

Demonstration of Roll20

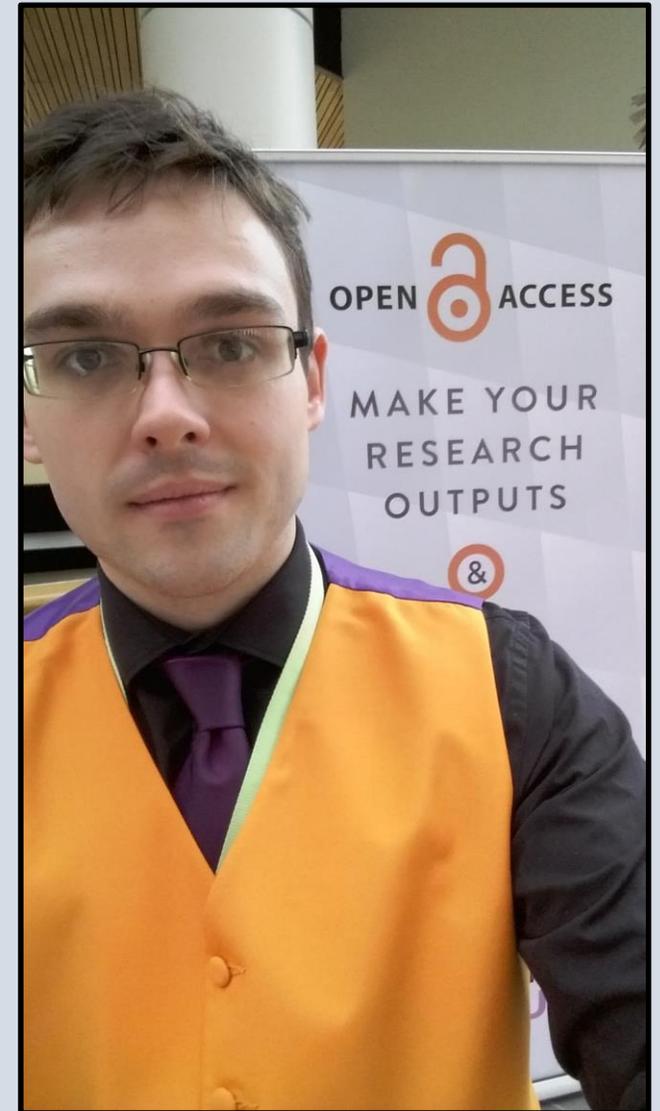
<https://roll20.net>

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Who am I?

