

# **AP2: Annotation Guidelines for Archetype Analysis in Children's/Young Adult Literature**

**Authors**

Maya Chen, Tim Engelmann, Summer Zhao

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## 1 - Overview

The purpose of this annotation task is to assign the gender and character archetype to the identified character in the book summary. There are 12 archetypes provided and they are further classified into four categories: Mastery, Independence, Stability and Belonging. Evaluation of consistency in annotation is based on the category rather than the archetype. Please refer to section #2 for details about the twelve archetypes and the four categories.

The book summary sample is selected from summaries of books in the “Youth” category on the GoodReads website. The selected character is automatically identified by the algorithm using name entity recognition and the name that appears most in the summary would be selected. We apply two filters in selecting our samples. First, only names that appear more than twice are selected. If there is no character whose name appears more than twice, the observation wouldn’t be selected into the sample. Second, we only consider book descriptions, in English, with at least 50 and at most 2000 characters to ensure that we have enough context information for the identification of archetypes.

## 2 - Description of the 12 Archetypes and 4 Categories

We use the 12 most common character archetypes acknowledged by literary scholars today for the annotation (Mark and Pearson, 2001). Below is the brief description of each archetype (MasterClass) and you can refer to the source links for more information about them such as their strengths, weaknesses, and examples in famous literature and films. We also present an example from our sample for each archetype in section 2.1 - 2.4.

- **Lover:** romantic lead who’s guided by the heart
- **Hero:** protagonist who rises to meet a challenge and saves the day
- **Magician:** powerful figure who has harnessed the ways of the universe to achieve key goals
- **Outlaw:** rebel who won’t abide by society’s demands
- **Explorer:** character naturally driven to push the boundaries of the status quo and explore the unknown
- **Sage:** wise figure with knowledge for those who inquire
- **Innocent:** morally pure character, often a child, whose only intentions are good
- **Creator:** motivated visionary who creates art or structures during the narrative
- **Ruler:** character with legal or emotional power over others
- **Caregiver:** a character who continually supports others and makes sacrifices on their behalf
- **Everyman:** relatable character who feels recognizable from daily life
- **Jester:** funny character or trickster who provides comic relief, but may also speak important truths

These twelve archetypes can be categorized into four types ([Conor Neill](#), Mark and Pearson).

- a. Mastery – Leave a Mark on the World (Outlaw, Hero, Magician)
- b. Independence – Yearn for Paradise (Innocent, Sage, Explorer)

- c. Stability – Provide Structure to the World (Caregiver, Creator, Ruler)
- d. Belonging – Connect to others (Lover, Jester, Everyman)



## 2.1 Mastery Type

### 2.1.1 “Outlaw” Archetype Example

*"Anna Cayne had moved here in August, just before our sophomore year in high school, but by February she had, one by one, killed everyone in town." Anna--who prefers to be called Anastasia--is a slightly spooky and complicated high school girl with a penchant for riddles, Houdini tricks, and ghost stories. She spends much of her time writing obituaries for every living person in town. She is unlike anyone the narrator has ever known, and they make an unlikely, though happy, pair.*

*Then a week before Valentine's Day, Anna disappears, leaving behind only a dress placed neatly near a hole in the frozen river; and a string of unanswered questions. Desperate to find her, or at least to comprehend what happened and why, the narrator begins to reconstruct the past five months. And soon the fragments of curious events, intimate conversations, secrets, and peculiar letters (and the anonymous messages that continue to arrive) coalesce into haunting and surprising revelations that may implicate friends, relatives, and even Anna herself."*

### 2.1.2 “Hero” Archetype Example

*"In a faraway kingdom, a king has been betrayed. Deeply hurt and bitterly angry, he vows never to be deceived again. Unfortunately, the king's plan to protect himself will endanger all of the realm's young women, unless one of them will volunteer to marry the king - and surrender her life.*

*To everyone's relief and horror, one young woman steps forward. The daughter of a legendary storyteller, **Shahrazad** believes it is her destiny to accept this risk and sacrifice herself.*

On the night of her wedding to the king, **Shahrazad** begins to weave a tale. Fascinated, the king lets her live night after night. Just when **Shahrazad** dares to believe that she has found a way to keep her life and an unexpected love - a treacherous plot will disrupt her plan. Now she can only hope that love is strong enough to save her.”

