



**RPG  
RESEARCH**

Improving lives through the power of accessible & inclusive music & role-playing games!

# 2022 ANNUAL REPORT

**PREPARED BY**

*William Hawkes-Robinson,  
Executive Director*

# WHERE WE CAME FROM

BY HAWKE ROBINSON  
FOUNDER



**"Deep roots are not reached by the frost." - J.R.R. Tolkien**

RPG Research's roots run deep. I was first introduced to role-playing gaming around 1977, and immediately began organizing community RPG programs at libraries, schools, game stores, parks, community centers, etc. At first it was just me, but now so many people are helping make lives better worldwide!

In 1979 our Vice President, John Welker began as a Game Master, and I began experimenting with optimizing the RPG experience, including technological and non-techie solutions, and early endeavors at writing electronic role-playing games.

People started paying me as a Game Master around 1982. Around I wrote my first my first research paper on the effects of role-playing games ( 8 pages). In the early 80s I was playing ERPG games online and TRPGs in multiple states. Even running games in the wilderness and at the Lost Packer Mine with the mining crew (in picture at left, (my Grandfather James Ivers III on the far right).

Around 1985 I was fortunate enough to have the opportunity to teach RPGs 5 days a week at Realms of Inquiry, a School for Gifted and Talented Children. Around 1989 using RPGs with incarcerated populations for dramatic effect.

Launching the website and research archives formally with the RPG Research Project in 2004 at [rpgresearch.com](http://rpgresearch.com).

Always a non-profit volunteer organization, we incorporated as 501(c)3 non-profit charity in 2017.

In 2020 we directly impacted the lives of more than 30,000 people worldwide! By the end of 2021 we were exceeding 200 volunteers across 6 continents. And developing a robust training program setting the highest standards.

Now, in 2022, we have a 1/12th city-block wide campus and community center, 3 wheelchair accessible mobile facilities, and a repository with more than 10,000 content items!



Pre-teen Hawke Robinson in middle with ax:  
Frank Church River of No Return Wilderness  
on the "back side of the pinnacles" above  
the Lost Packer Mine in central Idaho.

**Watch what we'll do in 2023!**



## VISION

Summary: Growing the body of knowledge about role-playing games improving functioning of people and the overall human condition everywhere.

[www.rpgresearch.com/vision](http://www.rpgresearch.com/vision)

## MISSION

Summary: Through research and evidence-in-practice community programs, study all forms of role-playing games and provide programs to help improve the functioning of individuals and the quality of life for all people.

[www.rpgresearch.com/mission](http://www.rpgresearch.com/mission)

## IMPACT

In 2020 our efforts *directly* impacted the lives of more than 30,000 people worldwide!

Over the years, our programs have *directly* helped more than 100,000 people globally.

Our free-and-open approach to sharing research, evidence-in-practice, and training has benefited millions more.

[www.rpgresearch.com/impact](http://www.rpgresearch.com/impact)

## PEOPLE

We are all about people. The people we serve, and the volunteers helping us to serve.

Our distinctive 100% people-centered volunteer-run Distributed Human Network model helps us provide the most impact at the lowest financial cost, maximizing the benefits provided by donors with the lowest administrative overhead possible.

**2004:  
50-70**

50-70 Research items in the whole world on the effects and uses of role-playing games

**2022:  
10,000+**

RPG Research has provides the world's largest free-and-open knowledgebase research repository on the effects and uses of role-playing games. We now have more than 10,000 content items in our archives!

**2017:  
6**

In 2017 we had just 6 volunteers, and only in the greater Spokane area.

**2021:  
200+**

In 2021 we exceeded 200 volunteers across 6 continents!

# 100K+

We know our programs have *directly* impacted the lives of more than 100,000 people.

# 1,000,000+

Based on available data, it appears our free-and-open approach to sharing research, evidence-in-practice, and community programs has benefited millions of other people!

# \$1:3

Every dollar donated to RPG Research helps improve the functioning and quality of life of 3 or more people.

