

computational approaches to character

Allison Parrish

what is a character?

“Character gives us qualities, but it is in our actions—what we do—that we are happy or the reverse. In a play accordingly they do not act in order to portray the Characters; they include the Characters for the sake of the action.”

—Aristotle, *Poetics*

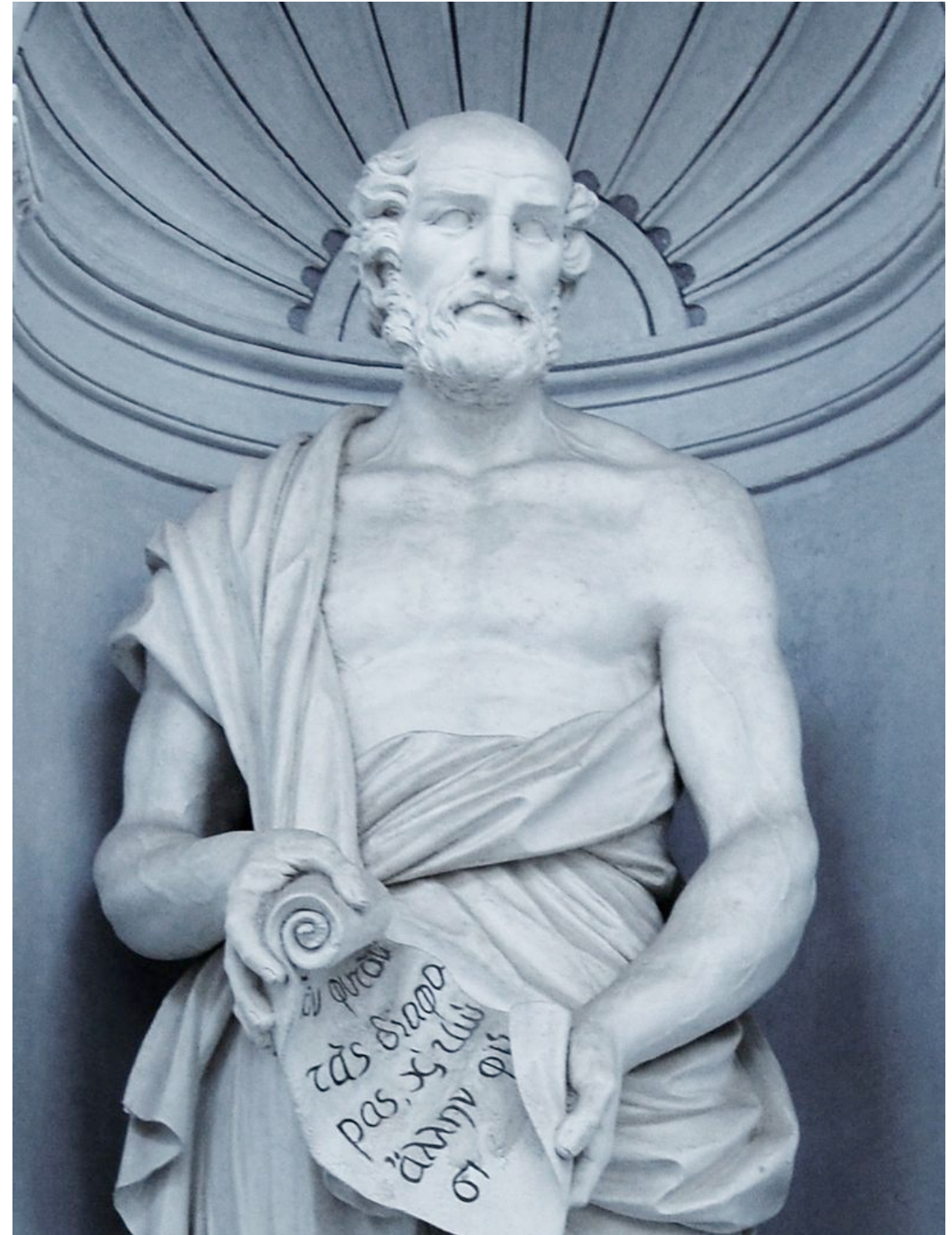
E.M. Forster's flat/round distinction

- flat = characters who have no hidden complexity (stereotypes/tropes)
- round = has depth; "cannot be summed up in a single phrase" (Forster quoted in Abbott 133)

