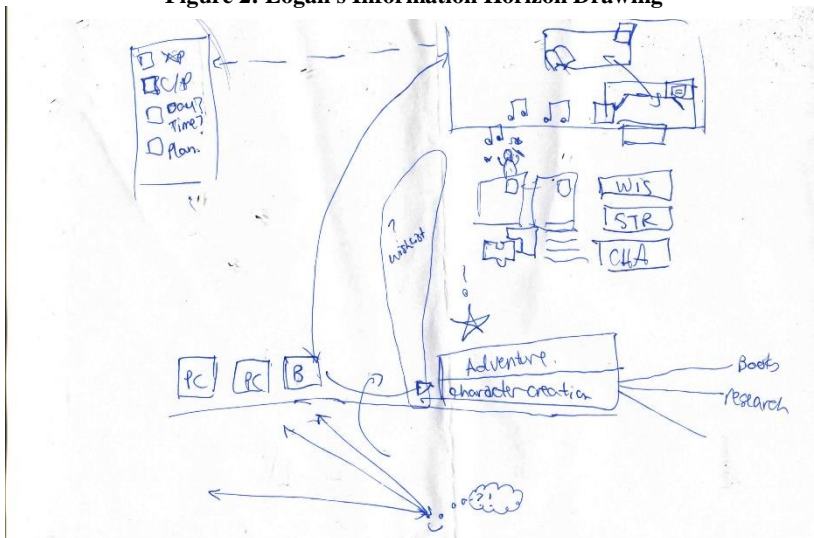


Figure 3: Sam's Information Horizon Drawing