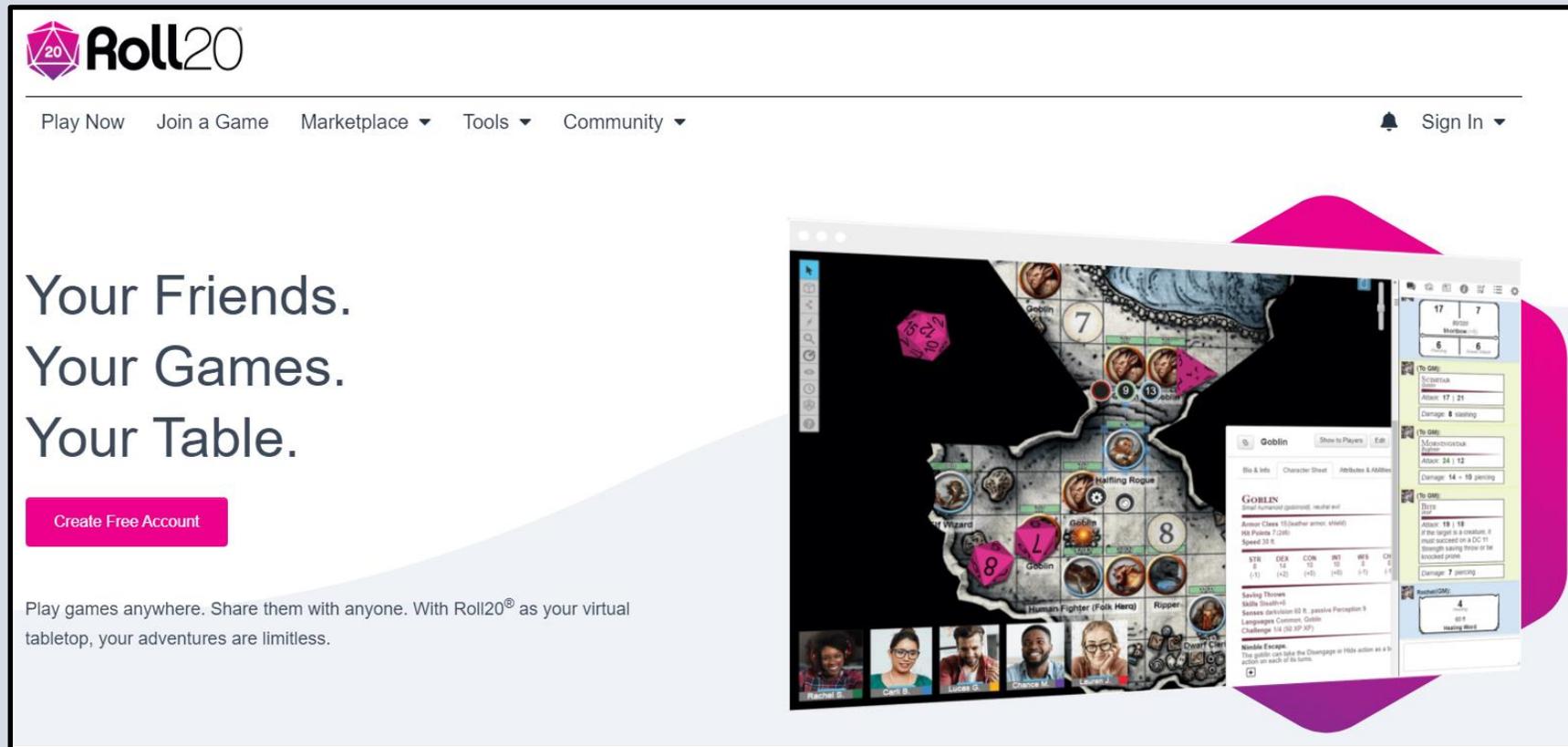
- Cataloguer and repository manager
 - Open Access
 - Resource description and discovery
 - Digital archiving
- Personal interests
 - Board games
 - Roleplaying games (D&D, Call of Cthulhu, etc.)
 - (Garish waistcoats?)



Self-portrait, Open Access Week 2017

What is Roll20?

- Online virtual tabletop
- Mostly for roleplaying games



The image shows the Roll20 homepage. At the top left is the Roll20 logo, which consists of a purple 20-sided die icon and the text "Roll20". Below the logo is a navigation bar with links for "Play Now", "Join a Game", "Marketplace", "Tools", and "Community". On the right side of the navigation bar is a "Sign In" button with a bell icon. The main content area on the left contains the text "Your Friends. Your Games. Your Table." and a pink "Create Free Account" button. Below this text is a paragraph: "Play games anywhere. Share them with anyone. With Roll20® as your virtual tabletop, your adventures are limitless." On the right side of the main content area is a large screenshot of the Roll20 virtual tabletop interface. The screenshot shows a game board with various characters and monsters, including a "Goblin" character sheet. The character sheet for the Goblin is visible, showing its stats: STR 8, DEX 12, CON 10, INT 10, WIS 8, CHA 8. The screenshot also shows a "Goblin" character sheet with its abilities and a "Human Fighter (Folk Hero)" character sheet. The interface includes a chat window, a dice roller, and a character sheet for the selected character.

Roll20 Homepage (<https://roll20.net>)

Roll20 basic functionality: game instances

The screenshot displays the Roll20 website interface. At the top left is the Roll20 logo. To its right is an advertisement for Pathfinder. Below the logo is a navigation bar with links for Home, Games, Marketplace, Tools, and Community. On the right side of the navigation bar, there is a notification bell, an email icon, and the text "RGU Publications Team".

