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# UX Persona

## User Design — SS191

*The personas made are derived from different anime, whilst retaining their personality etc. based on the anime's plot.*

## Ginko ギンコ

### ABOUT

Ginko comes off as a rather laid-back type, but he can be serious when the need arises, such as in a situation involving Mushi. He has also been shown to be caring for both people and Mushi, as he constantly stresses that Mushi are not evil, but just merely trying to survive like everyone else. Despite having no recollection of his life before the age of 10, Ginko is content with how his life has turned out.

### HOBBIES

- I do wander and wonder, I retain my nomadic trait.
- I do smoke often.
- The story of my life revolves around helping others and empathizing.

### PERSONALITY

- Friendly
- Laid-back
- Care about people and their emotions
- Willing to risk himself for their well-being
- Habit of leaving on very short notice
- Wandering Lifestyle

### SKILLS

- Logical and critical-thinking
- Can use medical and natural herbs
- Assessing moral and ethical actions



*The sun rises today and sets again. A flower that bloomed in the morning, falls from its stem. The sun sets today and rises again. Flowers bloom to fill the land, but not the flowers of yesterday.*

- Ginko

#### OCCUPATION

Mushishi

#### RELATIVES

Mother (deceased)

#### RELATIONSHIP

Single

#### STATUS

Alive



スパイク・スピーゲル

# Spike Spiegel

## ABOUT

Spike is tall and lean in appearance; he has dark green hair and brown eyes, one of which is later revealed to be artificial and lighter than the other.

He is the main protagonist of the anime series Cowboy Bebop. He is a bounty hunter or "cowboy" (as he's referred to on several occasions) on a spaceship called the Bebop.



"Bang"

- Spike Spiegel

## HOBBIES

- I watch TV or read magazines during my spare time.
- I do smoke often.
- Man, I love gambling

## PERSONALITY

- Slothful
- Nonchalant
- Indifferent
- Ancient samurai-based Philosophy
- Impatient
- Hates cats

## SKILLS

- Sharp eyesight
- Sleight-of-hands technique
- Jeet Kune Do Martial Arts

**OCCUPATION** Bounty Hunter  
**RELATIVES** None known  
**RELATIONSHIP** Single  
**STATUS** Alive



# Saitama サイタマ

## ABOUT

Saitama faces a self-imposed existential crisis, as he is now too powerful to gain any thrill from battle.

Initially just a hero for fun, Saitama later registers to be a professional hero for the Hero Association and defends his home in Z-City from monsters, villains, and other threats.

## HOBBIES

- I watch TV or read magazines during my spare time.
- Being a hero
- Discount? Where?!

## PERSONALITY

- Indifferent
- Limited patience
- Forgetful
- Humble
- Tactful and insightful
- Show remorse with his enemies

## SKILLS

- Immeasurable Physical Prowess
- Indomitable Will
- Invulnerability



*"If you really want to become strong, stop caring about what others think about you. Living your life has nothing to do with what others think."*

- Saitama

**OCCUPATION** Hero for fun

**RELATIVES** None known

**RELATIONSHIP** Single

**STATUS** Alive