taxonomies and
quantifications of
character

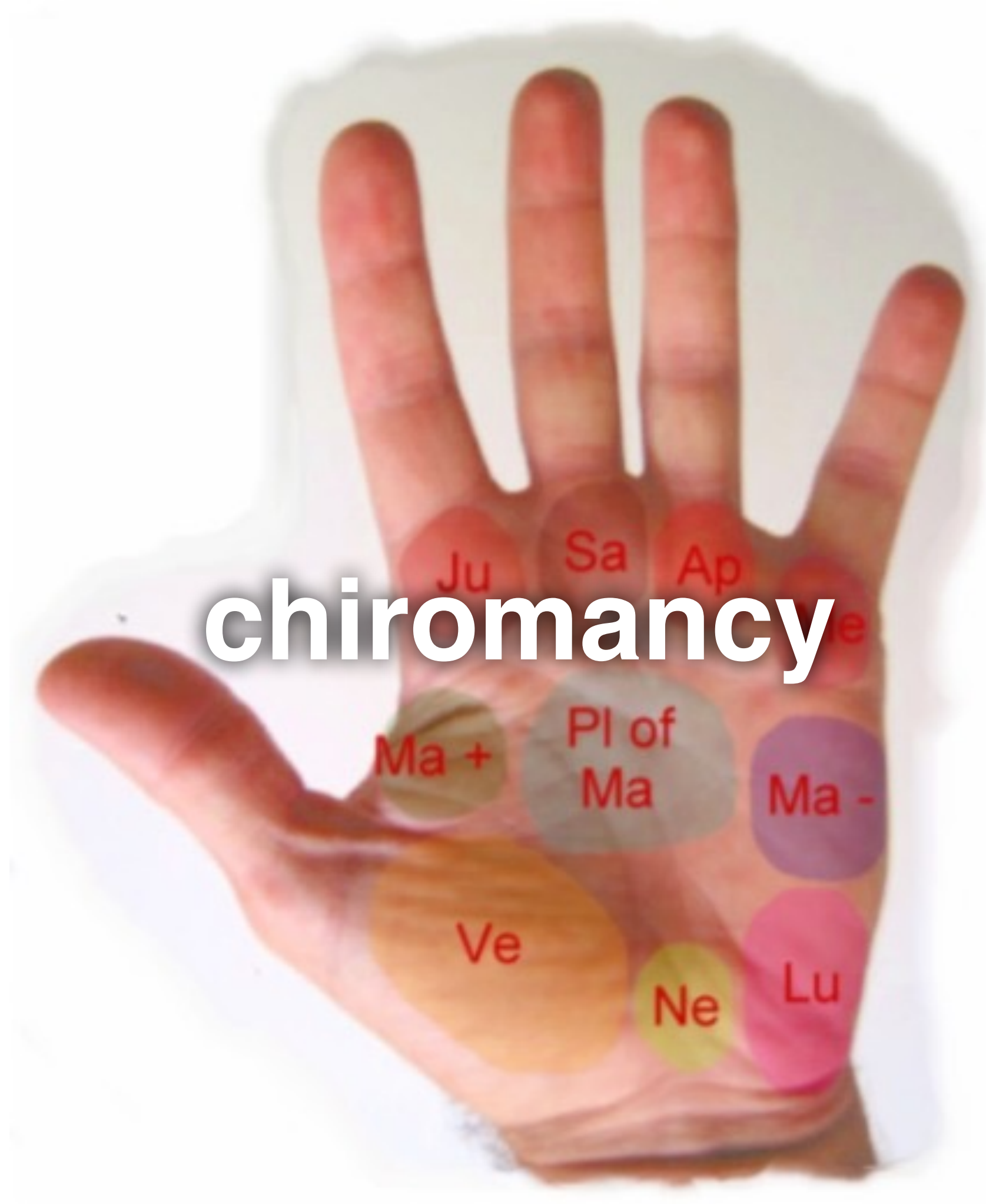
Theophrastus' *The Characters*

- Theophrastus: c. 371–287 BCE; student of Aristotle (*Poetics*); wrote about pretty much everything ("The Father of Botany")
- *The Characters*: written c. 319 BCE; sorta tongue-in-cheek, but arguably the first "personality typology"
- Perhaps the origin of the "character sketch"