The main content area is titled "Recent Games" and includes two buttons: "CREATE NEW GAME" and "JOIN A GAME". Below this, there are three game instance cards:

- The Publishing Trap**: Next Game Not Scheduled, Launch Game
- The Game of Open Access**: Next Game Not Scheduled, Launch Game
- The Impact Game**: Next Game Not Scheduled, Launch Game

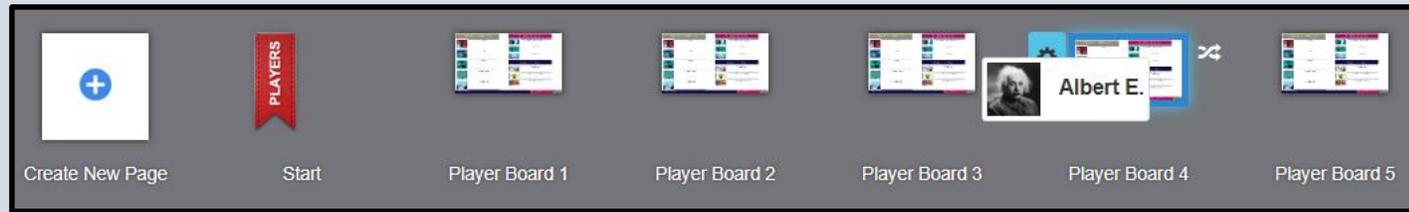
Below these cards is a fourth card for **Research Management: The Game**, also with "Next Game Not Scheduled" and "Launch Game" options.

On the right side of the page, there is a user profile for "RGU Publications Team" with a profile picture, the text "OpenAIR @RGU", and details: "Free | Manage Subscription", "Help Center", "Member since: 10/06/20", and "Hours Played: 2".

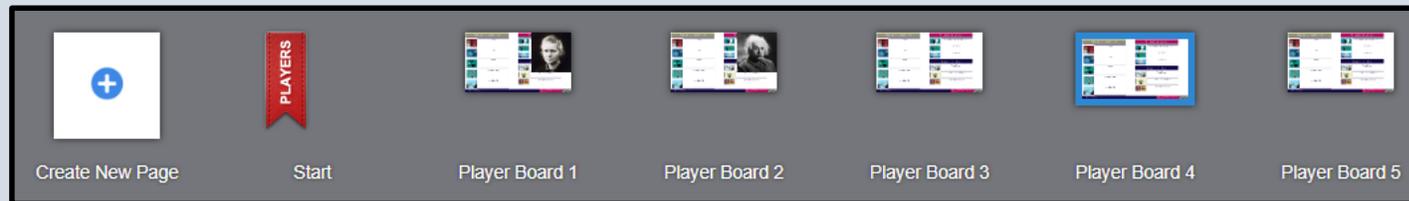
Below the profile is a section titled "From Roll20" featuring a large advertisement for "CALL of CTHULHU INVESTIGATOR HANDBOOK" with the text "Available Now ON THE ROLL20 MARKETPLACE". At the bottom right is a pink banner for "Roll20 RESERVE" with the text "PRO PERKS, UNLOCKED MONTHLY" and "THIS MONTH'S OFFERING".