### 2.1.3 “Magician” Archetype Example

”**Hailey** Tarbell is no typical girl. As one of the Banished who arrived from Ireland generations ago, **Hailey** has the power to heal--and, as she recently learned, to create zombies if she heals someone too late. But now, **Hailey** is finally getting a chance at a normal life. After realizing the good and bad sides of her power, **Hailey** has survived the unimaginable to settle with her aunt, Prairie, and her little brother, Chub, in the suburbs of Milwaukee. Finally **Hailey** has a loving family, nice clothes, and real friends. But her safe little world is blown apart when she tries to contact her secret boyfriend, Kaz--and alerts the incredibly dangerous man who's looking for her to her true whereabouts. “

## **2.2 Independence Type**

### 2.2.1 “Innocent” Archetype Example

”**Joseph**'s sophomore year is about to begin, but his new start is a false one. At his father's request **Joseph** moved in with Aunt Shirley, Uncle Todd and cousin Jasmine over the summer, to distance himself from his mother's drug problems and the dangerous characters she interacts with. But efforts to keep **Joseph** safe have had tragic results for Jasmine: Momma's boyfriend Bow, on one of his regular rounds lurking around the neighborhood, shoots through a wall and kills Jasmine on the spot. As **Joseph** contends with his own grief, his mother's persistent pleas for money, and the distance between himself and his father in Iraq--not to mention schoolwork, making the tennis team, and a new relationship--he's learning what's most important to him, and what sacrifices he'll have to make to become the person he needs to be.”

### 2.2.2 “Sage” Archetype Example

”A teenage girl will soon discover, there are some things which burn even brighter than fire. Iris's father **Ernest** is at the end of his life. Her best friend Thurston seems like a distant memory to her. Her mother has declared war. She means to get her hands on **Ernest**'s priceless art collection so that she can afford to live the high life. But **Ernest** has other ideas. There are things he wants Iris to know. Things he can tell her and things that must wait till he's gone. What she does after that is up to her. “

### 2.2.3 “Explorer” Archetype Example

”**Sofia** comes from a family of storytellers. Here are her tales of growing up in the barrio in McAllen, Texas, full of the magic and mystery of family traditions: making Easter cascarones, celebrating el Dia de los Muertos, preparing for quinceanera, rejoicing in the Christmas nacimiento, and curing homesickness by eating the tequila worm. When **Sofia** is singled out to receive a scholarship to boarding school, she longs to explore life beyond the barrio, even though it means leaving her family to navigate a strange

world of rich, privileged kids. It's a different mundo, but one where **Sofia's** traditions take on new meaning and illuminate her path."

## 2.3 Stability Type

### 2.3.1 "Caregiver" Archetype Example

*"They called her Water **Claire**. When she washed up on their shore, no one knew that she came from a society where emotions and colors didn't exist. That she had become a Vessel at age thirteen. That she had carried a Product at age fourteen. That it had been stolen from her body. **Claire** had a son. But what became of him she never knew. What was his name? Was he even alive? She was supposed to forget him, but that was impossible. Now **Claire** will stop at nothing to find her child, even if it means making an unimaginable sacrifice.*

*Son thrusts readers once again into the chilling world of the Newbery Medal winning book, *The Giver*, as well as *Gathering Blue* and *Messenger* where a new hero emerges. In this thrilling series finale, the startling and long-awaited conclusion to Lois Lowry's epic tale culminates in a final clash between good and evil."*

### 2.3.2 "Creator" Archetype Example

*"Since their mother's death, Carter and Sadie have become near strangers. While Sadie has lived with her grandparents in London, her brother has traveled the world with their father, the brilliant Egyptologist, Dr. **Julius Kane**.*