# 100% UNPAID VOLUNTEER HUMAN DISTRIBUTED NETWORK MODEL

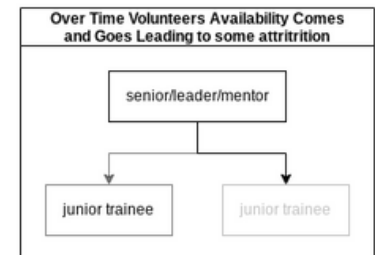
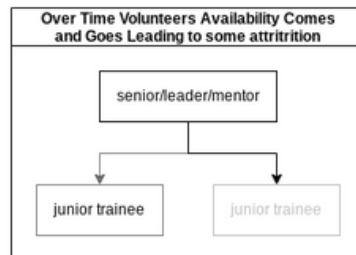
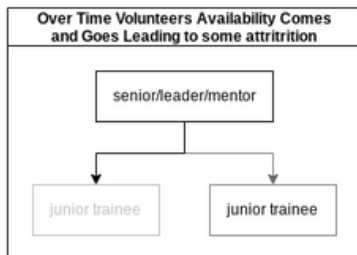
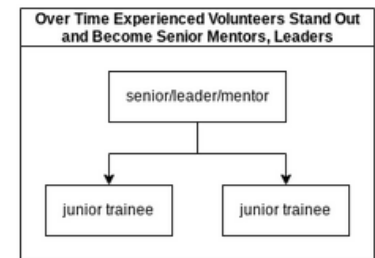
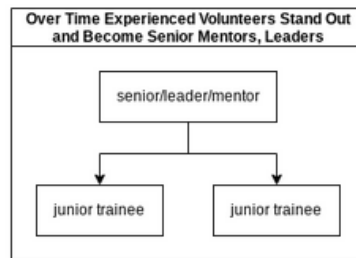
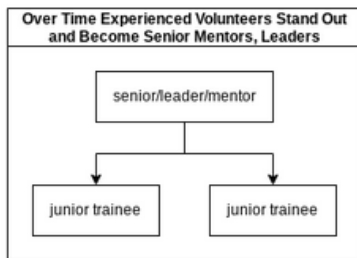
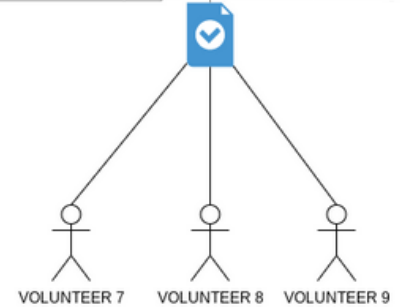
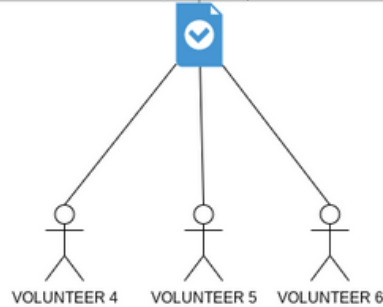
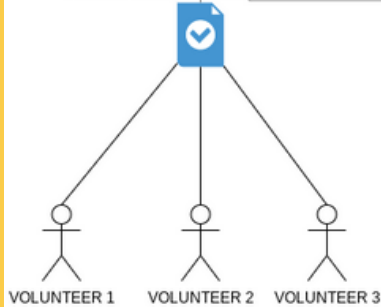
Hawkes-Robinson Human Distributed Network Model for Volunteer Work (c) 2014-2022

Goal: For a 100% volunteer-run organization, distribute role tasks and responsibilities across multiple people to load balance and keep all volunteers at only average of 2 to 6 hours per week average, no more than 10 hours per week per role.

