



Game Design & Choice Psychology

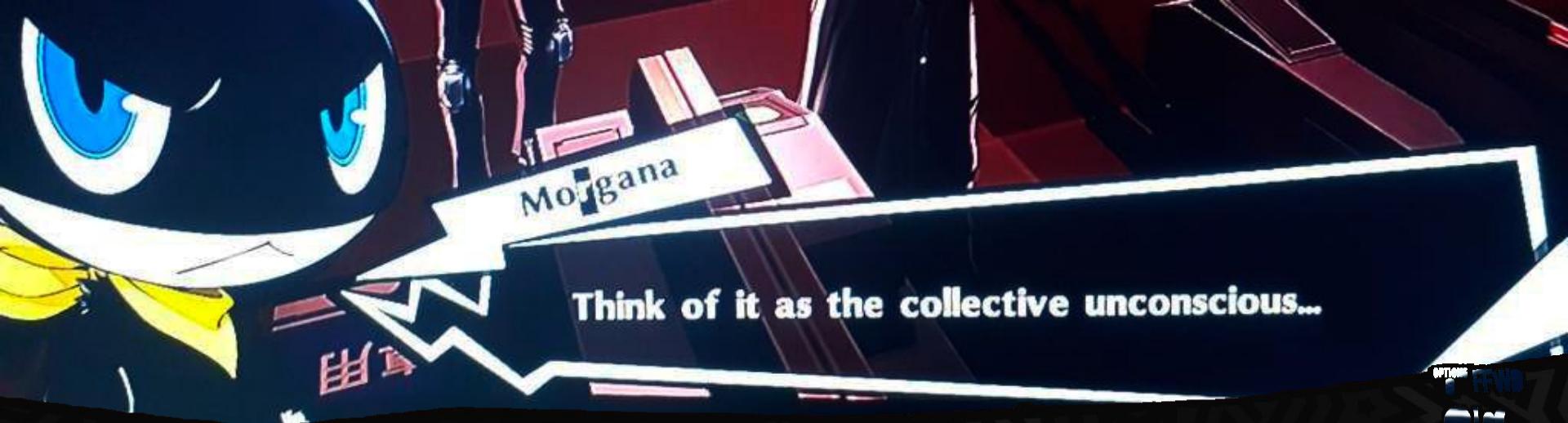


What is Persona 5?









Ryuji Sakamoto

A fellow Persona-user and the former star of the track team. He resents selfish adults.

CONFIDENTIAL
Select & Continue

L1 Ryuji Sakamoto

ARCANA Chariot RANK 10 MAX

After facing his own weakness, he vowed to fight for his friends.

© Back

Igor

Master of the Velvet Room. Observes and aids you under the pretext of "rehabilitation toward freedom."