List of game instances accessible by the logged-in account

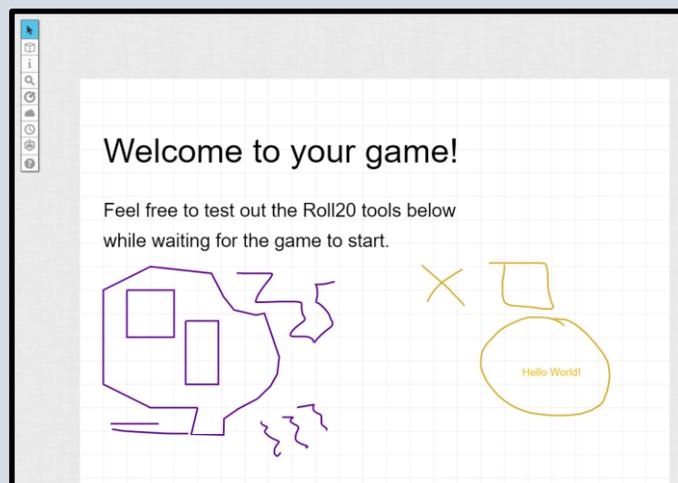
Roll20 basic functionality: pages



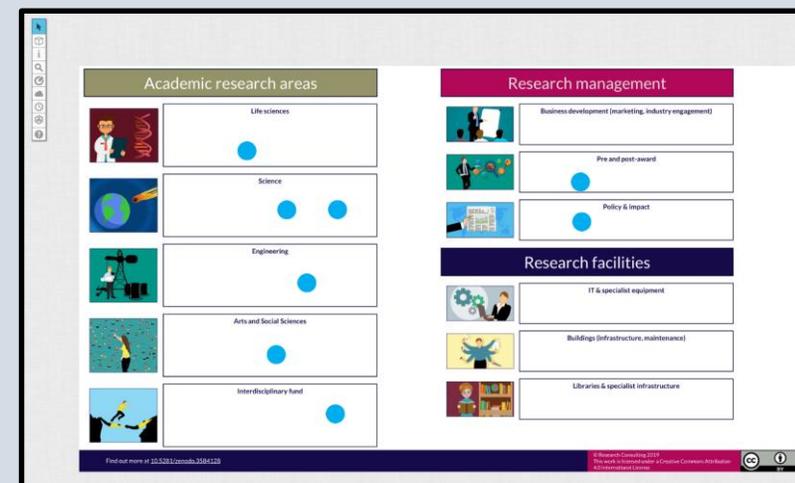
List of pages within a game instance, showing the GM dragging the player “Albert E.” to a specific page.



List of pages within a game instance. The GM’s active page is highlighted blue. Pages with player avatars on them are visible only to the relevant players. All other players can see only the page with the “Players” banner.

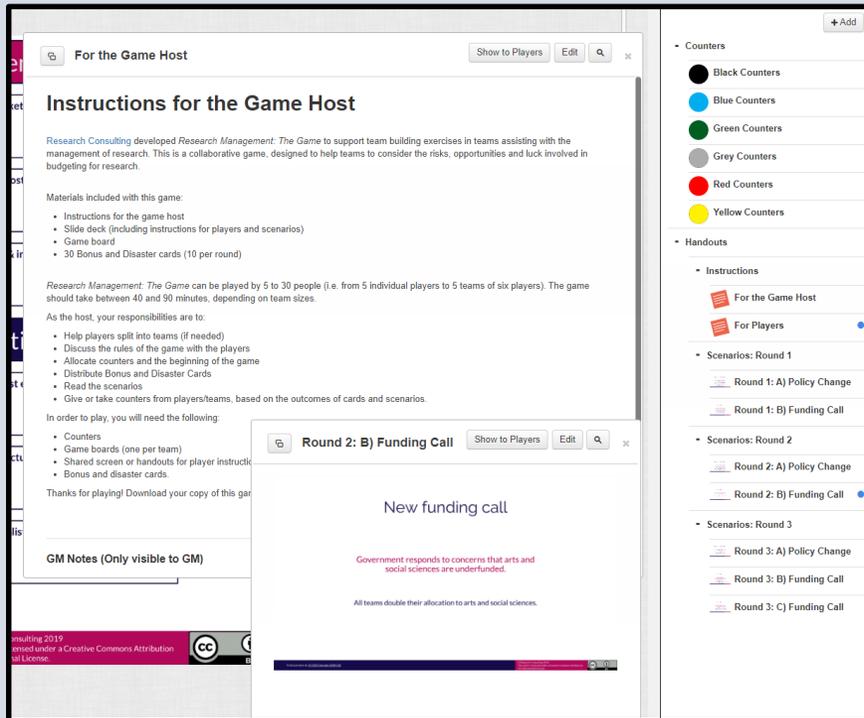


Text and drawing tools, available both to players and the GM.



This page has an image (the game board) set as the background. The blue circles are set as tokens that the player can move around themselves.

Roll20 basic functionality: sidebar



For the Game Host

Instructions for the Game Host

Research Consulting developed *Research Management: The Game* to support team building exercises in teams assisting with the management of research. This is a collaborative game, designed to help teams to consider the risks, opportunities and luck involved in budgeting for research.

Materials included with this game:

- Instructions for the game host
- Slide deck (including instructions for players and scenarios)
- Game board
- 30 Bonus and Disaster cards (10 per round)

Research Management: The Game can be played by 5 to 30 people (i.e. from 5 individual players to 5 teams of six players). The game should take between 40 and 90 minutes, depending on team sizes.

As the host, your responsibilities are to:

- Help players split into teams (if needed)
- Discuss the rules of the game with the players
- Allocate counters and the beginning of the game
- Distribute Bonus and Disaster Cards
- Read the scenarios
- Give or take counters from players/teams, based on the outcomes of cards and scenarios.

In order to play, you will need the following:

- Counters
- Game boards (one per team)
- Shared screen or handouts for player instructions
- Bonus and disaster cards.

Thanks for playing! Download your copy of this game.

GM Notes (Only visible to GM)

Government responds to concerns that arts and social sciences are underfunded.

All teams double their allocation to arts and social sciences.