*One night, Dr. **Kane** brings the siblings together for a "research experiment" at the British Museum, where he hopes to set things right for his family. Instead, he unleashes the Egyptian god Set, who banishes him to oblivion and forces the children to flee for their lives.*

*Soon, Sadie and Carter discover that the gods of Egypt are waking, and the worst of them --Set-- has his sights on the **Kanes**. To stop him, the siblings embark on a dangerous journey across the globe - a quest that brings them ever closer to the truth about their family and their links to a secret order that has existed since the time of the pharaohs."*

### 2.3.3 "Ruler" Archetype Example

*"For seventeen years, Eloise Hart had no idea the world of Faery even existed. Now she has been abducted and trapped in the Rath of Lord **Strahan**, King of Faery. Strahan was only meant to rule for seven years, as Faery tradition dictates, and then give up his crown to another. But he won't comply, and now chaos threatens both worlds.*

*The only one who can break his stranglehold on the Faery court is his wife. . . Eloise's aunt Antonia. Using Eloise to lure Antonia, **Strahan** captures his wife, desperate to end the only threat to his reign. Now Eloise must become the rescuer. Together with her best friends Jo and Devin, she must forge alliances with other Fae, including a gorgeous protector named Lucas, and **Strahan's** mysterious son, Eldric--who may or may not betray them."*

## 2.4 Belonging Type

### 2.4.1 “Lover” Archetype Example

*“Unearthly Beauty There's something strange about the new girls in town. Briar Creek, Oregon, has never seen anything like the supernatural grace of Rowan, Kestrel, and Jade, three sisters who move into the dilapidated old house next to **Mark** and Mary-Lynnette Carter. **Mark** is obsessed with Jade-- but she and her sisters have a secret. And when **Mark** and Mary-Lynnette follow them into the woods one night, they are plunged into a nightmare beyond their imagination. Because the sisters are fugitives from the Night World, and their brother Ash is hot on the trail behind them. He's ruthless, gorgeous, and he has orders to bring the girls back at all costs. And when he sees Mary-Lynette, he decides to take her too...”*

### 2.4.2 “Jester” Archetype Example

*“**Simon** Snow is the worst chosen one who's ever been chosen That's what his roommate, Baz, says. And Baz might be evil and a vampire and a complete git, but he's probably right. Half the time **Simon** can't even make his wand work, and the other half, he sets something on fire. His mentor's avoiding him, his girlfriend broke up with him, and there's a magic-eating monster running around wearing **Simon**'s face. Baz would be having a field day with all this, if he were here - it's their last year at Watford School of Magicks, and Simon's infuriating nemesis didn't even bother to show up. Carry On is a love letter to love stories and the power of words - to every 'chosen one' who ever had more on their mind than saving the world...”*

### 2.4.3 “Everyman” Archetype Example

*“**Robin** Wilson wants to join Pi Beta Alpha, Sweet Valley High's highly selective sorority. She may not be beautiful or popular, but she's friendly and smart. So when Elizabeth nominates her for the sorority, Jessica is less than thrilled. She is determined to find a way to keep **Robin** from Pi Beta. But Elizabeth is just as determined to make **Robin** a sorority sister, and the twins become locked in a struggle that develops into the biggest power play at Sweet Valley High. Who will prevail? Which twin will triumph? What happens when sisters go head-to-head?”*

## 3 - Identification of Gender

The gender of the selected character is auto-filled by the algorithm based on the list of common names for males and females. It needs to be fixed if the selected gender isn't correct based on the information in the book summary. The gender should be selected based on the nouns or pronouns used for the selected character under the following rules:

- Male: boy/man/he/his/him
- Female: girl/woman/she/her/hers

If no such information is provided in the text, “Other” should be selected as the gender.

## 4 - Identification of Archetype

We should determine the archetype for the selected character from the perspective of the teenager readers because the books selected are in the youth category and most of the selected characters are teenagers.

