
**SUMMARY:**
- Video games want to have “good characters.” Why?
  - False idols need to induce the real world
  - Not solely for profit, but to make the game valuable
- Examples of “good characters”
  - Pac-Man: The first character in a game, simple to leave the rest up to the player’s imagination
  - Mario: 1990 Survey said he was more recognizable than Mickey Mouse to children
  - Sonic the Hedgehog: Example of a Cartoonish Character
  - Lara Croft: Example of a Realistic Human Character
- Good Characters and Good Games go hand-in-hand; One cannot exist without the other
- Characters bring us pleasure because we control their every movement by the simple touch of a button.
- Must be interdependence between dynamic attractions and purely pictorial ones
- Player feels a sense of protection over their character and it builds a connection

**ANALYSIS:**
- Our relationship to characters is essentially what makes an RPG Game good. This article relates to discussions and readings in class that explore the importance of our (the player’s) role verse the predetermined role of the character within the game. One question that has already been brought up in class similar to the reading is: does a character have more effect the more realistic he/she is?

**NEW QUESTIONS:**
- Do you get more attached/involved with a character who has their own past and personality (like Cloud in Final Fantasy VII) or with a character you create yourself (like in Quest for Glory)?
- How does the feeling of being “responsible” for your character effect your game play? Do you feel like a sort of protector?
- Does more of a storyline change your game play overall (comparing less story structured games to Final Fantasy VII)?
- Do you think a good game can exist without a good character? Good movie? Good book?