Character Archetypes

	Character Archetypes: LEARNING GOAL & SCALE: Standard
4	Student will be successful in level 3 and: Create a detailed character backstory that involves at least one page of detailed information and a character model that goes along with that character archetype and backstory.
3	Student will be successful in level 2 and: *Understand character archetypes and character design:* ✓ Design a character prototype to match its archetype. ✓ Apply symbolic design elements within character design to convey meaning. ✓ Create a character backstory and profile to match its archetype. (Standard 33.0)
2	Student will: Define: character archetype, protagonist, and antagonist. Research and identify common character archetypes used in computer games including: Mentor, Hero, Villain
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are interning at Blizzard Entertainment and they want you to work on one protagonist and one antagonist design. For your boss you need to submit an outline of the character archetype, backstory, and physical description for your protagonist and antagonist designs.

Character Archetypes

Research what character archetype means:
http://www.writersdigest.com/uncategorized/defining-character-archetypes

Archetypes are an invaluable tool often overlooked by writers. By their very nature, they force you to delve deeper into your characters, to see them as not just "Character 1" or "Librarian" but as a type of person who responds in very specific ways to the conflict within your game story.

Compile a blog, Prezi, or word document with the following parts:

Part 1 (Monday): Look through the archetype options and choose a character archetype(s) for your protagonist and antagonist:
http://goteenwriters.blogspot.com/2012/05/list-of-character-archetypes.html

Part 2 (Tuesday): Create two character backstories:

- ✓ Create a backstory for your protagonist and antagonist from part 1. Backstory should include a basic history, age, personality, and class (if applicable- think wizard, mage, demon, hunter, etc.).

Part 3 (Wednesday): Physical description- you can <u>write out</u> physical attributes or <u>draw</u> the character.

Additional Resources

How to create a backstory: https://www.youtube.com/watch?v=aBq_ReUasuQ

Physical Description based on archetype (skip to page 5 and it covers design aspects for different archetypes): https://www.diva-portal.org/smash/get/diva2:637902/FULLTEXT01.pdf

Once done (ALL THREE PARTS DUE WEDNESDAY):

Upload to o365.pcsb.org

Fill out your learning reflection in OneNote

If done early complete a tutorial of your choice or something productive- field trip Thursday and Friday is student choice day!