CONFIDENTIAL
Select & Continue

L1 Prison Master

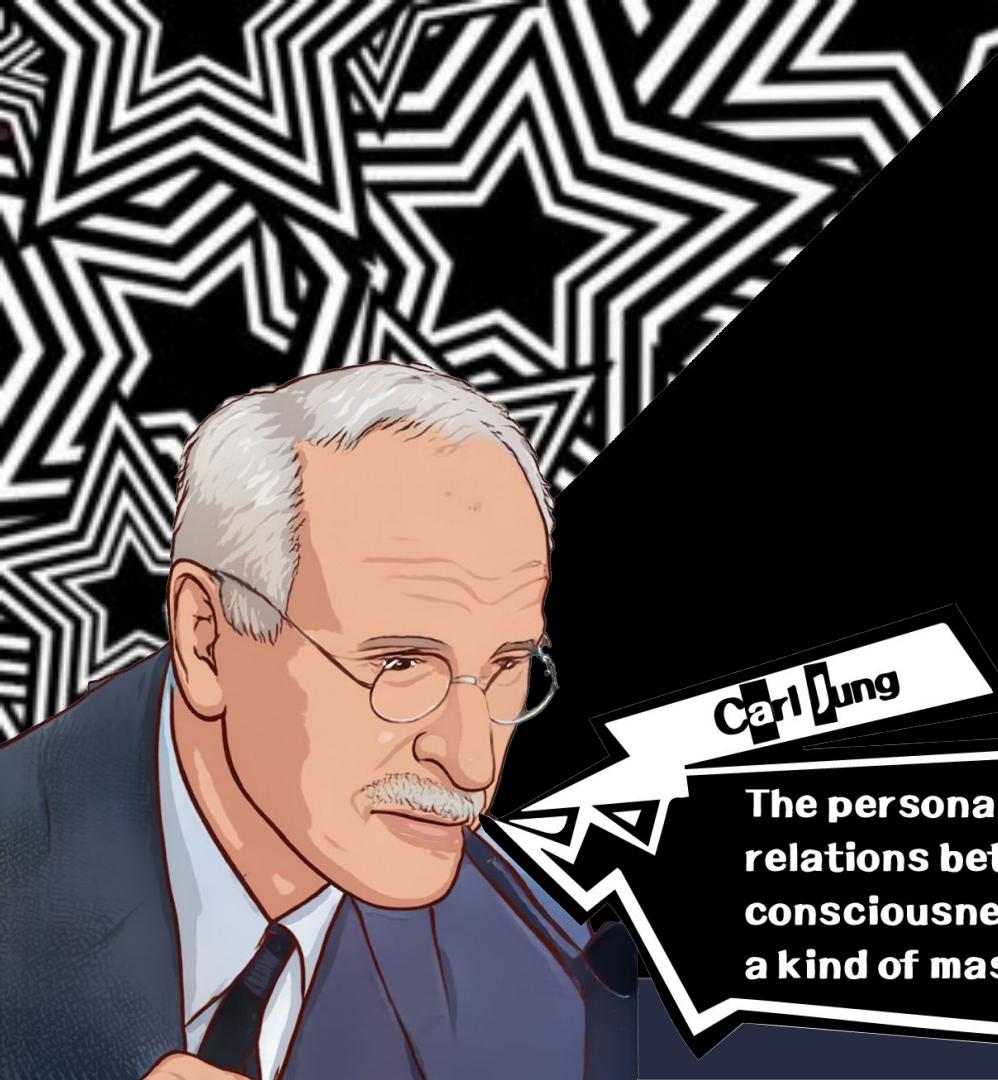
ARCANA Fool RANK 9

Just as anticipated, a sudden predicament has arisen. He says that you must overcome it...

© Back

PeRSoNaS & SHaDoWS





Jungian Psychology 101

PeRSoNaS

Carl Jung

The persona is a complicated system of relations between the individual consciousness and society, fittingly enough a kind of mask...



Jungian Psychology 101

PeRSoNaS

Carl Jung

...designed on the one hand to make a definite impression upon others, and, on the other, to conceal the true nature of the individual.



Skip

Log

You're right. No more holding back...!



Jungian Psychology 101

SHaDoWS

Carl Jung

The shadow exists as part of the unconscious mind and is composed of repressed ideas, weaknesses, desires, instincts, and shortcomings.

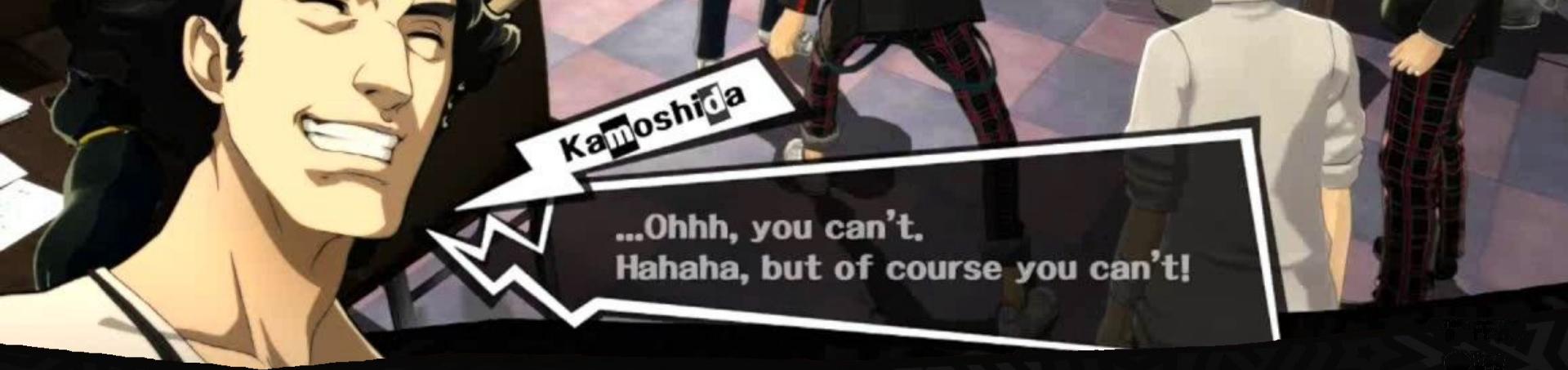


Jungian Psychology 101

SHaDoWS

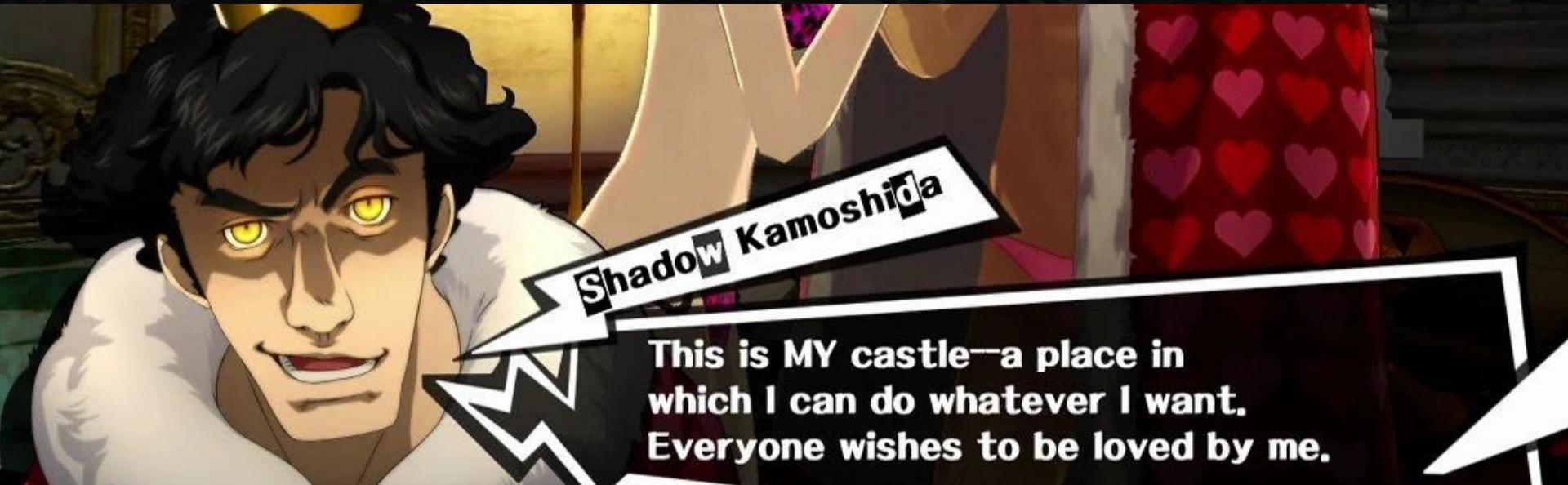
Carl Jung

The shadow forms out of our attempts to adapt to cultural norms and expectations.



