

# PERSONALITIES

Play Lab

# Today

- A voice is more than just a voice
- How do we treat computers?
- Conversational agents
- Animistic designs
- Challenges in personality



What can't I help  
you with?

?



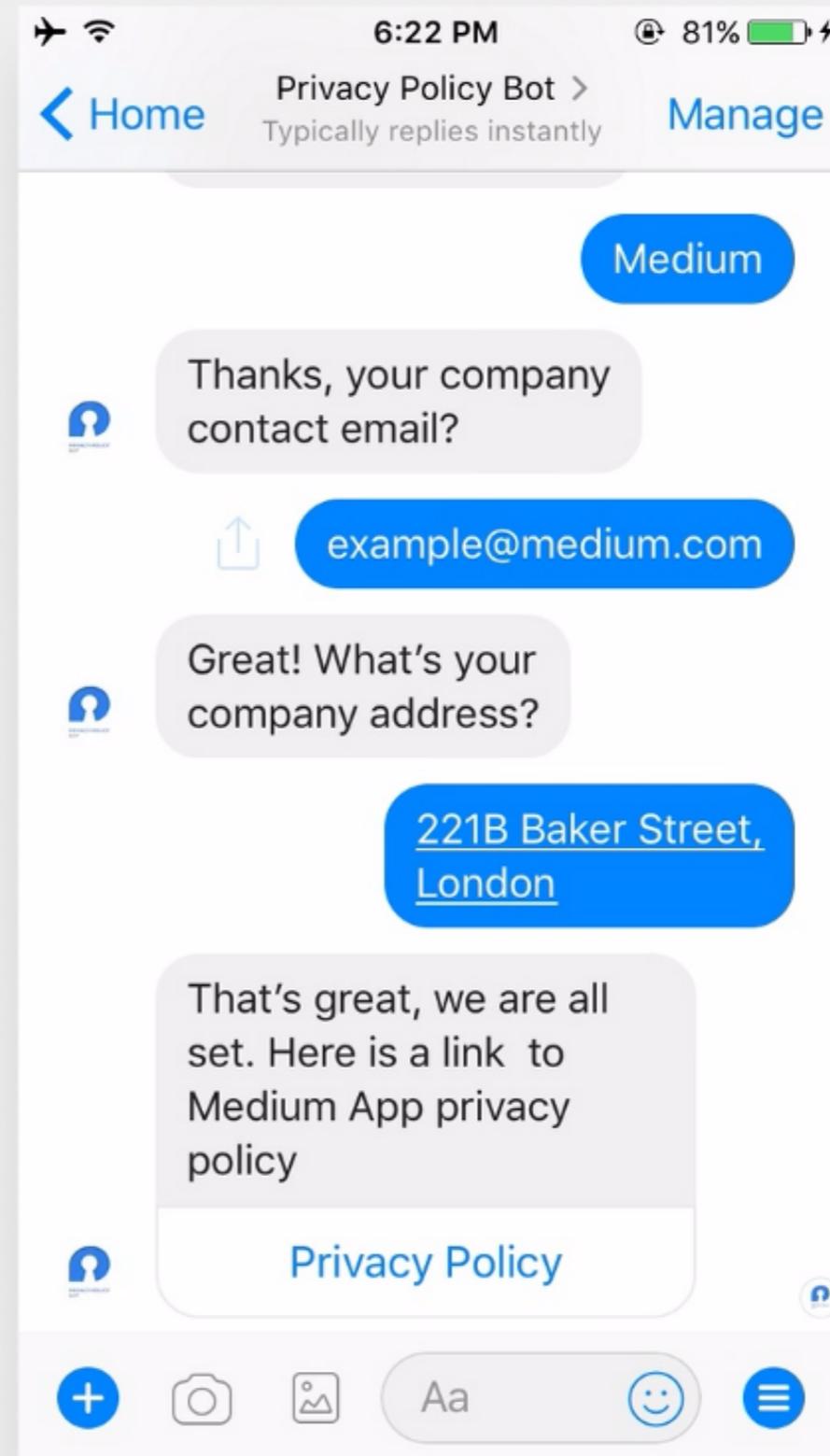