- The Insincere Man
 - The Flatterer
 - The Garrulous Man
 - The Boor
 - The Complacent Man
 - The Man without Moral Feeling
 - The Talkative Man
 - The Fabricator
 - The Shamelessly Greedy Man
 - The Pennypincher
 - The Offensive Man
- The Hapless Man
 - The Officious Man
 - The Absent-Minded Man
 - The Unsociable Man
 - The Superstitious Man
 - The Faultfinder
 - The Suspicious Man
 - The Repulsive Man
 - The Unpleasant Man
 - The Man of Petty Ambition
- The Stingy Man
 - The Show-Off
 - The Arrogant Man
 - The Coward
 - The Oligarchical Man
 - The Late Learner
 - The Slanderer
 - The Lover of Bad Company
 - The Basely Covetous Man

"reading" the person



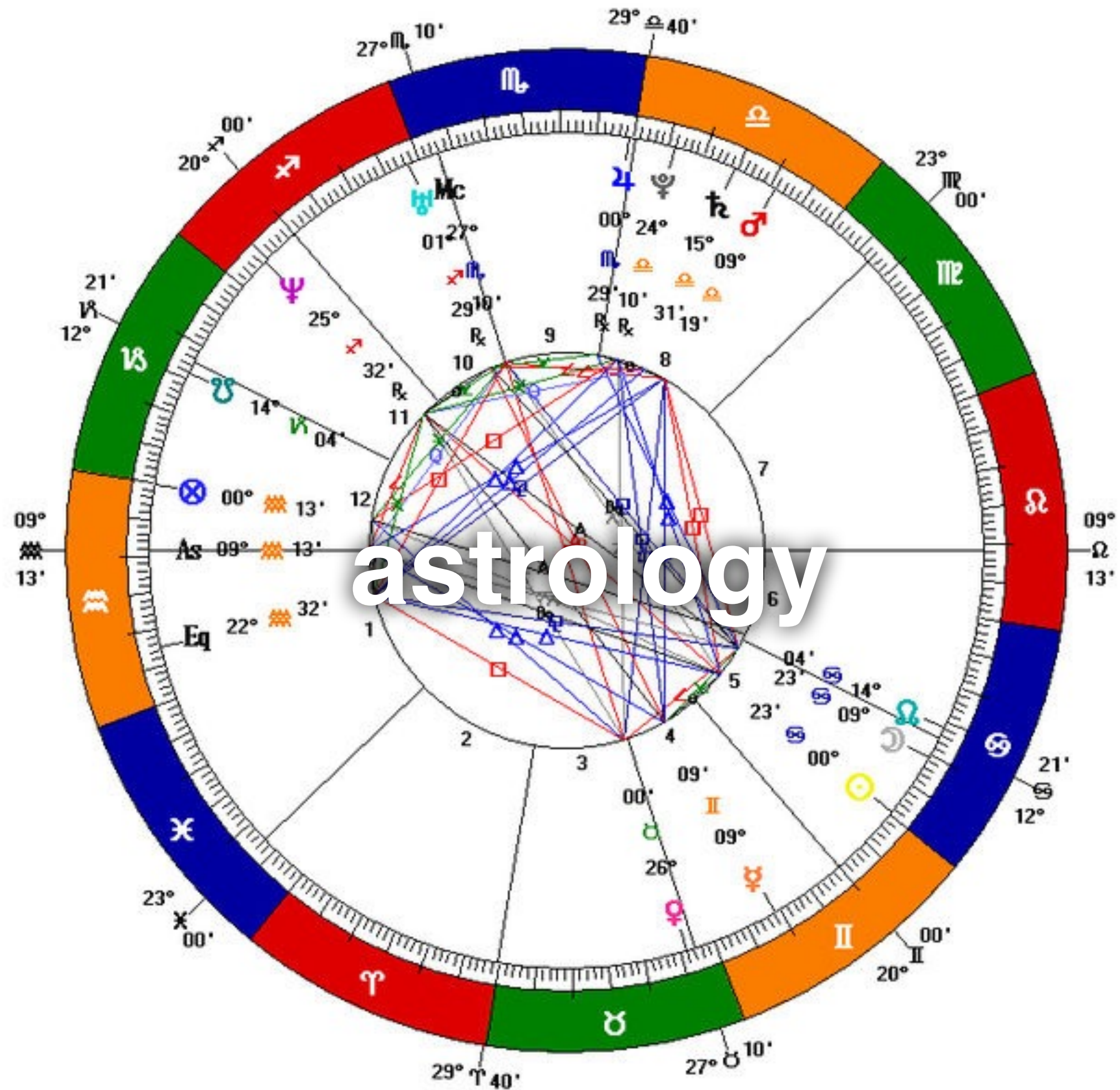
chiromancy

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KNOW THYSELF.