Kamoshida

...Ohhh, you can't.
Hahaha, but of course you can't!



Shadow Kamoshida

This is MY castle—a place in
which I can do whatever I want.
Everyone wishes to be loved by me.

A black and white manga-style illustration of a woman with short hair, wearing a red dress and a black jacket, standing against a red background.

World Building

How to Create Two Distinct Worlds



ReaL WoRLD

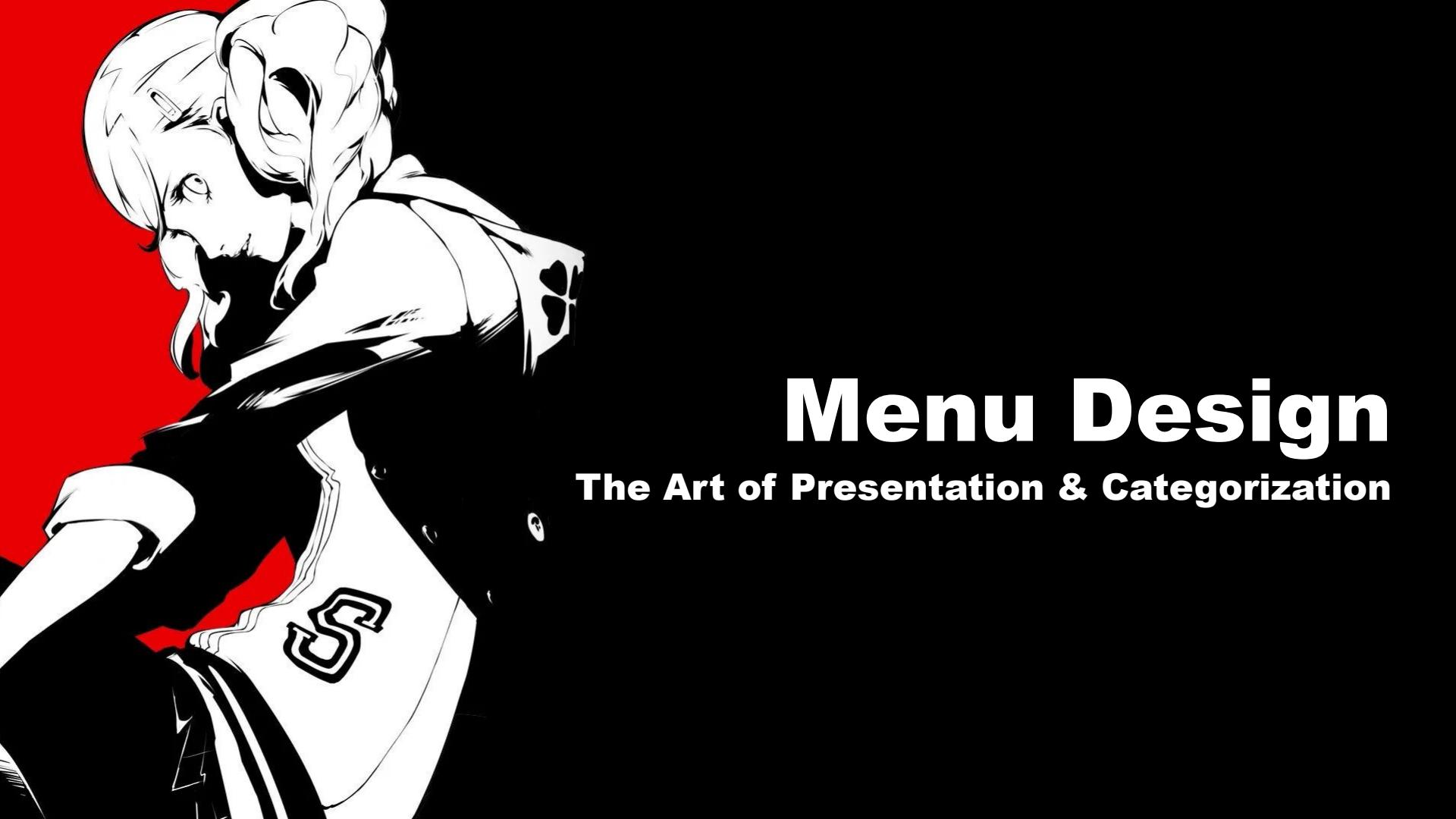
MeTaVeRSe





MAKE A CHOICE

Choice Architecture



Menu Design

The Art of Presentation & Categorization

Other RPGs (WoW)