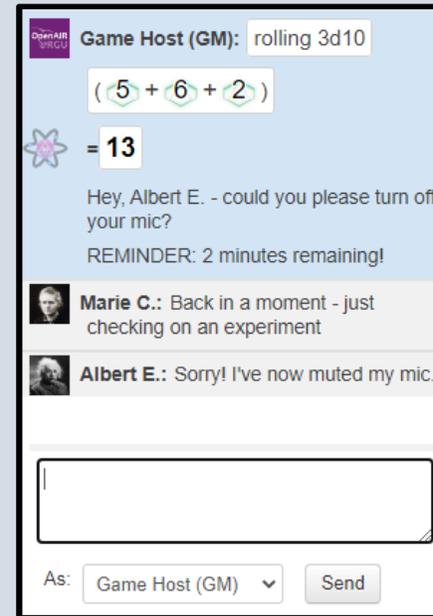
Counters

- Black Counters
- Blue Counters
- Green Counters
- Grey Counters
- Red Counters
- Yellow Counters

Handouts

- Instructions
 - For the Game Host
 - For Players
- Scenarios: Round 1
 - Round 1: A) Policy Change
 - Round 1: B) Funding Call
- Scenarios: Round 2
 - Round 2: A) Policy Change
 - Round 2: B) Funding Call
- Scenarios: Round 3
 - Round 3: A) Policy Change
 - Round 3: B) Funding Call
 - Round 3: C) Funding Call

Handouts. Blue dots next to a handout mean that it is also visible to players. Handouts can be either text (edited within Roll20) or uploaded images.



Game Host (GM): rolling 3d10

(5 + 6 + 2)

= 13

Hey, Albert E. - could you please turn off your mic?

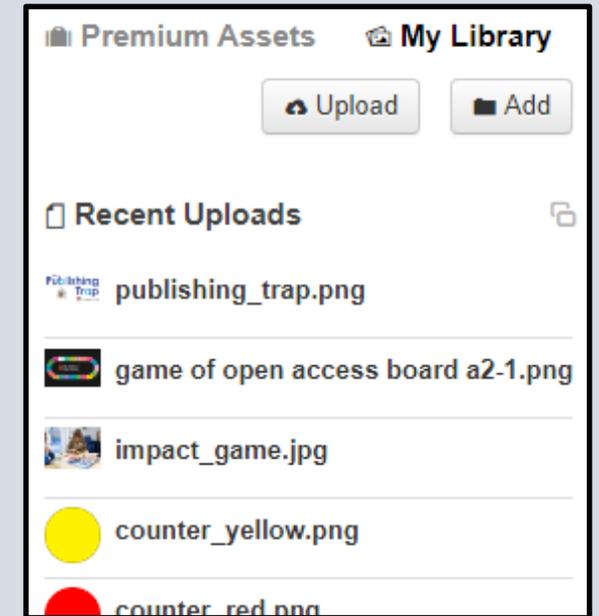
REMINDER: 2 minutes remaining!

Marie C.: Back in a moment - just checking on an experiment

Albert E.: Sorry! I've now muted my mic.

As: Game Host (GM) Send

Chat log.



Premium Assets My Library

Upload Add

Recent Uploads

publishing_trap.png

game of open access board a2-1.png

impact_game.jpg

counter_yellow.png

counter_red.png

Asset Library. Visible only to the GM.



RMTG Card All By Deck

Deck: Round 2

Essential for investment in STEM - you teach a research team from a top university.

There has been an increase in funding awarded to Life Sciences.

Custom cards that have been dealt to a specific player from a deck. Clicking on the card enlarges it for easier visibility.

Roll20 pros and cons

- Pros

- Supports many different game mechanics (dice, cards, counters...)
- Provides various ways to control what players can see (e.g. splitting players into teams, showing only relevant handouts...)
- Free to create an account, and to create or join game instances

- Cons

- Everyone has to have an account
- PDFs must be converted into image files before uploading
- Difficult to share the content of a game instance with other GMs, and time-consuming for each GM to create their own instance of a game

Thanks for listening!

Links:

- Roll20 homepage – <https://roll20.net>
- Roll20 support pages - <https://roll20.zendesk.com/>

Thanks to Research Consulting for letting me use my unofficial Roll20 adaptation of their game (*Research Management: The Game*) for this presentation.

Feel free to get in touch with any further questions or for a more in-depth demonstration: g.r.bray@rgu.ac.uk