ROLE 1 - Example: Research Archivist

ROLE 2 - Example: Volunteer Coordinator

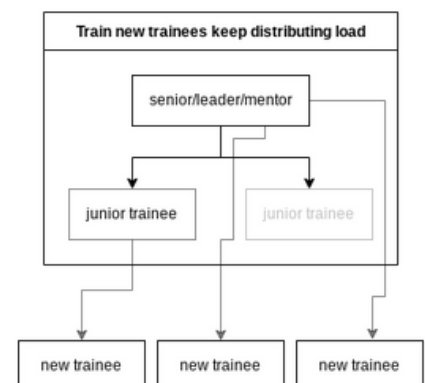
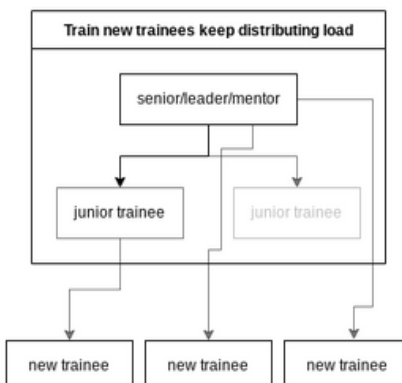
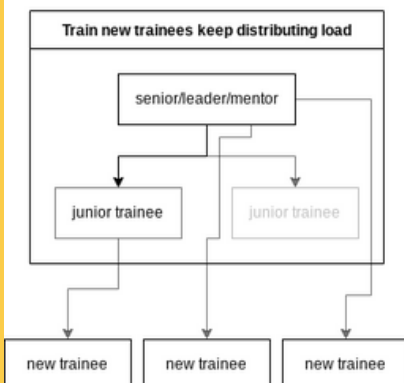
ROLE 3 Example: Community Outreach & Fundraising



Bring in additional new volunteer trainees to help keep distributing the load of the role

Bring in additional new volunteer trainees to help keep distributing the load of the role

Bring in additional new volunteer trainees to help keep distributing the load of the role



*a year's overview*

# WHERE WE ARE NOW

In 2021 we set a few major goals to achieve by the end of 2022:

- Get a facility that we could fully move all of our operations, archives, museum storage, and the RPG Mobile fleet to
- Get the non-profit fully self-sufficient so that it was no longer burning a whole in the founder's income.
- Open our own dedicated RPG Community Center

## WE ACHIEVED ALL OUR MAJOR GOALS THIS YEAR!

March 5th we signed the lease on the property, with not just an option to buy, but a very supportive landlord that is doing all he can to encourage us to be able to affordably purchase the property as soon as we can raise the funds.

We now have our community center doors open twice per week, in addition to the regular programs at West-central Spokane's Spark Central where we have been running programs for over 5 years now.

This has been a year of significant challenges for everyone, and we especially have run into it with insurance bureaucracies.

Now we have an amazingly solid foundation to build on!

