

Roll a Persuasion Check: Using Games to Teach Rhetorical Appeal

Philip Anselmo (SOIS)

Wednesday, May 14 | 2:30-3:20PM | Wallace Library, Room 3430

Welcome! Please take a seat.

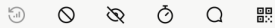
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Roleplay & Rhetoric

"Playing" a Version of Ourselves

BY PHILIP ANSELMO, PhD

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And who do we write for?

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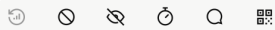
Putting those "powers" to use



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~~Why~~ Do We Write?

^
How



We Write to Move

Ourselves and others

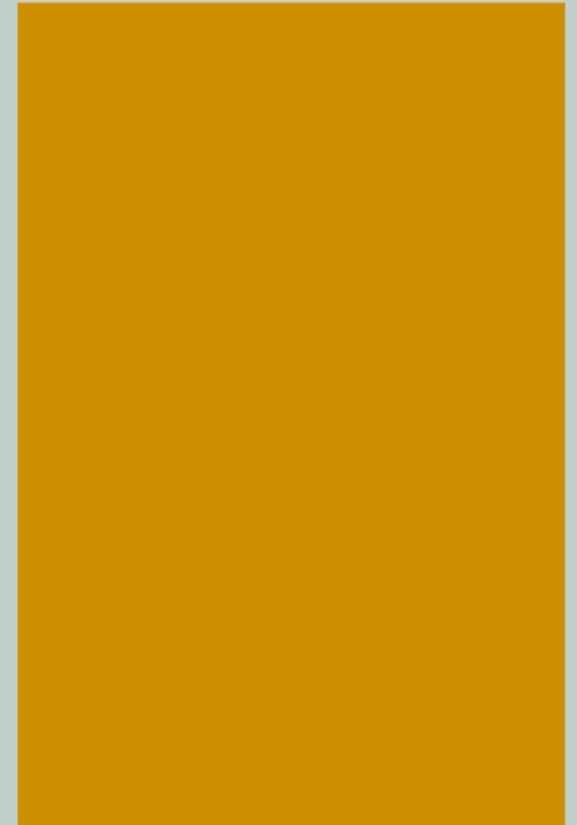
Thinking, feeling, arguing, affecting, doing, performing...

emotion (n.)

1570s, "a (social) moving, stirring, agitation," from French *émotion* (16c.), from Old French *emouvoir* "stir up" (12c.), from Latin *emovere* "move out, remove, agitate," from assimilated form of *ex* "out" (see **ex-**) + *movere* "to move" (from PIE root ***meue-** "to push away").

The sense of "strong feeling" is recorded by 1650s; extended to any feeling by 1808. A Middle English term for "feelings, emotions" was *wits of the heart* (late 14c.).

also from 1570s >



CHAPTER TWO

Creating Character

*Thinking about the "powers" of
communication*

And rolling up some stats



Ethos



Pathos



Logos



YOUR RHETORICAL "POWERS"

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.



"With 8 INT you won't go far as a wizard, John.
but as a warrior you can still earn a fine salary of 4d6 GP!"

