Dungeons, Dragons, and Du Bois' Race Problem
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According to the author, although the characterization of different races in D&D (dark elves, humans, orcs) as having essential properties (personality traits, worldviews, moral characters) may not directly harm individual players, it reinforces the idea that different *human* "races" are also fundamentally different. How might the idea that a person's race at least partially determines that person's character, tendencies, etc. be harmful to members of a particular race?

But not all characteristics associated with particular races are inherently negative - for instance, Asian-Americans are often called part of a "model minority" in the U.S. and praised for being hard-working and intelligent. Why might even the association of a particular race with a "positive" property be objectionable?

Can you think of other examples in the entertainment industry that reinforce the idea that one's race at least partially determines one's character?

Studies on implicit bias have shown that, even if someone doesn't *consciously* believe in things like racial stereotypes, they may still believe them *unconsciously* and act on them without realizing it. What might findings like this tell us about race in D&D?

(If you would like to learn about your own implicit biases, you can visit Harvard's Project Implicit website and take some of their Implicit Association Tests here: https://implicit.harvard.edu/implicit/takeatest.html)