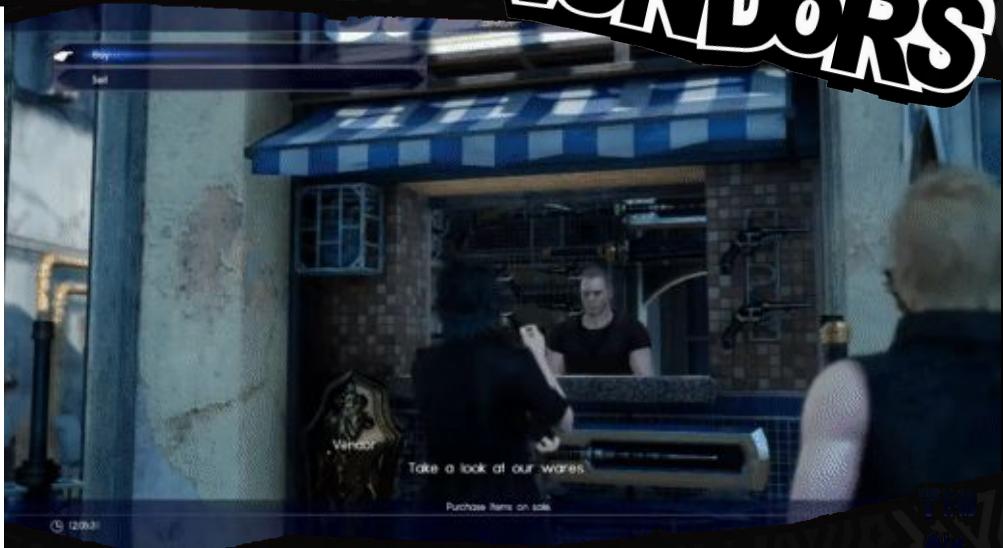
The image displays several panels from the World of Warcraft interface:

- Character Tab:** Shows a Level 13 Arms Warrior specialization (Damage, Primed). It includes icons for Arms, Fury, Protection, Mortal Strike, Colossal Strike, and Achievement Progress (16,790).
- Achievement Tab:** Shows the "Abyss Worm" achievement, which drops from Mistress Sassz'Ine in the Tomb of Sargeras. Other achievements listed include Acid Belcher, Admiralty Stallion, Albino Drake, Amethyst Ruinstrider, Ankoan Waveray, Arcanist's Manasaber, Armored Brown Bear, and Armored Snowy Gryphon.
- Mount Tab:** Shows the "Abyss Worm" mount, described as a creature from the depths of Azeroth's oceans.
- Item Tab:** Displays the character's item level (15), attributes (Strength: 64, Stamina: 86, Armor: 82), and enhancements (Critical Strike: 19%, Haste: 7%, Mastery: 10%, Versatility: 4%).
- Guild & Community Tab:** Shows the "Guild Finder" interface with a search bar for "cow".
- Dungeons & Raids Tab:** Shows the "Dungeon Finder" interface for "Random Mists of Pandaria". It lists available dungeons: Charge, Slam, Execute, Taunt, Hamstring, Victory Rush, Pummel, and Whirlwind. A reward for "Tranquill Satchel of H..." is shown, along with a note about extra rewards for Random Dungeon Finder.
- Inventory Tab:** Shows the character's equipment slots and gear items.
- Character Model View:** Shows the character standing in a virtual environment.
- Mount Equipment View:** Shows the character standing with the Abyss Worm mount.
- Mount Equipment List:** Lists various mount equipment items such as Hidden Helm, Hidden Shoulder, Hidden Cloak, Overlord's Chestplate, Hidden Shirt, Hidden Tabard, Overlord's Vambraces, Dauntless Handguards, Crocolisk Wrestler's Waistguard, Overlord's Legplates, Expedition Footgear, and Stagwich Slicer.



Pokémon Sun & Moon (2016)

- (Largely) uncategorized list
- Fewer clicks, more scrolling
- Large and accessible UI



Final Fantasy VX (2016)

- Categorization via tabs
- Small fonts and buttons
- Occasional unused screen real estate

1030
Daytime

VENDORS





Calendar System

Choosing how you spend your time wisely

495
Saturday
Evening

TUTORIAL

How to Advance Time

- ▲ Time is limited. Think carefully about your schedule before you act.

2/2

Hanging out with characters in the game to build relationships

Taking care of plants and your own health (drinking juice, etc)

Playing minigames, like going to the batting cages, many of which improve stats

Raid Palaces and dungeons to advance the storyline

Get a job to earn money to spend on battle items, presents for characters, etc

Do chores that raise your stats, like cleaning your room and the kitchen

Improve skills via reading books, studying for school, or watching movies

Grinding/farming for experience to level yourself up for the next dungeon



TUTORIAL

Palace Infiltration Deadline

- If you cannot execute the plan by the deadline, then it's **game over**. Keep vigilant and be aware of the time remaining.

1 12





Which plans do you want to view?

L1 DEC R

events

12/30 (Fri)

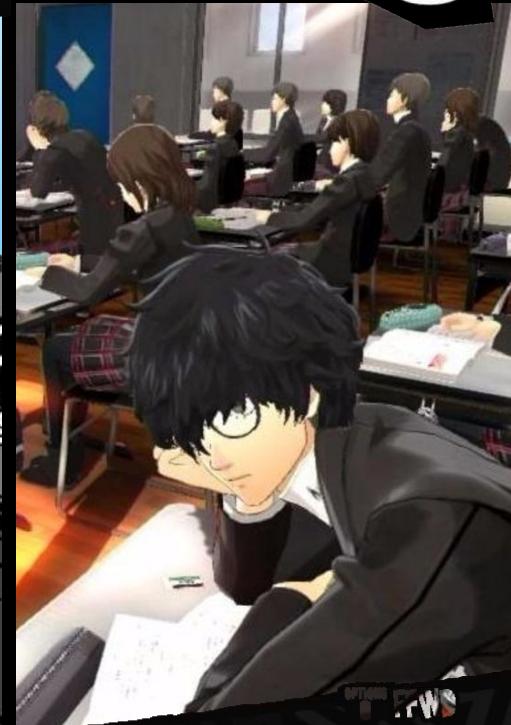
- Winter Break

Day Job

Night Job

- Beef Bowl Shop

events



5/1
Daytime SUNDAY

Short-term thinking



Load

Reread your entries up to this point?