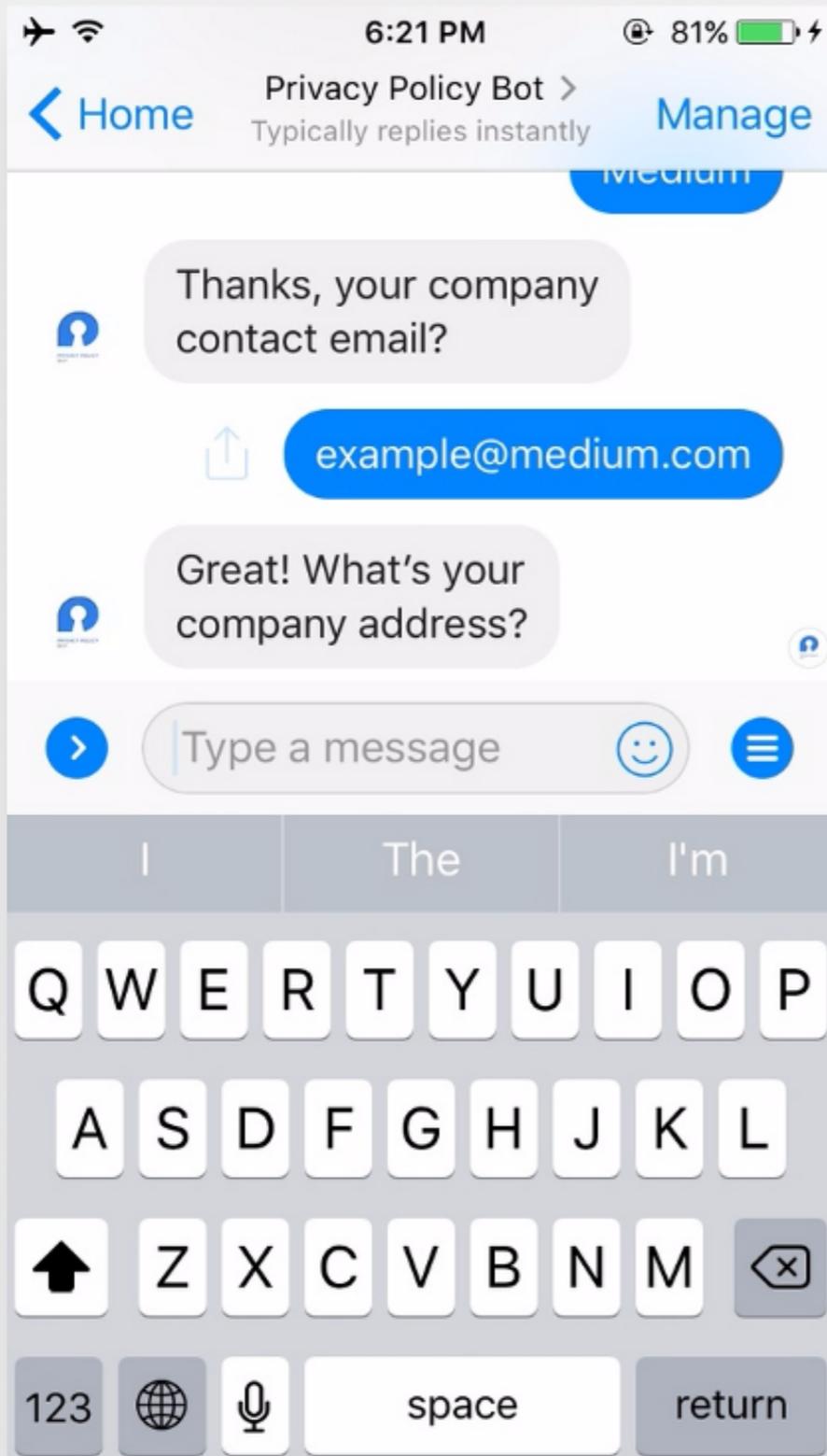
**ACTION**





**THINGS**





**AGENCY**

Brian, your next automated pizza delivery is scheduled for [SATURDAY, FEBRUARY 25 at 12:00pm](#). To confirm txt YES. To decline txt NO. Txt Help 4help.

