

# GUILD CHRONICLES



## About Us

The Guild Chronicles Educational Program is a small group, therapeutic, skill building intervention that utilizes a cooperative tabletop storytelling game. It is primarily used with teens and young adults to address identified goals in the social-emotional realms, and to increase social motivation and connectedness.

The Guild Chronicles program has been used in public and private schools, as well as out-patient hospital settings in Massachusetts, and as a part of Mass General Brigham's Aspire program. Guild Chronicles has been the subject of qualitative research and is currently the subject of a quantitative pilot study at UVA to assess its efficacy.

## The Game

The Guild Chronicles Storytelling System is a dynamic, flexible, and engaging TTRPG that is designed to reward collaborative play. Whether you're looking to get into tabletop roleplaying games for the first time, are disenchanted by big name games, or are a veteran who's looking for a more flexible and engaging system, you've come to the right place.

## Research

"A Qualitative Examination of Social Skills Training Participants in a Role-Playing Game" – Emma Nathanson, PsyD Doctoral Project ([read more here](#))

"Role-Playing Game-Based Social Skills Intervention for Autistic Adolescents: A Pilot Study" - Jessica Pappagianopoulos, as part of her PhD Doctoral Project ([read more here](#))

## Nothing About Us Without Us

At the core of this mission is the philosophy central to the disability rights movement "nothing about us without us". Andrew's work is primarily with autistic teens and adults (or individuals with similar learning styles); the Guild Chronicles Program has been especially well-received and effective working with this population. It follows, then, that this community should be integral in the development of the program. To that end, we aspire to hire autistic young people to edit, play-test, illustrate and grow the world of Guild Chronicles. Their creativity, enthusiasm, feedback and insights have been immeasurably supportive in the program's development, and they will be core to its future.

## Research-Based Best Practices

It is critical to align the development and implementation of the program with best clinical practices. Andrew has worked in close collaboration with educators, therapists and psychologists, co-facilitating Guild Chronicles groups with their supervision and feedback. The program has undergone ongoing action research and been the focus of a doctoral project. Research and ongoing collaboration with other professionals will work to steer the Guild Chronicles Program and demonstrate its effectiveness. Critically, all research will be done in collaboration with the autistic community as well, ensuring that their voices and perspectives are never lost.

## Testimonials

"Guild is something I've really come to look forward to and love over the last few years...[it] helped me make some great friends, so thank you." - Current GC Participant

"My neurodiverse child is currently in their early 20s, and has been participating in a Guild Chronicles group since their early teens. Of all the activities, purportedly therapeutic or otherwise, that they have tried over the years, Guild Chronicles has been, by far, the one they have enjoyed the most, and that has played the most positive role in their life." - Current GC Parent

"The Guild Chronicles (GC) program absolutely changed my son's life. Through GC, Gabe developed many deep and long lasting friendships. He and his group mates met every Saturday and all fell in love with the game. The GC world gave them a shared interest to bond over and talk about. Their shared passion for GC also motivated them to build their connections outside of group time (group chats, playdates, etc.).

In addition to making friendships and learning about tabletop gaming, Guild Chronicles also taught Gabe and his friends important social skills like teamwork, perspective taking, negotiating, listening, conflict resolution, and sharing air time. Through GC, Gabe also developed his love of tabletop gaming in general--allowing him to connect with other tabletop gamers out in the world and at college.

GC has given Gabe a community of friends, an amazing mentor, a lifelong passion, and so many important skills. We are forever grateful for the GC program and its creator Andrew Harris!" - Current GC Parent

"Andrew is a gifted, creative soul who created Guild Chronicles in the service of good fun, but also to support collaboration and deepen social relationships and skills. A remarkable achievement!" - Scott McLeod, PhD

## Andrew Harris Schramme, M.Ed - Founder



Andrew Harris Schramme is a game designer, therapist, and educator working and living in Lexington, Massachusetts. Their life-long love of roleplaying and gaming led to the development of the Guild Chronicles Program in 2010. He has a Master's Degree in education from Lesley University, where his studies focused on Autism, Disability, and Facilitating Learning in Virtual Environments. Prior to attending Lesley University, they received their Undergraduate Degree in Community Art Education from Massachusetts College of Art and Design.