### 4.1 Situations where “None” Should be Selected

#### 4.1.1 When the identified name is not a person

If the identified name is just a location or a combination of multiple people, then “None” should be selected for the archetype.

##### INFO259 Character Annotation

An overweight teen is sure that she's the weakest link in her high-powered family - until her handsome, athletic, star-student brother has a shocking fall from grace. Fifteen-year-old Virginia Shreves has a larger-than-average body and a plus-size inferiority complex. She lives on the Web, snarfs junk food, and follows the Fat Girl Code of Conduct." Her stuttering best friend has just moved to **Walla Walla** (of all places). Her new companion, Froggy Welsh the Fourth (real name), has just succeeded in getting his hand up her shirt, and she lives in fear that he'll look underneath. Then there are the other Shreves; Mom, the successful psychologist and exercise fiend; Dad, a top executive who ogles thin women on TV; and older siblings Ana's and rugby god Byron, both of them slim and brilliant. Delete Virginia, and the Shreves would be a picture-perfect family. Or so she's convinced. And then a shocking phone call changes everything.

With irreverent humor, insight, and surprising gravity, Carolyn Mackler creates an endearingly blunt heroine whose story will speak to every teen who struggles with family expectations - and serve as a welcome reminder that the most impressive achievement is to be true to yourself.

Evaluation ⓘ

Walla	Walla	
Male	<b>Other</b>	Female

MASTERY - Leave a Mark on the World

Hero	Magician	Outlaw
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INDEPENDENCE - Yearn for Paradise

Explorer	Sage	Innocent
----------	------	----------

STABILITY - Provide Structure to the World

Creator	Ruler	Caregiver
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BELONGING - Connect to others

Everyman	Jester	Lover
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None

Previous

Submit

##### INFO259 Character Annotation

**Jack**'s best mate, **Charlie**, has always been effortlessly cool. When Charlie wakes up one day and finds a mysterious, moving black tattoo on his back, it's a clear sign that he's even cooler than **Jack** thought. To top it off, Charlie has got super powers also.

Or does he?

**Jack** soon learns the terrifying truth: Charlie's incredible powers come from an age-old demon called the Scourge, who is using Charlie to bring about its evil master plan.

When the Scourge vanishes with **Charlie**, **Jack** and Esme, a girl with super powers of her own, follow their friend from the streets of London into Hell itself, where they face horrors that may well cost them their lives.

Evaluation ⓘ

Charlie,	Jack	
Male	Other	<b>Female</b>

MASTERY - Leave a Mark on the World

Hero	Magician	Outlaw
------	----------	--------

INDEPENDENCE - Yearn for Paradise

Explorer	Sage	Innocent
----------	------	----------

STABILITY - Provide Structure to the World

Creator	Ruler	Caregiver
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BELONGING - Connect to others

Everyman	Jester	Lover
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None

Previous

Submit

#### 4.1.2 When the text provided is not in English

##### INFO259 Character Annotation

Inilah faktanya. Charlotte Usher telah meninggal dunia. Dengan cara terkonyol: tersedak permen kenyal berbentuk beruang. Di tengah sebuah misi terpenting: **menjadi** cewek terpopuler di sekolah. Sebelum berhasil mencapai tujuan termulia: merebut hati Damen Dylan, cowok terkeren di Hawthorne High.

Dan sekarang, dia **menjadi** hantu. Bayangkan, HANTU! Dia bergentayangan di sekolah, tidak terlihat, bisa menembus dinding, **dan menjadi** penghuni rumah hantu. Tetapi, sama seperti kehidupan, ternyata kematian juga penuh tantangan. Setidaknya, Charlotte tetap harus bersekolah hingga lulus **dan** menghadapi persaingan dengan hantu tergarang di kelasnya.

Lalu, apakah dengan **menjadi** hantu berarti Charlotte harus melupakan misi **dan** tujuan hidupnya? Ataukah justru semua itu lebih mudah tercapai? Dan relakah Charlotte menerima "takdir" barunya **dan** menjalani hari-hari sebagai hantu?

