

# ROLLING WELL



## Gaming for health and wellbeing

The Amelia Scott, 29–30 July 2026

Mount Pleasant Rd, Royal Tunbridge Wells, Kent, TN1 1JN

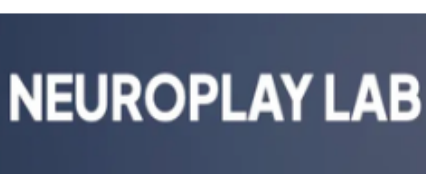
**On foot:** Once you've arrived at the centre of Royal Tunbridge Wells, The Amelia Scott is fully accessible from all entrances, and the Welcome Hall is most easily accessed from the main entrance on Civic Way.

**Cycle:** There are cycle racks located near the building.

**Rail:** It is a 7 minute lightly uphill walk from Tunbridge Wells station to The Amelia Scott. Alternatively, it is 1 stop on a variety of buses.

**Bus:** Most of the bus services for Royal Tunbridge Wells town centre stop right outside The Amelia Scott at the Tunbridge Wells War Memorial or by Royal Victoria Place shopping centre.

**Car:** Parking is available at Crescent Road, Royal Victoria Place and Meadow Road multi-storey car parks.



# DAY 1 – 29 JULY 2026

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| <b>09:00-10:00</b> | <b>Opening: Arrivals, Refreshments &amp; Welcome Talks</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <b>10:00-11:30</b> | <b>Talks: TTRPGs in Clinical / Therapeutic Settings</b><br><br>Healing Trauma Wounds with a Long Rest : Using TTRPGs to Treat Trauma— <i>Ian McGeoghegan</i><br><br>A Conceptual Model for the Intentional Design of Therapeutic Role-Playing Games: Insights from a Qualitative Meta synthesis— <i>Nan Jiang</i><br><br>A Positive Modifier for Life: How Bad Dogs, Little Brothers and Cool Confident Liam Can Make a Big Difference — <i>Ian C. Smith</i><br><br>Magic Circles and The Power of Bleed: Harnessing TTRPGs to Facilitate Traditional Therapeutic Processes — <i>Gray Atherton</i>                                                                                              |
| <b>11:30-11:50</b> | <b>Refreshments</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>11:50-13:20</b> | <b>Workshops 1</b><br><br>A More Than Play: Using Games to Research Neurodiversity — <i>Liam Cross &amp; Gray Atherton</i><br><br>B Loosening Up: Lessons from Improv for Better Role Playing — <i>Lior Noy</i><br><br>C Therapeutic Mini Painting — <i>Rolling Well Team</i>                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>13:20-14:20</b> | <b>Lunch</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>14:20-15:50</b> | <b>Workshops 2</b><br><br>A Speech and Sorcery: Exploring Vocal Gender Identity Through Role-Play— <i>Kevin Pasternak and team</i><br><br>B Hands on with Social Deduction Games as Therapeutic and Pedagogical Tools— <i>Matthew Murphy, Veda Tester &amp; Adam Best</i><br><br>C Therapeutic Mini Painting — <i>Rolling Well Team</i>                                                                                                                                                                                                                                                                                                                                                         |
| <b>15:50-16:10</b> | <b>Refreshments</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>16:10-17:40</b> | <b>Talks: TTRPGs in Educational Settings</b><br><br>Rolling for Change: Integrating Tabletop Role-Playing Games into Therapeutic and Educational Practice — <i>Sharlene Rudd &amp; Vikki Nolan</i><br><br>Young Dragons: Using TTRPGs to Improve Children's Behaviour in the Classroom and Improve Attendance — <i>Sarah Newman, Garry Harper and team</i><br><br>Rolling for Connection: Using Tabletop Roleplaying Games to Improve Social Health in Children and Young People — <i>David Rayner</i><br><br>Dragons of After lands: Co-producing an Augmented Reality Board Game to Develop Socioemotional Skills of Adolescents in Education and Healthcare Settings — <i>Sarah Campbell</i> |
| <b>19:30+</b>      | <b>Networking, Wine and Dinner Reception (Canvas Restaurant)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |

# DAY 2 – 29 JULY 2026

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| <b>09:30–11:00</b> | <b>Talks: TTRPGs and Neurodiversity</b><br><br>Why Do People Play TTRPGs, and Are There Benefits to Gaming? Insights from the Autism Spectrum Quotient and a Measure of Perspective Taking in Experienced Gamers — <i>Steven Samuel</i><br><br>Roll for Initiative: A TTRPG Intervention for Mental Health of Neurodivergent People — <i>Dan Huckfield</i><br><br>Finding a Voice: Using TTRPGs to Support Communication and Engagement in Neurodivergent Young People — <i>Charlie Rix-Pinel</i><br><br>Historical Worlds, Written Rules: Using Historical RPGs to Explore Society and Social Etiquette with Autistic Young People — <i>Garrick Rahal</i> |
| <b>11:00–11:20</b> | <b>Refreshments</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>11:20–12:50</b> | <b>Workshops 3</b><br><br>A Who Are You Playing? Zine-Making and the Creative Life of RPG Characters — <i>Paul Wake &amp; Chloé Germaine</i><br><br>B Bash Orks, Find Treasure — <i>Frank Cotterell-Snow &amp; Nils Visser</i><br><br>C Young Dragons, using TTRPGS to support young people – <i>Garry Harper</i><br>& Museum Tour – <i>The Amelia Team</i>                                                                                                                                                                                                                                                                                                |
| <b>12:50–13:45</b> | <b>Lunch</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>13:45–14:30</b> | <b>Talks: TTRPG Design and Best Practice</b><br><br>Lost in the Autumn Realm: Lessons Learned from a Community of Emotional Roleplay — <i>Ed Jollyboat</i><br><br>How Can Play Support Health and Wellbeing? — <i>Jemma Channing</i><br><br>Taking Play Seriously: The Value of Session 0 to Psychological Safety in D&D — <i>Jodie Russell &amp; Eleanor Sinfield</i>                                                                                                                                                                                                                                                                                     |
| <b>14:30–15:15</b> | <b>Industry Organizers Panel</b><br><br>Building Community through Play: Organising Inclusive TTRPG Events — John Dodd, Ray Hodson & Adam Best                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>15:15–15:45</b> | <b>Closing Remarks</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>16:00–17:30</b> | <b>Policy Panel</b><br><br>Play as Prevention: Integrating Game-Based Approaches into Wellbeing Services - <i>Jeremy Kimmel, Gray Atherton and Contributors</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

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