RECORD YOUR RESULTS ON YOUR SHEET

DICE ROLL

3-5

6-8

9-12

13-16

17-18



MODIFIER

-2

-1

None

+1

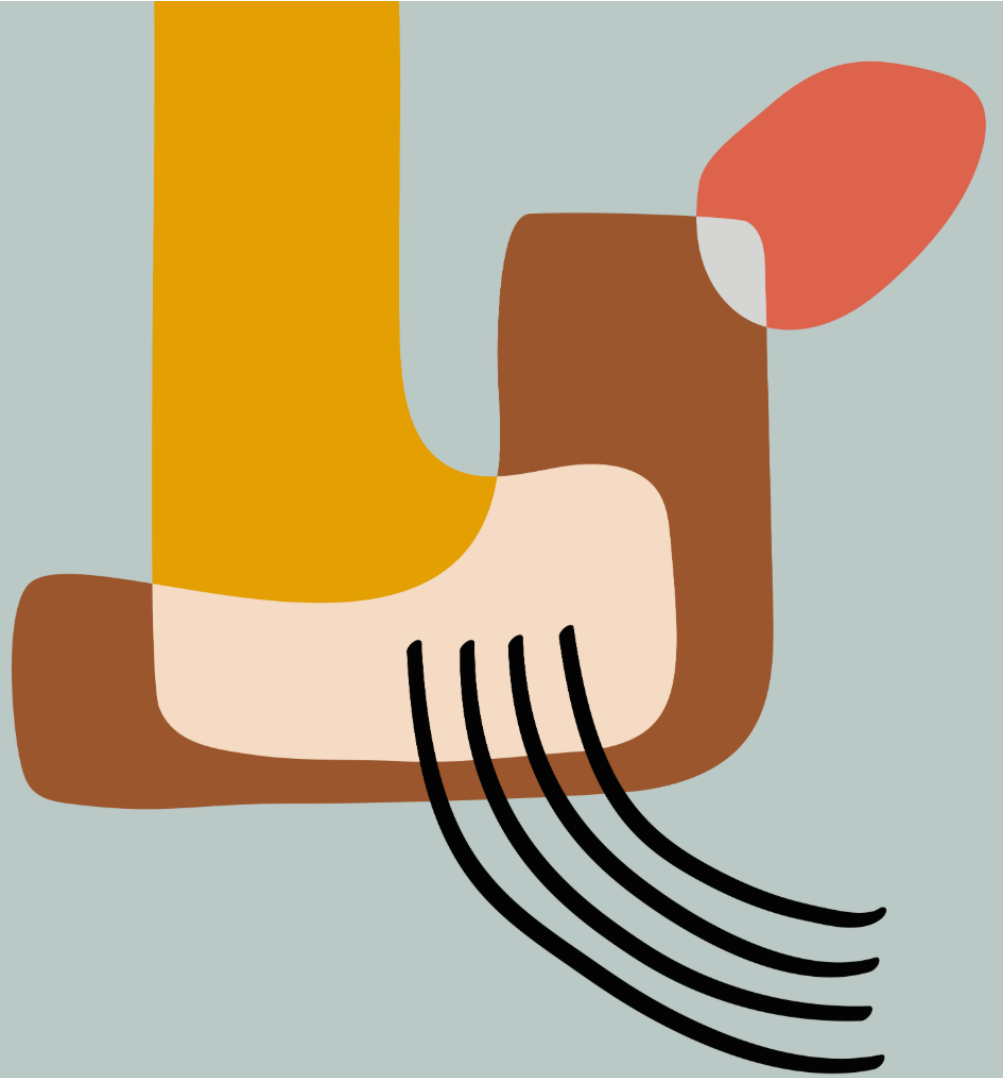
+2

CHAPTER THREE

Making an Appeal

Putting those "powers" to use

I will be your judge – but let's talk about that



"The judge is always right.
Let the rules bend to you
not the other way around."

—Joseph Goodman



The "Situation"

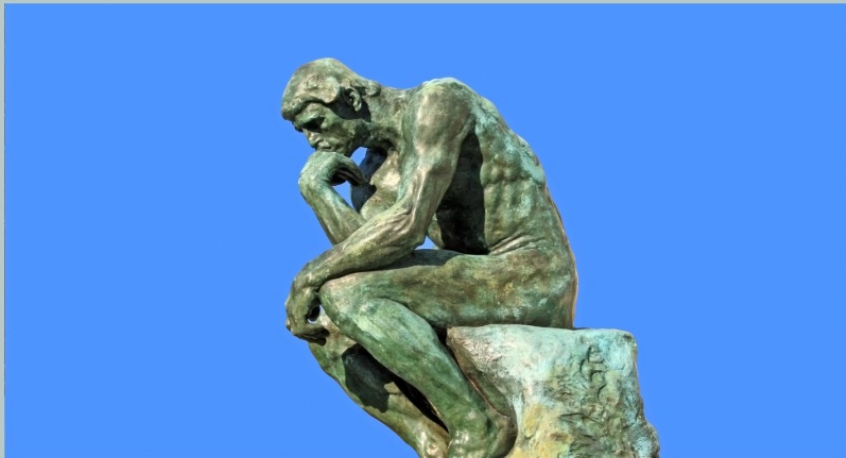
1. Let the stats be your guide
2. Imagine the desires and expectations
3. Write to persuade
4. Roll for success



TO CONCLUDE

Let's Reflect...

1. Expanding on this exercise
2. Other tools and games
3. Adapt to what you need



THANK YOU! BYEEEEEE!



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