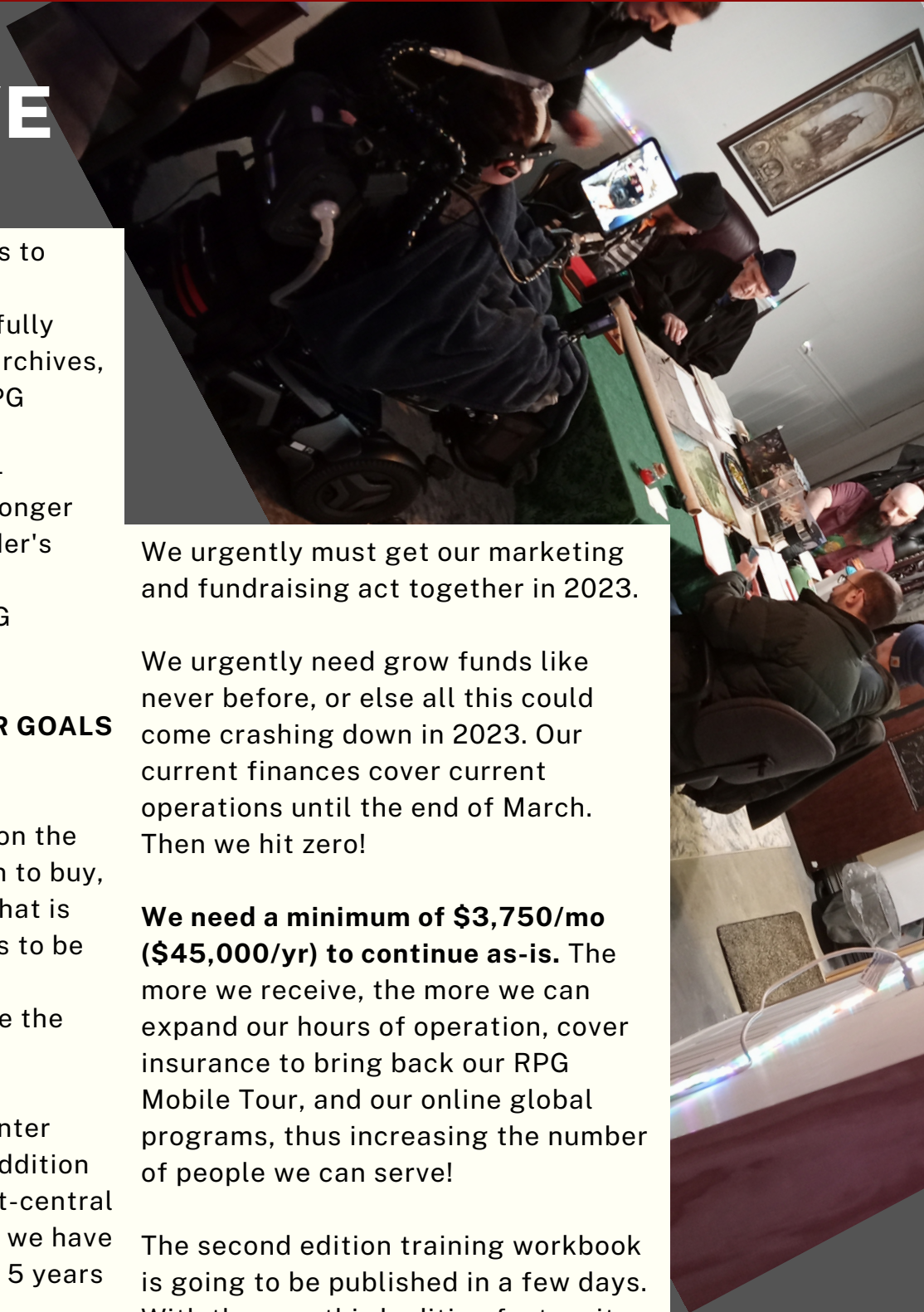
We urgently must get our marketing and fundraising act together in 2023.

We urgently need grow funds like never before, or else all this could come crashing down in 2023. Our current finances cover current operations until the end of March. Then we hit zero!

**We need a minimum of \$3,750/mo (\$45,000/yr) to continue as-is.** The more we receive, the more we can expand our hours of operation, cover insurance to bring back our RPG Mobile Tour, and our online global programs, thus increasing the number of people we can serve!

The second edition training workbook is going to be published in a few days. With the new third edition fast on its heels. We have the Collected Works books coming in early 2023. These help with our training programs and overall public awareness.

Most exciting of all, **the RPG Museum will be opening in phases during the first half of 2023!**

