POWERPOINT PRESENTION # 5 (For Eighth Grade)

CHARACTERS

Definition

A character a fictional construct, the representation of a person in a narrative or dramatic work of art (such as a novel, play, or film). It is any person, persona, identity, or entity whose existence originates from a fictional work or performance. Such existence is presumed by those participating in the performance as audience, readers, or otherwise. In addition to people, characters can be aliens, animals, gods, an artificial intelligence or, occasionally, inanimate objects.

FAMOUS Characters From Diverse Genres Include:



Characters Archetypes

Takahiro Arimitsu's Jill Valentine

A character may be based on a particular archetype, which is a common characterological pattern like those listed later. Archetypes are modeled after mythology, legend, and folk tales.

An archetype is an original model of a person, ideal example, or a prototype after which others are copied, patterned, or emulated; a symbol universally recognized by all. Archetypes fulfill a particular role in a story.

Though Carl Jung identified the first archetypes based on story patterns in 1919, authors like Joseph Campbell and James Hillman continued the work he'd begun. Other authors have reorganized the information. Some authors define seven different archetypes that are defined by their "Action" and "Decision" characteristics.

These archetypes have been split into two groups:"Driver Characters" and "Passenger Characters". Let's see some examples.

Driver Characters Archetypes

- 1. Hero /Protagonist: "... the driver of the story: the one who forces the action." Defined by "Pursue" and "Consideration" characteristics.
- 2. Shadow /Antagonist: "... the character directly opposed to the Protagonist." "Prevent" &
- 3. "Re-consideration".
- 4. The Mentor /Guardian: "... a teacher or helper who aids the Protagonist..." "Help" & "Conscience"
- 5. Contagonist: "... hinders and deludes the Protagonist..." "Hinder" & "Temptation"

Passenger Characters Archetypes

- 1. "Sidekick: "... unfailing in its loyalty and support." "Support" & "Faith".
- 2. Skeptic: "... doubts everything..." "Oppose" & "Disbelief"
- 3. Trickster: its purpose is to question and rebel against the established way of doing things

Fictional characters can be categorized further as:

<u>Dynamic</u>: A dynamic character is one who changes significantly during the course of the story. Changes considered to qualify a character as dynamic include changes in insight or understanding, changes in commitment, and changes in values.

Changes in circumstance, even physical circumstance, do not apply unless they result in some change within the character's self.

Examples include Jay Gatsby of *The Great Gatsby*, Luke Skywalker from the *Star Wars* trilogy, Elizabeth Bennet from *Pride and Prejudice*.

<u>Static</u>: In contrast, a static character does not undergo significant change. Their personalities remain essentially stable throughout the course of the story. This is commonly done with secondary characters in order to let them serve as thematic or plot elements. Characters are usually presented through their actions, dialect, and thoughts, as well as by description.

Characterization

The process of creating and developing characters in a work of fiction is called characterization. Characters are usually presented through their actions, dialect, and thoughts, as well as by description. Characterization can regard a variety of aspects of a character, such as:

appearance
age
gender
educational level
vocation or occupation
financial status
marital status
social status
cultural background
sexual orientation
religious beliefs
ambitions
motivations
personality
etc.

Excersises

Answer the Following Questions:

- 1. Mention 6 famous characters and their respective genres.
- 2. Explain the "Mentor/ Guardian"" archetype and its function in a narrative.
- 3. What are the major differences between a dynamic and a static character?

References

http://en.wikipedia.org/wiki/Fictional_character

http://en.wikipedia.org/wiki/Characterization