NETWORK

UNACCESSED

COMPLETED

START a NEW GAME.

PLAY TIME

85 : 20

Central Street

Lv77

No.1

3,19 \$1 Daytime

NONE

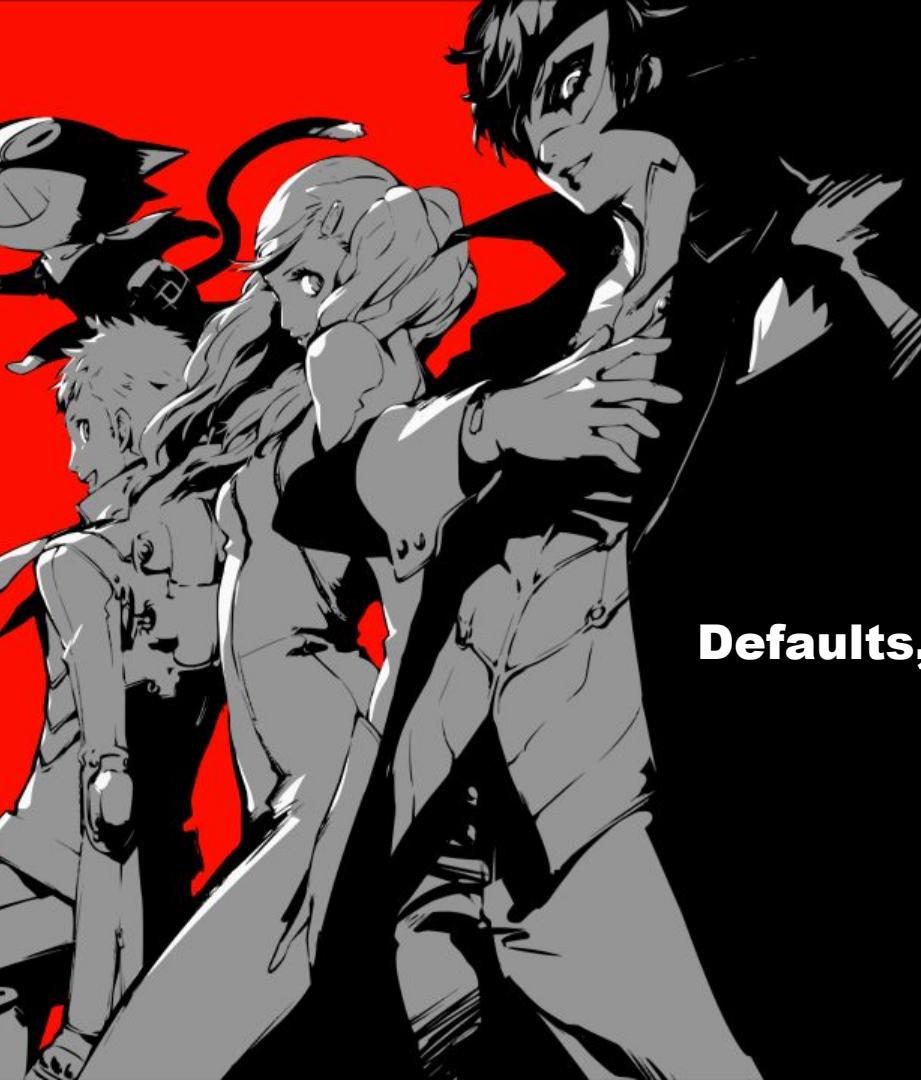
No.2

NONE

No.3

No.4

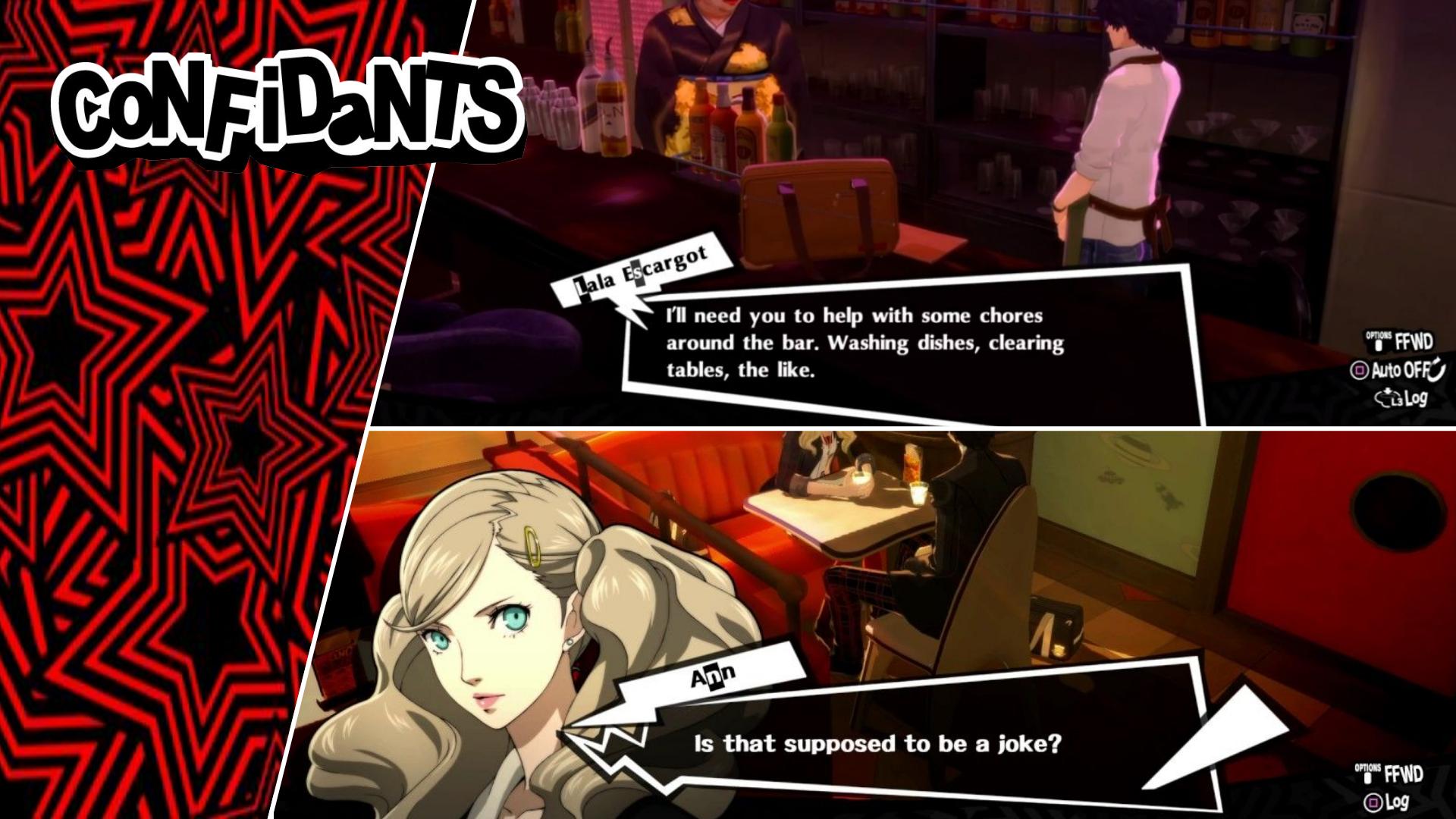
Back Confirm



Relationships

Defaults, Attachment, and Prospect Theory

CoNFIDaNTS

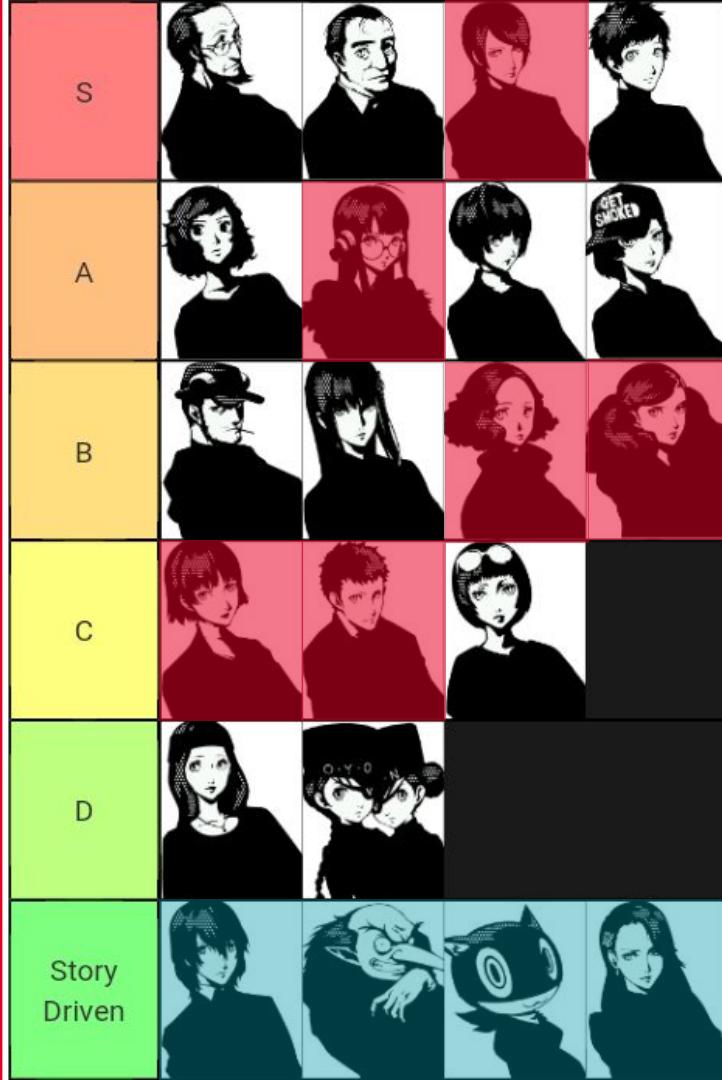


CoNFiDaNTS

Relationship Tier List

**Red are your fellow
Phantom Thieves, your
party members. They're
very accessible.**

**Blue are relationships the
game forces you to develop.**



On your first play through of Persona 5 Royal, did you prioritize recruiting confidants; how many of them were you able to recruit? How did you choose your confidants?