Thank u Papa John u handsome man. I shall call u the Carbs Vixen

We're sorry, we didn't understand. Please confirm or decline.

When I make love I imagine you tossing some dough shirtless

Delivered

Dude, our automated system isn't set up yet. This is a real person texting you. I make minimum wage, please just tell me if you want the pizza



PLAY

# CHARACTERS



```
=====
EEEEEEEEEE L IIIIIIII ZZZZZZZZ AAA
E L I Z A A
E L I Z A A
EEEEEE L I Z A A
E L I Z AAAAAAA
E L I Z A A
EEEEEEEEEE LLLLLLLL IIIIIIII ZZZZZZZZ A A
=====
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LIZA > (PLEASE TYPE IN ALL CAPS) WHAT'S YOUR NAME DEAR ?

MIT

LIZA > HI, I'M ELIZA. WHAT DO YOU WANT TO TALK ABOUT ?

MIT > CAN I TALK ABOUT MY PROBLEM ?

LIZA > SURE... !

MIT > DUE TO ON GOING EXAMS IN COLLEGE, I HAVE A LOT OF STRESS

LIZA > PLEASE RELAX A LITTLE. SLEEP WELL.

MIT > THANKS FOR YOUR ADVICE.

LIZA > NO MENTION.

MIT > BYE

LIZA > BYE AND KEEP IN TOUCH...

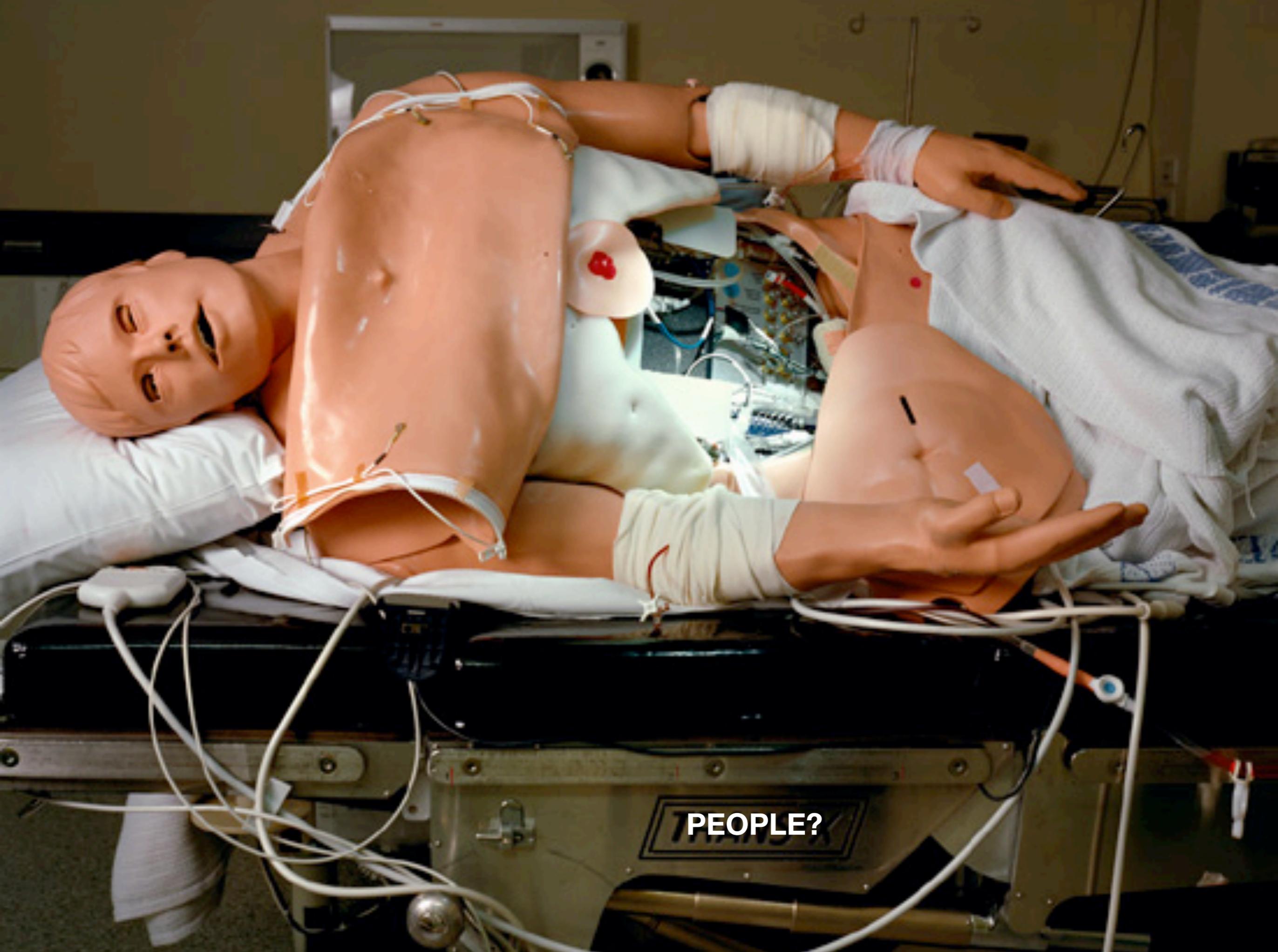
**MOTHER!**

=====

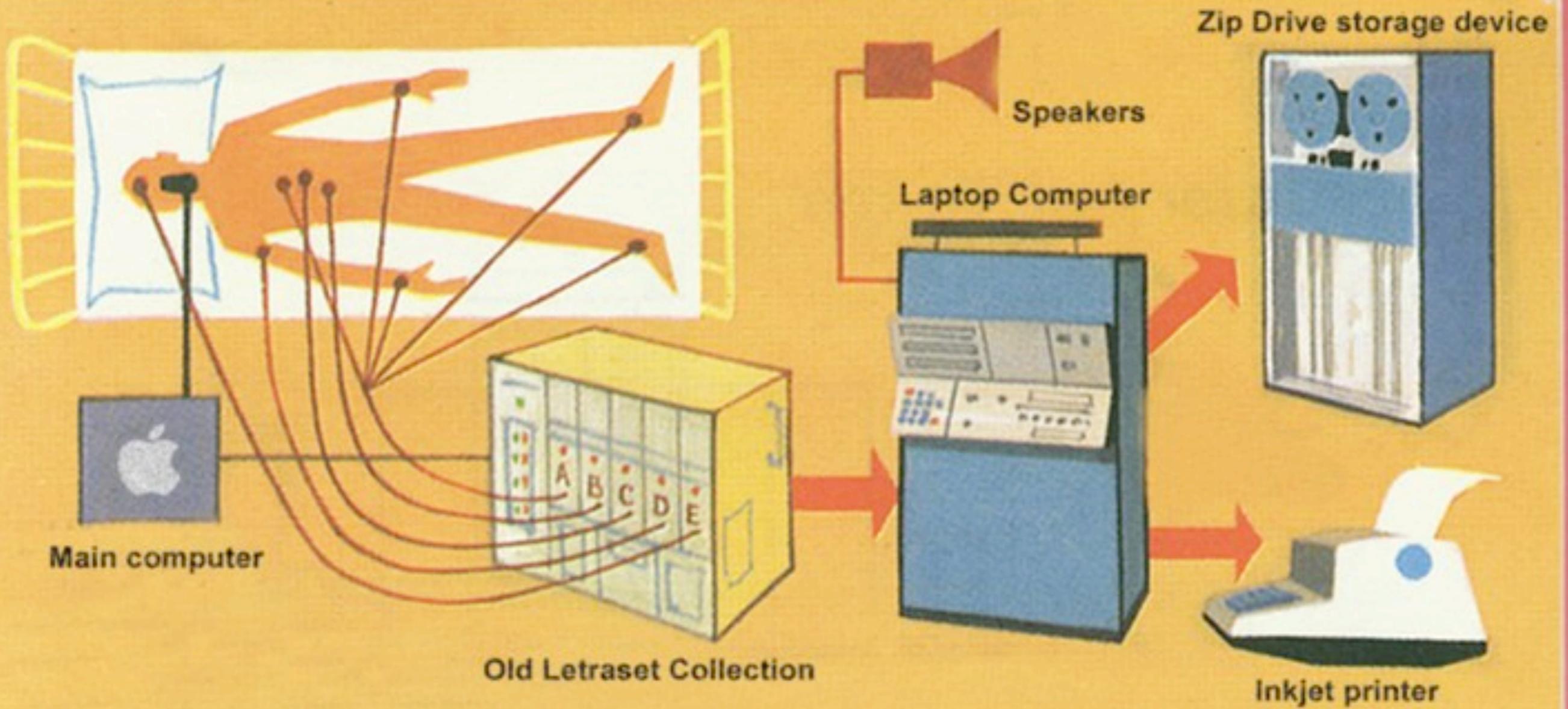


**ANIMISM**

[ made by Feely | [www.feely.de](http://www.feely.de) ]