phrenology





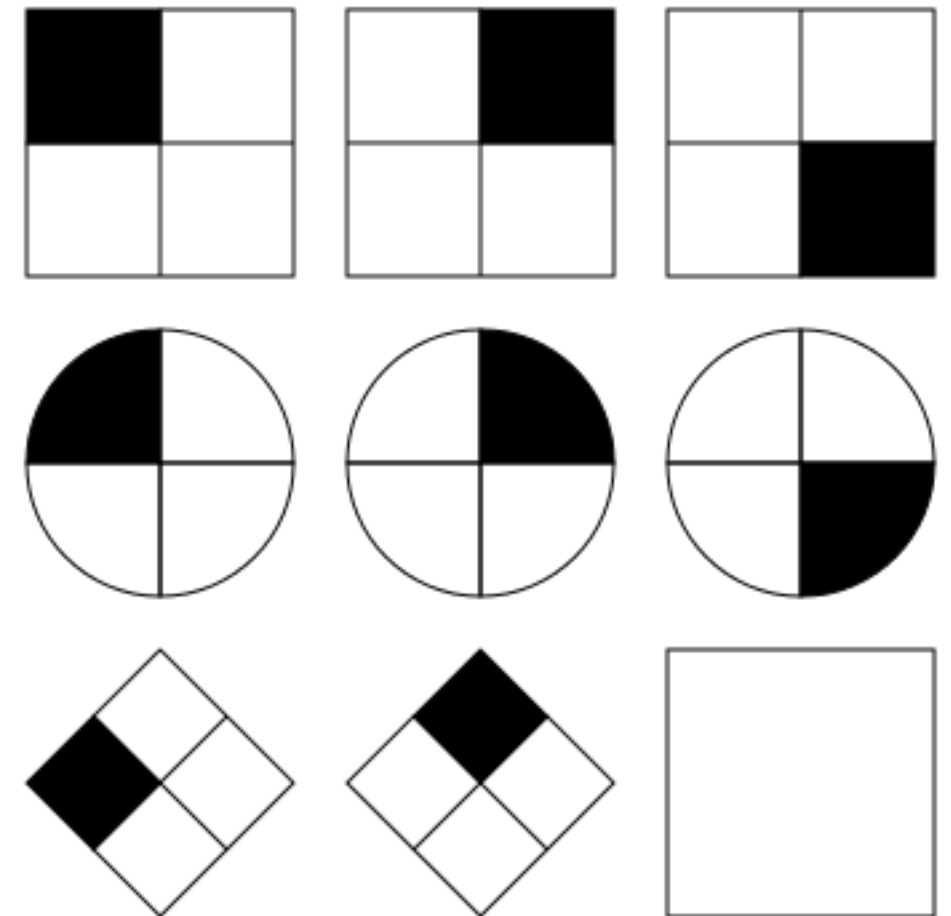
astrology

Table 1

Symbol	Sign names	Period
♑	Capricorn	Winter Solstice (December 22) – the day before Great Cold
♒	Aquarius	Great Cold (January 20) – the day before Vernal Showers
♓	Pisces	Vernal Showers (February 19) – the day before Vernal Equinox
♈	Aries	Vernal Equinox (March 21) – the day before Corn Rain
♉	Taurus	Corn Rain (April 20) – the day before Corn Forms
♊	Gemini	Corn Forms (May 21 [4 – the day before Summer Solstice
♋	Cancer	Summer Solstice (June 21 [4 – the day before Great Heat
♌	Leo	Great Heat (July 24) – the day before End of Heat
♍	Virgo	End of Heat (August 23) – the day before Autumnal Equinox
♎	Libra	Autumnal Equinox (September 23 [4 – the day before First Frost
♏	Scorpio	First Frost (October 23) – the day before Light Snow
♐	Sagittarius	Light Snow (November 23) – the day before Winter Solstice

psychometrics

intelligence quotient (IQ)



“...the abstraction of intelligence as a single entity, its location within the brain, its quantification as one number for each individual, and the use of these numbers to rank people in a single series of worthiness, invariably to find that oppressed and disadvantaged groups—races, classes, or sexes—are innately inferior and deserve their status.”

—Gould 24–25

What's Your Personality Type?

Use the questions on the outside of the chart to determine the four letters of your Myers-Briggs type. For each pair of letters, choose the side that seems most natural to you, even if you don't agree with every description.

...y or inwardly focused? If you:

- Could be described as reserved, private
- Prefer a slower pace with time for contemplation
- Tend to think things through inside your head
- Would rather observe than be the center of attention

then you prefer

I

Introversion

...r to take in information? If you:

- Imagine the possibilities of how things could be
- Notice the big picture, see how everything connects
- Enjoy ideas and concepts for their own sake
- Like to describe things in a figurative, poetic way

then you prefer

N

Intuition

ISTJ

