

Chapter 9

The Relationship as the Protagonist in Role-Playing Games

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ABSTRACT

The idea for this analysis arises from the curiosity to circumscribe the phenomenon and better understand the critical issues just described, particularly how the evolution of digital technologies in recent years has radically transformed the world of work, redefining the very concept of professionalism. Among the most disruptive innovations, artificial intelligence and collaborative platforms stand out, offering new tools and modes of interaction that are revolutionizing the way people interact, work, and collaborate.

INTRODUCTION

We owe to J. L. Moreno (1934), the conception of the expression: role-playing. The term, in a broader sense, is part of the curative intervention combining psychotherapy and theater devised by the Romanian psychiatrist. Play represents an experiential function involving the individual within a group. At the basis of the game there are always two fundamental components: relationships and communication which generate interpersonal connections. «*Interpersonal connections shape the*

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mind by facilitating the emergence of new states within interactions with others» (Siegel, 2013).

In a world where communication is one of the most important elements of human life, where it is impossible not to communicate, it is interesting to observe how people interact with each other using this rich and powerful tool, increasingly mediated by pervasive technology. A word, a glance, a gesture, or even a whole body conveys much more than simple information. Through communication, each individual tells their own story while simultaneously “nourishing” themselves with the stories of others, in a continuous exchange of ideas, thoughts, and emotions. In a broader sense, we can affirm that communication has contributed to making human history, as people have always traveled alongside a combined vector of communication and discoveries.

In the last thirty years, we have witnessed significant changes due to a rapid transformative process in technology, particularly in the evolution of computers. Between the late 1980s and early 1990s, universities, companies, and even ordinary people began to connect via the Internet. The widespread adoption of the Internet and the integration of various tools—phone, PC, radio, television, etc.—gave rise to what we now commonly call digital devices. These increasingly advanced and multifunctional devices have become an integral part of our lives to such an extent that Canadian sociologist Marshall McLuhan described them as “an extension of the senses” that influence our sensory experience by altering our relationship with the surrounding environment (McLuhan, 1967).

The advent of social networks has renewed the interaction between web users and information technologies. All these transformations undoubtedly affect each of us, for better or worse, altering our subjectivity, intersubjectivity, corporeality, and perception of reality. New frontiers have emerged: blockchain, augmented reality, and the metaverse, artificial intelligence (AI), new places in which to talk about oneself, in which to listen to others, in which to gain experience. «These technologies are like «a rhizomatic organism that is made up of countless machines, both social techniques – the structures in which we live and that give us shelter, both in a physical and psychological sense» (Floridi & Cabitza, 2021).

New forms of learning have also developed, among which the most significant are:

- Online Learning (E-learning)
- Mobile Learning (M-learning)
- Artificial Intelligence-Based Learning (AI)
- Immersive Learning (Virtual and Augmented Reality)
- Microlearning
- Gamification
- Collaborative Online Learning

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