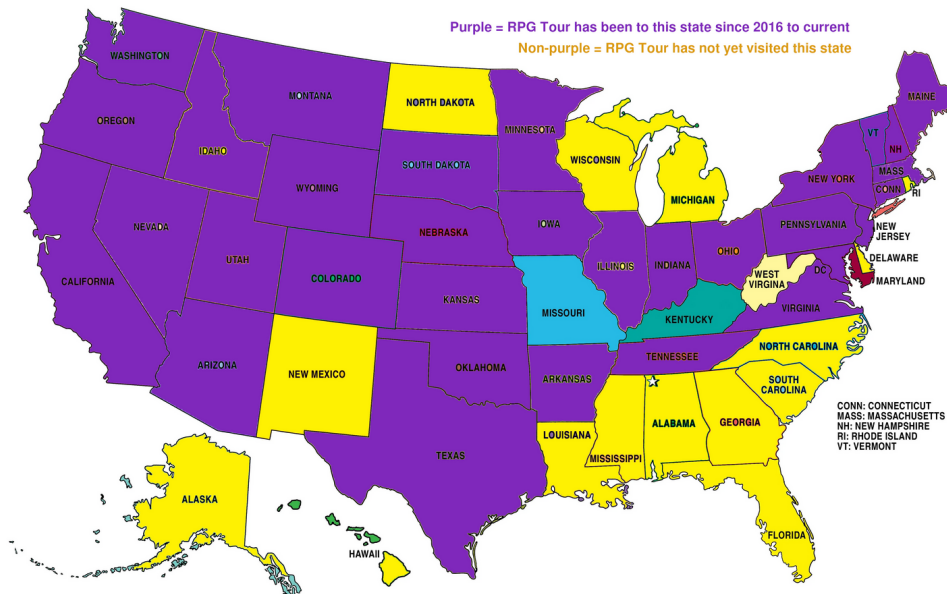




EAST-CENTRAL SPOKANE RPG CENTER

# HUMAN CONNECTIONS

## ACCESSIBLE RPG FLEET & RPG TOUR



## RPG COMMUNITY CENTER

## INTERACTIVE EXPERIENTIAL LEARNING RPG MUSEUM

## ONLINE PROGRAMS

## BRAIN-COMPUTER INTERFACE RPG PROJECT



# THE MANY PROJECTS AND COMPONENTS NECESSARY TO ACHIEVE A SINGLE VISION

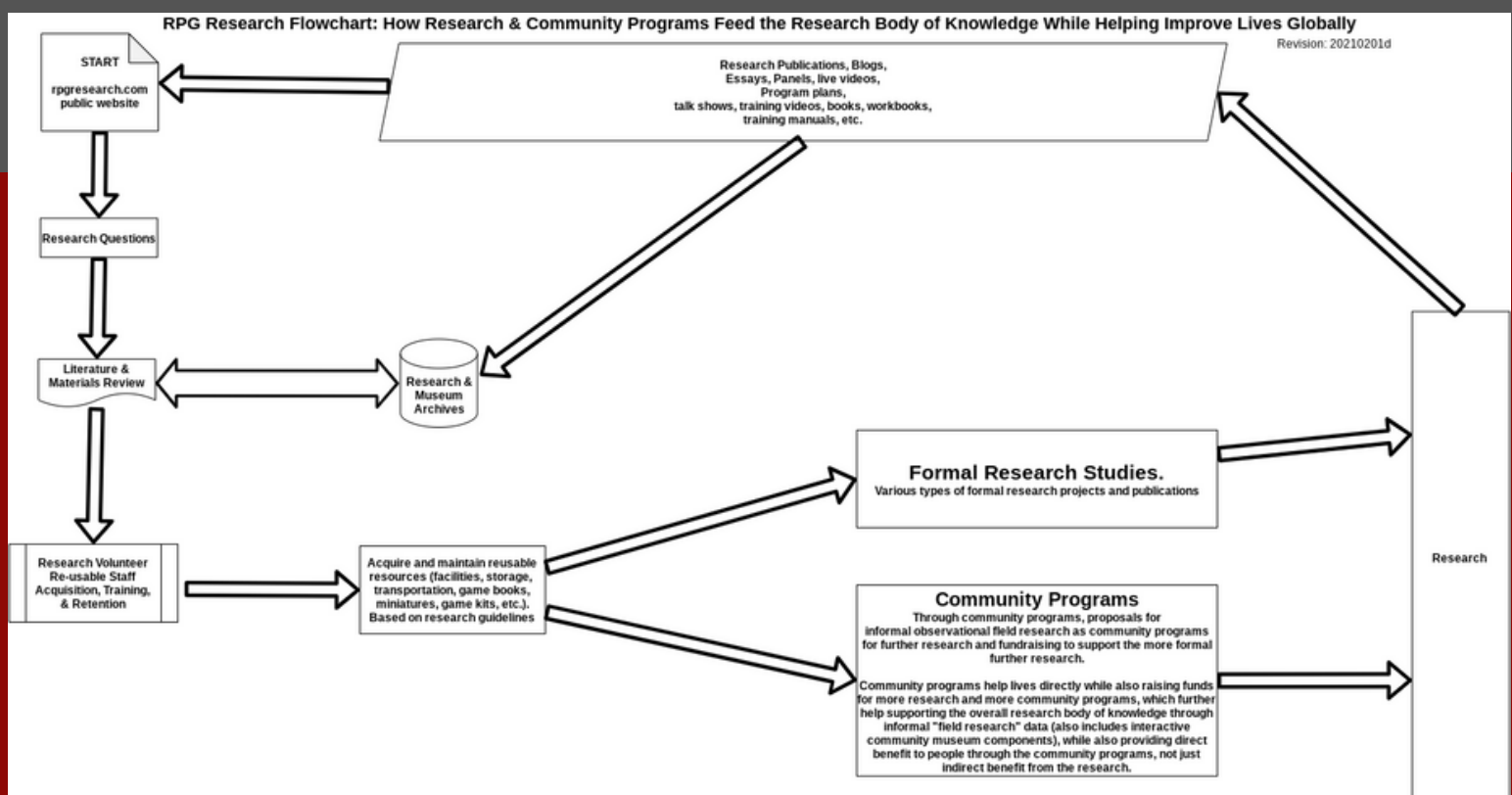
2022 Was by far our best fundraising year, mostly due to the very large donation from the dropout.tv auction during the summer, that paid out just shy of \$30k in October!