Evaluation ⓘ

dan

menjadi

Male

Other

Female

MASTERY - Leave a Mark on the World

Hero

Magician

Outlaw

INDEPENDENCE - Yearn for Paradise

Explorer

Sage

Innocent

STABILITY - Provide Structure to the World

Creator

Ruler

Caregiver

BELONGING - Connect to others

Everyman

Jester

Lover

None

Previous

Submit

#### 4.1.3 When insufficient information is provided for the selected character

One example is where the selected character is not the subject but just the object in the related texts.

##### INFO259 Character Annotation

A teenage paparazzo makes a dangerous discovery in this timely look at celebrity "that is likely to be snapped up and make a lasting impression" (School Library Journal).

All Jamie Gordon wants to do is to take pictures of celebrities...and maybe to become famous herself. She's only fourteen, but already her work is sought after by fanzines and websites, and she's invited to all the best parties. And now she has the chance of a lifetime: She has been invited to spend a week with **Willow Twine**, taking pictures of the teen superstar's new chaste life. But when Jamie gets her hands on some sensational shots of **Willow**, she's suddenly in over her head. The pictures could make her career--and destroy **Willow's**. It seems like everyone's eager to get their hands on the photos, and Jamie has to decide what she really wants...and what she's willing to pay to get it.

Evaluation ⓘ

Willow

Twine

Male

Other

Female

MASTERY - Leave a Mark on the World

Hero

Magician

Outlaw

INDEPENDENCE - Yearn for Paradise

Explorer

Sage

Innocent

STABILITY - Provide Structure to the World

Creator

Ruler

Caregiver

BELONGING - Connect to others

Everyman

Jester

Lover

None

Previous

Submit



### INFO259 Character Annotation

Perfect for fans of Nathan Filer's THE SHOCK OF THE FALL and Mark Haddon's THE CURIOUS INCIDENT OF THE DOG IN THE NIGHTTIME, comes the book of the year.... A spellbinding first novel by a British author about how obsessions and phobias can upend your entire life.

This is a book about phobias and obsessions, isolation and dark corners. It's about families, friendships, and carefully preserved secrets. But above everything else it's about love. Finding love in any of its forms and nurturing it.

Miss Hayes has a new theory. She thinks my condition's caused by some traumatic incident from my past I keep deep-rooted in my mind. As soon as I come clean I'll flood out all these tears and it'll all be ok and I won't be scared of Them anymore. The truth is I can't think of any single traumatic childhood incident to tell her. I mean, there are plenty of bad memories - Herb's death, or the time I bit the hole in my tongue, or Finners Island, out on the boat with Sarah but none of these are what caused the phobia. I've always had it. It's Them. I'm just scared of Them. It's that simple.

Annotation

-

Herb's

Male

Other

Female

MASTERY - Leave a Mark on the World

Hero

Magician

Outlaw

INDEPENDENCE - Yearn for Paradise

Explorer

Sage

Innocent

STABILITY - Provide Structure to the World

Creator

Ruler

Caregiver

BELONGING - Connect to others

Everyman

Jester

Lover

None

Previous

Submit

## 4.2 Character with Multiple Archetypes

It's quite often that the selected character encompasses multiple archetypes. In that case, we should select the archetype that is more prominent or that matches the theme of the story. Most character descriptions focus on some sort of driving quality or characteristic important to the plot that should help you choose. Some pairs of archetypes that are easily confused are as follows.

### 4.2.1 Lover vs Innocent

- Potential reasoning: if the selected character obviously belongs to a love story or appears to be fundamentally driven by their curiosity/desire for a relationship, choose *Lover*. If the character seems to be dominated by their innocence and pureness (even if they happen to be in a relationship), in other words if their romantic inclinations seem to be secondary to qualities that suggest innocence, choose *Innocent*.