Responsible, sincere, analytical, reserved, realistic, systematic. Hardworking and trustworthy with sound practical judgment.

ISFJ

Warm, considerate, gentle, responsible, pragmatic, thorough. Devoted caretakers who enjoy being helpful to others.

INFJ

Idealistic, organized, insightful, dependable, compassionate, gentle. Seek harmony and cooperation, enjoy intellectual stimulation.

INTJ

Innovative, independent, strategic, logical, reserved, insightful. Driven by their own original ideas to achieve improvements.

ISTP

Action-oriented, logical, analytical, spontaneous, reserved, independent. Enjoy adventure, skilled at understanding how mechanical things work.

ISFP

Gentle, sensitive, nurturing, helpful, flexible, realistic. Seek to create a personal environment that is both beautiful and practical.

INFP

Sensitive, creative, idealistic, perceptive, caring, loyal. Value inner harmony and personal growth, focus on dreams and possibilities.

INTP

Intellectual, logical, precise, reserved, flexible, imaginative. Original thinkers who enjoy speculation and creative problem solving.

ESTP

Outgoing, realistic, action-oriented, curious, versatile, spontaneous. Pragmatic problem solvers and skillful negotiators.

ESFP

Playful, enthusiastic, friendly, spontaneous, tactful, flexible. Have strong common sense, enjoy helping people in tangible ways.

ENFP

Enthusiastic, creative, spontaneous, optimistic, supportive, playful. Value inspiration, enjoy starting new projects, see potential in others.

ENTP

Inventive, enthusiastic, strategic, enterprising, inquisitive, versatile. Enjoy new ideas and challenges, value inspiration.

ESTJ

Efficient, outgoing, analytical, systematic, dependable, realistic. Like to run the show and get things done in an orderly fashion.

ESFJ

Friendly, outgoing, reliable, conscientious, organized, practical. Seek to be helpful and please others, enjoy being active and productive.

ENFJ

Caring, enthusiastic, idealistic, organized, diplomatic, responsible. Skilled communicators who value connection with people.

ENTJ

Strategic, logical, efficient, outgoing, ambitious, independent. Effective organizers of people and long-range planners.