237 votes

8 0

68 1-2

96 3-4

65 All 5

1 day 9 hours left



14 Comments



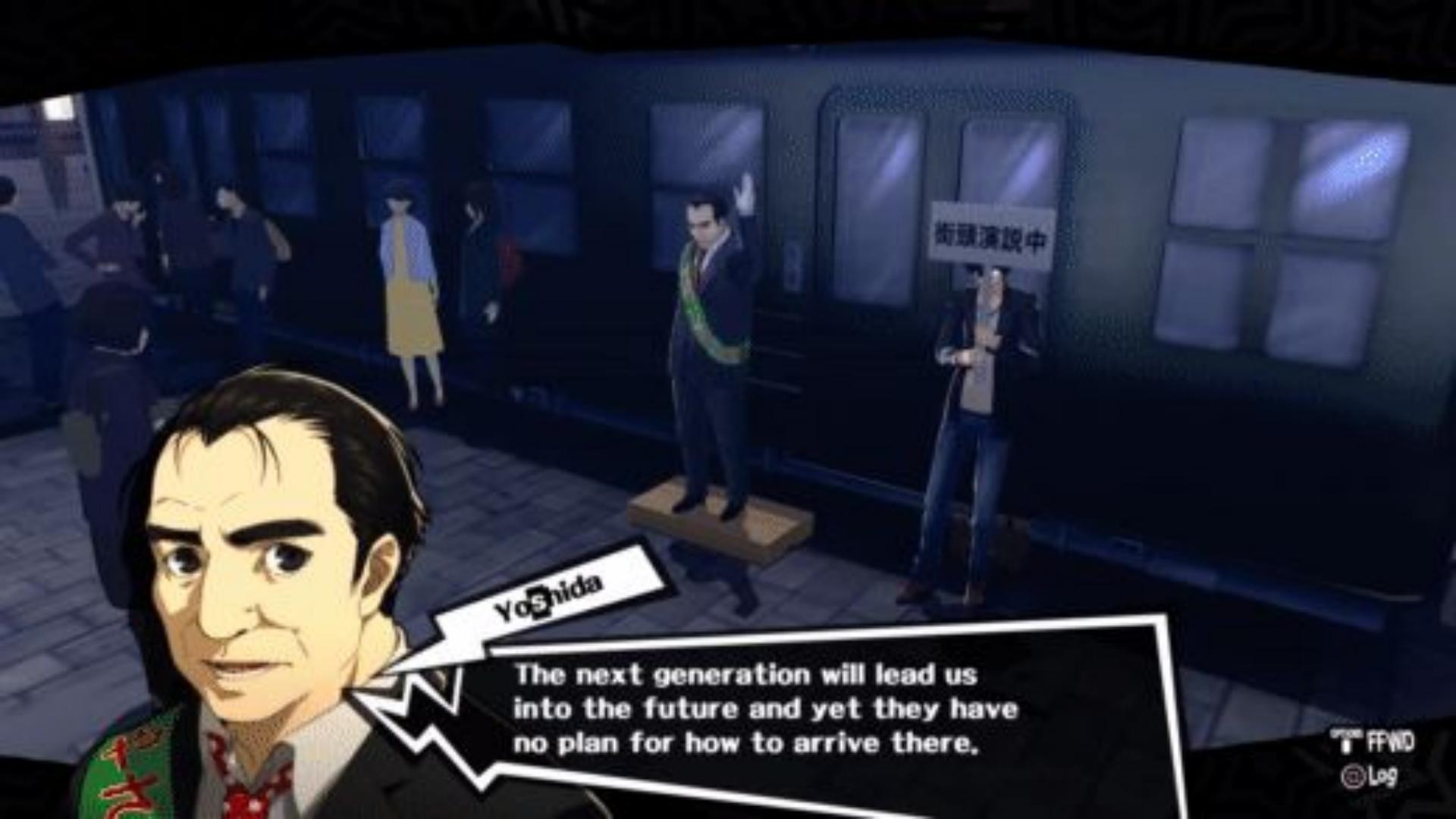
Share ...

I mostly hung out with fellow Phantom Thieves because I'd experienced the most together with them.

Similarly to real friendships imo, the more meaningful interactions you have with someone, the more interactions you want

I wanted to hang out with everyone so most of the ones I maxed first were just those who are available a lot or easy to rank up

I prioritized party members mainly based on when they showed up, since it's easier to max out the earlier recruited ones.



街頭演説中

The next generation will lead us
into the future and yet they have
no plan for how to arrive there.