### 4.2.2 Hero vs Explorer

- Potential reasoning: the selected character has qualities that suggest curiosity and ambition, but their importance to the plot is that they defeat some villain or save the innocent - in this case, choose *Hero* over *Explorer*. On the other hand, if this character seems to be defined by their inherent curiosity about things unknown (their past, some mystery, etc.) and isn't really part of an undertaking that resembles a hero's journey, it might be more fitting to choose *Explorer*. Another good way to differentiate these two is the Hero is an actions person that steps up to solve some sort of posited problem while the Explorer seeks out those problems for themselves because of an innate curiosity.

### 4.2.3 Explorer vs Everyman

- a. Potential reasoning: if the selected character stands out *in their own world* as someone who pushes the boundaries of their existence and searches for truth—in other words, if the need to explore and discover overpowers their characterization, choose *Explorer*. Choose *Everyman* if the character is presented as ‘ordinary’, ‘normal’, or ‘plain’ despite what happens in the plot.

### 4.2.4 Innocent vs Everyman

- a. Potential reasoning: as reasoned above, *Everyman* should be chosen if the character is portrayed as exceedingly ordinary or plain, or is situated within a common, peaceful context you can relate to. However, if it seems like they are also existing in a situation with some sort of stress or hardship and their good heart shines through despite all that, it may be better to choose *Innocent*.

## 5 - Annotation Steps and Web Application

To facilitate the annotation process, we designed a Web application, highlighting the identified character in the text and providing detailed explanation for both archetypes and labels. For a demonstration of that application refer to the following:

Website: <https://info259-nlp-annotation.vercel.app/login>

Username: [guest@annotation-project.edu](mailto:guest@annotation-project.edu)

Password: wvPW@p2MW9LNLb6H6Y-sepG2

Please note that the application is not optimized for mobile use. If you wish to use the tool for your individual annotations (not adjudication), please follow these steps:

1. Open the app in the web browser
2. Enter the guest log-in information
3. Click on “Online” in the upper right corner, you’ll be redirected to the offline version
4. Drag and drop the annotations you wish to make as a csv in the required format
5. Start annotating
  - a. Check if the selected character is valid; if not, choose “Other” for both the gender and the archetype and click “Submit” button
  - b. Else correct the gender if necessary and choose one of the 12 archetypes or “None” and click “Submit” button
6. Save your annotations very frequently by clicking “save csv”. Note that your progress will be lost if you reload without saving. You can use a saved csv as a starting point for a new session.

CSV Format (2 example annotations) - refer to “empty\_annotations.csv” for all annotations

book\_id,text,first\_name,last\_name,gender,archetype,label,hatch,adjudicated,annotator\_id  
2913,"Millions of readers of"" Hatchet, The River, Brian's Winter,"" and ""Brian's Return"" know that Brian Robeson is at home in the Canadian wilderness. He has stood up to the challenge of surviving alone in the woods. He prefers being on his own in the natural world to civilization.  
When Brian finds a dog one night, a dog that is wounded and whimpering, he senses danger. The dog is badly hurt, and as Brian cares for it, he worries about his Cree friends who live north of his camp. His instincts tell him to head north, quickly. With his new companion at his side, and with a terrible, growing sense of unease, he sets out to learn what happened. He sets out on the hunt. ""From the Hardcover edition.""",Brian,Robeson,male,....  
13083,"Unfortunately, Roy's first acquaintance in Florida is Dana Matherson, a well-known bully. Then again, if Dana hadn't been sinking his thumbs into Roy's temples and mashing his face against the school-bus window, Roy might never have spotted the running boy. And the running boy is intriguing: he was running away from the school bus, carried no books, and-here's the odd part-wore no shoes. Sensing a mystery, Roy sets himself on the boy's trail. The chase introduces him to potty-trained alligators, a fake-fart champion, some burrowing owls, a renegade eco-avenger, and several extremely poisonous snakes with unnaturally sparkling tails.  
Roy has most definitely arrived in Carl Hiaassen's Florida. ""From the Hardcover edition.""",Roy,male,....

## References

Mark, M., & Pearson, C. S. (2001). *The Hero and the Outlaw: Building Extraordinary Brands Through the Power of Archetypes*. McGraw-Hill Professional.

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