3. How do you prefer to make

- Make decisions in an impersonal way, using logical reasoning
- Value justice, fairness
- Enjoy finding the flaws in an argument
- Could be described as reasonable, level-headed

then you prefer

T

Thinking

4. How do you prefer to live yo

- Prefer to have matters settled
- Think rules and deadlines should be respected
- Prefer to have detailed, step-by-step instructions
- Make plans, want to know what you're getting into

then you prefer

J

Judging

dungeons and dragons
character sheets

Name:

Player:

Class:

Alignment:

Race:

Strength: __

Intelligence: __

Wisdom: __

Constitution: __

Dexterity: __

Charisma: __

Hit Die Bonus:

Missile Bonus:

Special Hirelings:

Survival:

Loyalty Base:

Level: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Hit Dice:

Value:

Current:

Gold Pieces

Experience

Equipment

Treasure

Encumbrance

- Strength measures your character's muscle and physical power
- Dexterity measures hand-eye coordination, agility, reflexes, and balance
- Constitution represents your character's health and stamina.
- Intelligence determines how well your character learns and reasons.
- Wisdom describes a character's willpower, common sense, perception, and intuition.
- Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness.

Source: https://www.dandwiki.com/wiki/SRD:Ability_Scores

the D&D charisma check

"A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. [...] The GM might call for a Charisma check when you try to accomplish tasks like the following: Find the best person to talk to for news, rumors, and gossip; Blend into a crowd to get the sense of key topics of conversation"

from https://www.dandwiki.com/wiki/5e_SRD:Charisma

STATS MOVES

COOL	<i>do something under fire</i> <input type="radio"/> highlight
HARD	<i>go aggro; sucker someone; do battle</i> <input type="radio"/> highlight
HOT	<i>seduce or manipulate</i> <input type="radio"/> highlight
SHARP	<i>read a sitch; read a person</i> <input type="radio"/> highlight
WEIRD	<i>open your brain</i> <input type="radio"/> highlight

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.

STATS

Choose one set:

- Cool+1 Hard=0 Hot+1 Sharp+2 Weird-1
- Cool+1 Hard+1 Hot=0 Sharp+2 Weird-1
- Cool-1 Hard+1 Hot=0 Sharp+2 Weird+1
- Cool+2 Hard=0 Hot-1 Sharp+2 Weird-1

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Utility wear, casual wear plus utility, scrounge wear plus utility.

Kind face, strong face, rugged face, haggard face, pretty face, or lively face.

Quick eyes, hard eyes, caring eyes, bright eyes, laughing eyes, or clear eyes.

Compact body, stout body, spare body, big body, rangy body, or sturdy body.