Also thanks to some very generous donors from people encouraging their employers to choose us as their charity for the year, and of course our regular community donors!

With the property acquisition, our operating costs have also grown exponentially, but it was critically important in order for us to move forward. We had reached our peak capabilities with our virtual office model, and needed to risk a real estate acquisition to help us take off to the next level serving humanity.

This property was a critical piece we were missing to help us further our mission to fulfill our vision. Many people are perplexed by how many components we operate to achieve our goals. This section provides a brief overview explaining why all these pieces are components of a greater single whole.

## RPG RESEARCH COMPONENTS WORKFLOW SIMPLIFIED VIEW



## DETAILED VIEW OF THE RPG RESEARCH INTERCONNECTED COMPONENTS, PROJECTS, PROGRAMS, & WORKFLOW



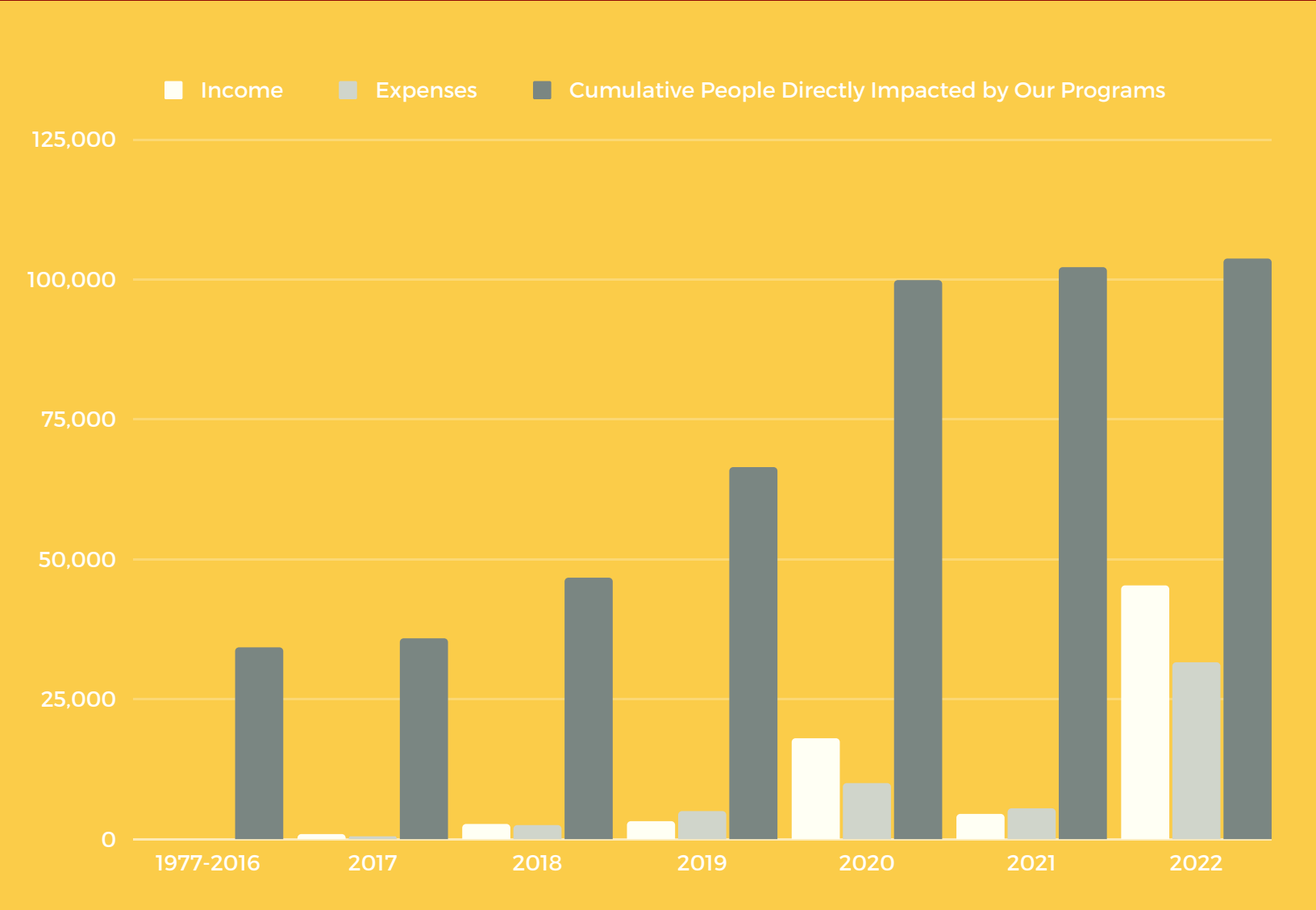
# 2021

Income:  
\$4,681.34  
Expenses:  
\$5,536.33

# 2022

Income:  
\$45,277.91  
Expenses:  
31,563.40





In 2016 we hit a staffing scaling wall and so incorporated in 2017. Then we hit the next scalability wall in 2020, in every area: technology, infrastructure, staffing, training, fundraising, equipment, community program space, quality control, transport, storage, etc. That is why we in 2021 we elected to hunker down, save up, and bite the bullet to find property where we could build the RPG Research Center. It took nearly 2 years of searching, but