Final Thoughts

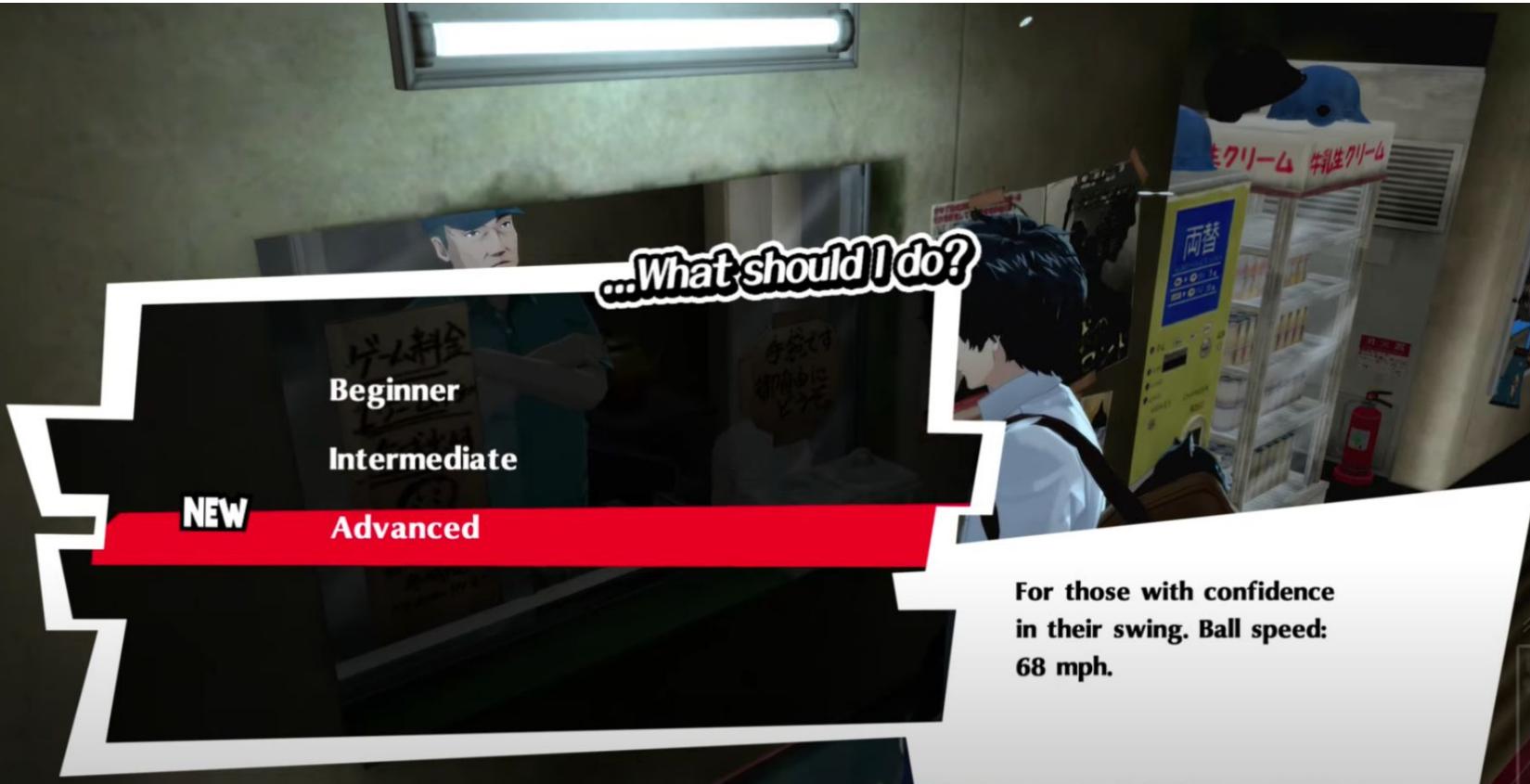




Beauty is
Devotion



(Maybe take out) Menu Design: Vendor menus



For those with confidence
in their swing. Ball speed:
68 mph.

↑ Pull up for pre

SELECT DIFFICULTY

SaFE
EASY
NoRmAL
HaRD

Switch from English to Japanese voices.

Japanese Voice

ON OFF

Vibration

ON

Dialogue Voices

ON

Auto-Advance

OFF

Animation Subtitles

OFF

Cursor Memory

OFF

Battle Memory

ON

Confirm

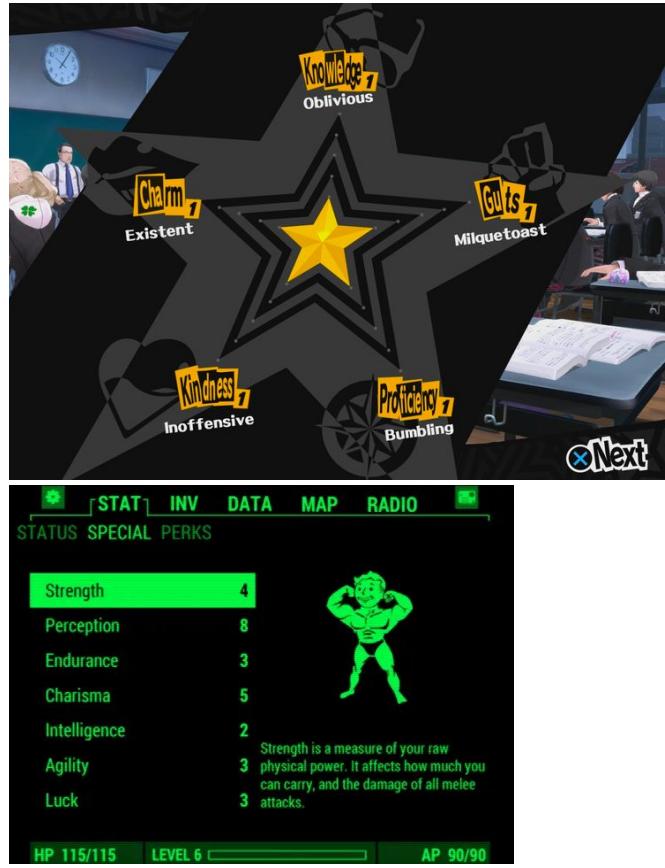
OK

Menu Design: Battle Systems and Attributes



COMMANDS
Auto-battle
Abilities
Techniques
Items

Final Fantasy XIII-2 (2012)



Fallout 4 (2015)

Mechanics, Dynamics, Aesthetics

Mechanics

Dynamics

Aesthetics