dwarf fortress

<http://dwarffortresswiki.org/index.php/DF2014:Attribute>

http://dwarffortresswiki.org/index.php/DF2014:Personality_trait

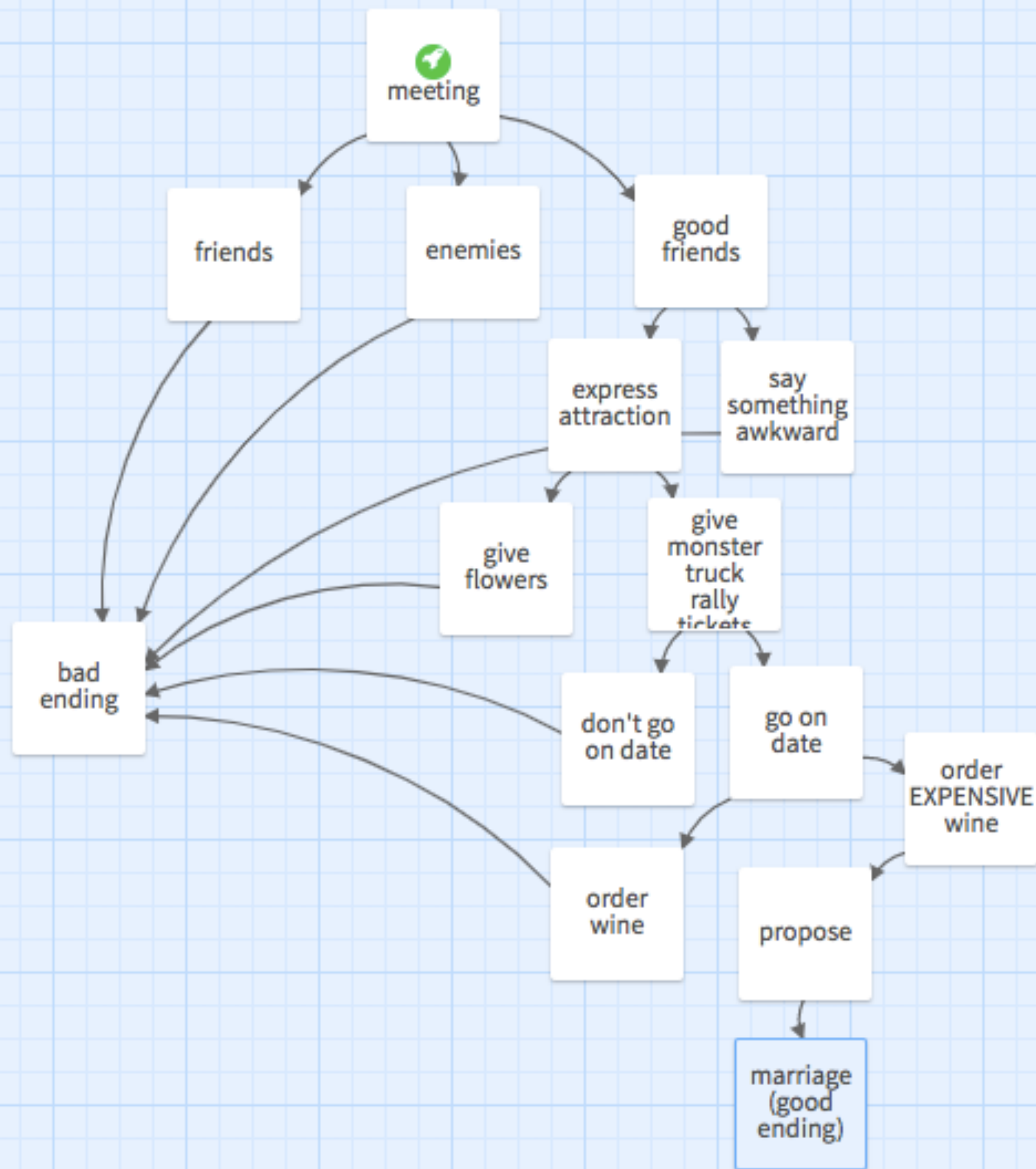
character through
interaction

chat-based

<http://manifestation.com/neurotoys/eliza.php3/>

dialog trees

https://www.youtube.com/watch?v=ZjGJpxwJU_s



"In mainstream games... the standard for 'romance games' is... dialogue trees. The player is able to choose from a number of pre-scripted options what to say, in order to get a certain outcome. [...] While non-player characters... may require you to meet certain parameters in order to succeed at a selected dialogue choice (for example, having a certain level of 'charisma'), the outcome still ends up being superficial in nature. [...] [T]he process effectively becomes 'press the correct sequence of buttons in order to get them to sleep with you'.... [T]he mechanical rules [for these interactions]... reflect a set of beliefs—communicated to the player—about how relationships work"

Khandaker-Kokoris 85–86

works referenced

- Theophrastus. “The Characters.” An Eudæmonist, translated by R.C. Jebb, Feb. 2016, <http://www.eudaemonist.com/biblion/characters/>.
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- Gould, Stephen Jay (1996). The Mismeasure of Man (Revised and Expanded ed.). New York (NY): W. W. Norton. ISBN 978-0-393-31425-0
- Khandaker-Kokoris, Mitu. “NPCs Need Love Too: Simulating Love and Romance, from a Game Design Perspective.” Game Love: Essays on Play and Affection, edited by Jessica Enevold and Esther MacCallum-Stewart, McFarland, 2015.