in early 2022 we found a place we could afford. Now we can build up stable scaling infrastructure to directly provide beneficial impact to millions more people through our programs. We couldn't go much further without taking this big, expensive, important step. there may be a little more plateau in 2023, but we should see it begin to ramp up as the year progresses and by 2024, assuming funding is sufficient, we should be able to get our momentum back.

# TOP SUPPORTERS

Katy Koenen, Hawke Robinson, Dev 2 Dev Portal LLC, & RPG Therapeutics LLC	\$100k+ (years)
College Humor Media / Dropout.tv:	\$29k (2022)
Zombie Orpheus Entertainment/ TheFantasy.Network / GenCon / WorldCon	\$10k (2020)
Mindcrack Podcast TRPG 8-hour Fundraising Marathon	\$8k (\$1k/hour!) (2020)



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**\$50K/YR MINIMUM TO  
TREAD WATER**

**+\$1K/MONTH TO RESUME  
RPG FLEET TOURS**

**MINIMUM \$+25-50K/YEAR  
ADDITIONAL TO RESOLVE  
GLOBAL INSURANCE AND  
BRING BACK GLOBAL  
VOLUNTEERS AND  
PROGRAMS**

**~\$350K = END 3-YEAR  
LEASE AND BUY THE  
PROPERTY OUTRIGHT**

**OPEN, IMPROVE, AND  
GROW THE INTERACTIVE  
EXPERIENTIAL LEARNING  
RPG MUSEUM**

**PUBLISH RPG RESEARCH  
COLLECTED WORKS VOLUME 1**

**RESUME REGULAR SHOWS &  
STREAMING FUNDRAISERS**

**RESUME ONLINE PROGRAMS**

**RPG FESTIVAL CONVENTION**

**RPG MARATHON**

**FUNDRAISER EVENTS**

**RPG WALK(S)?**

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*a year's overview*

# FULL YEAR-END FINANCIAL REPORT

Prepared by  
Kathleen Hyatt