

Have a short write up answering the following questions:

### 1. What is "culture"?

identity, backstory, appearance, content of speech, manner of speaking, manner of gesturing, emotional dynamics, social interaction patterns, role, and role dynamics

### 2. Why is it useful to express culture?

1. Even as each human personality is unique, each culture tends to evoke specific modes of adjustment and reactions in different situations

2. By understanding of cultural stereotypes that allow members of particular cultures to recognize each other and ascribe cultural backgrounds to individuals they encounter in everyday life.

### 3. How can an agent express culture?

1. **Identity:** character choice in terms of demographics and description & personality traits and qualities of the character. Including: what she or he likes and dislikes, and the character's signature and idiosyncratic behaviors.

2. **Backstory:** cultural variations in individual reactions & any self-recognized individual experience and history that had a direct influence on the character's personality & current facts of the character's "life" outside the screen.

3. **Appearance:** race, size, build, hair color and style, weight, age, gender & socioeconomic background and style, in the chosen embodiment of the character & the representation of this embodiment.

4. **Content of speech:** It is important that matching the language and dialect of the character with the culture it represents as closely as possible.

5. **Manner of Speech:** what is said & how & when it is said are important. **EG:** timing, speed, and the frequency with which the character uses slang words; sentence length, choice of complex or

simple words, frequency and choice usage of conversational crutches (such as "hmm," "uhm," and "like"), and stuttering.

6. **Manner of Gesturing:** describing emotions, actions, and reactions, or using typographical aids to transmit this information, as the proliferation of emoticons (emotional icons) in e-mail and text-messaging demonstrate.

7. **Emotional Dynamics:** Animate characters' emotional model should impact their behavior and in turn be affected by the interactor's comments and actions.

8. **Role and Role Dynamics:** Each character is crafted with a role in mind, be it to advise, entertain, educate, guide, among others. In all of these applications, interacting with an animate character should provide a uniquely immersive and human experience.

4. Many of you have characters that are not human-like (a cat, a burger, etc.) Would you consider them expressing some culture? If yes, why and how would you do that. If no, then why not?

I do not think so, It can be, but it does not have to be.