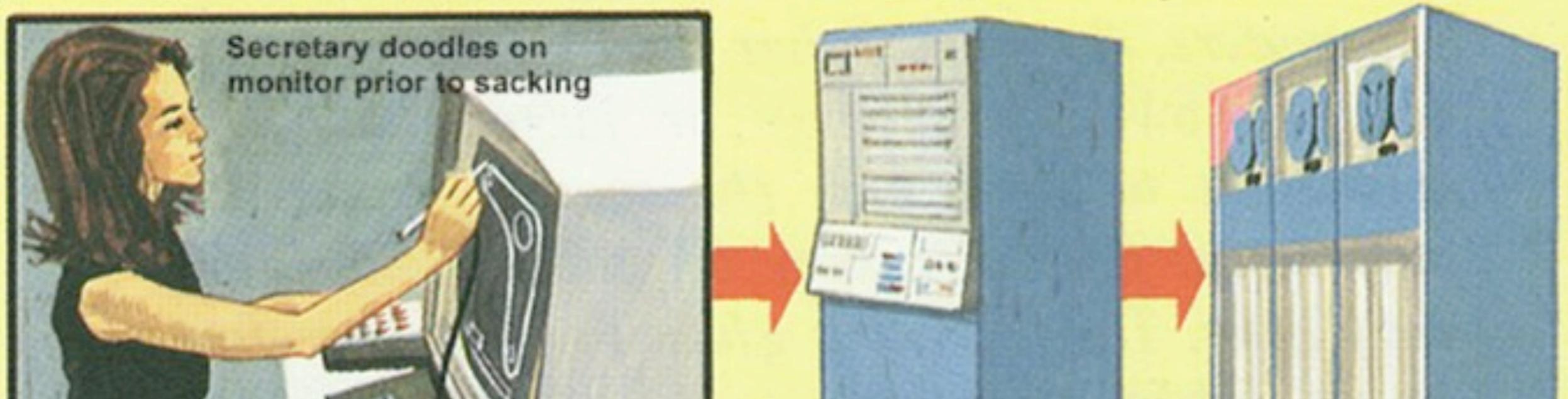


PEOPLE?



## GRAPHIC DESIGNER CONTROLLED BY COMPUTER MEDIA

*body functions are monitored by the computer which sounds an alarm at any sign of danger.*





**SUBMISSIVE**



**DOMINANT**



**UNFRIENDLY**



**FRIENDLY**



**MIMICRY**

- Create a character: design the right balance of traits
- Give the character a measure of ambiguity
- Use other media/references for that personality
- Always address expectations of engagement.

# Summary

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