

The Archetype Database

Challenge: Select or Modify Instructional Materials

Summary:

****Origin:**** Ask Pete (Capstone Project). This artifact is the 'characters.json' data structure, demonstrating the modification of Jungian Archetypes. This artifact demonstrates the selection and modification of existing psychological frameworks for instructional use. It takes the abstract concept of 'Jungian Archetypes' (selected material) and modifies them into a concrete JSON data structure (characters.json). This transformation allows abstract concepts like 'The Sage' or 'The Hero' to function as mechanically enforceable variables within the Daydream learning engine.

Reflection:

I addressed the challenge to Select or Modify Instructional Materials by identifying a need for pre-existing instructional materials that could scaffold the learner's journey without requiring them to write a backstory from scratch. I selected Carl Jung's 12 Archetypes as the foundational material, recognizing their universality and psychological depth. However, these abstract concepts could not be used in their raw form within a digital learning environment. Therefore, I modified these materials, translating the psychological traits of the 'Sage' or 'Hero' into quantifiable game mechanics. This modification process involved converting qualitative descriptions into a structured JSON schema. For example, I translated the Sage's 'desire for truth' into a mechanical '+2 Intelligence' buff and specific dialogue unlocks ('I seek the knowledge within'). This transformation allowed me to integrate the selected material directly into the 'Persona Engine,' turning a static psychological theory into a dynamic, interactive variable that drives the learner's experience. By creating these 'Character Templates' (e.g., 'Totem the Sasquatch,' 'Unit 734'), I provided a scaffolding tool that addresses the 'Creator Tooling Gap.' These modified materials serve as a starting point for both learners (who adopt a persona) and Instructional Designers (who can fork and edit the JSON). This approach demonstrates the ability to not only select appropriate theoretical materials but to fundamentally re-engineer them for a new medium, enhancing their instructional value through technological integration. This modification process is similar to the work I did in IT systems integration?taking off-the-shelf software and configuring it to meet specific business needs. I didn't invent Jungian psychology, just as I didn't invent the server software, but I 'configured' it to run effectively within the specific architecture of this learning environment.

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