

Timestamp	1. What is your primary role in game development?	2. How many years of experience do you have in game development or character creation?	3. What types of games do you typically work on?	4. How do you or your team currently create characters for your games?	5. What are the most time-consuming aspects of character creation for you?	6. What challenges do you face in character design?	7. How often do you need to revise or tweak character designs?	8. How important is it to have customizable character traits and backstories in your design process?	9. How likely are you to consider an AI-based app, fine-tuned for this purpose, to generate game characters?	10. What features would you find most valuable in an AI character design tool? (Select all that apply)	11. What customization options would you expect in an AI character design tool?	12. How would you prefer to export characters for use in game development?	13. Any additional comments or features you would like to see in this tool?
7/7/2024 11:40:40	Developer	0-1 years	RPG	Digital art software (e.g., Photoshop, Illustrator), Unity Asset Store, Other (Please specify)	Conceptualizing traits and backstories	Technical limitations	Sometimes	Important	Not likely	Input character traits and backstories	Changes based on traits and backstories	Image files (PNG, JPEG)	What data would the app be using to generate characters and is this ethically sourced?
7/7/2024 13:09:11	Other (Please specify)	2-5 years	Other (Please specify)	Digital art software (e.g., Photoshop, Illustrator), 3D modeling software (e.g., Blender, Maya), Unity Asset Store	Customizing and tweaking designs	Time constraints	Often	Important	Not likely	Other (Please specify)		Image files (PNG, JPEG), 3D models (OBJ, FBX)	Non bias database that would create things that aren't culturally insensitive or bias.
7/7/2024 13:43:54	Other (Please specify)	0-1 years	Simulation	Hand-drawn illustrations	Conceptualizing traits and backstories	Time constraints	Often	Important	Not likely	Input character traits and backstories		Other (Please specify)	
7/8/2024 9:23:05	Producer	2-5 years	Other (Please specify)	Digital art software (e.g., Photoshop, Illustrator)	Designing character appearances	Time constraints	Often	Slightly important	Somewhat likely	Generate character images, Customization options for tweaking designs, Export functionality for game development	Art style - well defined (eg. comic style - thick black outlines, etc)	Image files (PNG, JPEG)	Ability to change style of a character - take the look of a character, increase line width, remove or add details, etc
7/8/2024 11:42:42	Music (but also a player of games)	0-1 years	Puzzle (but playing - all types of games)	Hand-drawn illustrations, Digital art software (e.g., Photoshop, Illustrator)	Conceptualizing traits and backstories, Designing character appearances, Customizing and tweaking designs	Technical limitations	Sometimes	Slightly important	Somewhat likely	Input character traits and backstories, Generate character images, Customization options for tweaking designs, Export functionality for game development	Creating seamless characters that blend with the narrative of the story - ideally in the future, as a tool for creating unique interactions that propel the story	Image files (PNG, JPEG), 3D models (OBJ, FBX), Code snippets	Thinking primarily for RPGs things like dialogue based prompts that work with the overarching storylines would be cool
7/8/2024 12:30:12	Illustrator	0-1 years	Action/Adventure	Hand-drawn illustrations, Digital art software (e.g., Photoshop, Illustrator)	Conceptualizing traits and backstories, Designing character appearances	Time constraints	Often	Very important	Not likely	Customization options for tweaking designs		Image files (PNG, JPEG), 3D models (OBJ, FBX)	
7/8/2024 14:40:01	Illustrator	6-10 years	Strategy	Digital art software (e.g., Photoshop, Illustrator)	Customizing and tweaking designs, Characters' animations	Stylisation and clarity	Sometimes		Not likely	Customization options for tweaking designs	Being able to make small tweaks without the AI changing anything else from the rest of the design	Image files (PNG, JPEG)	AI isn't sufficiently developed yet to make assets that are of a good enough quality to use for a finished game, the only purpose I can see is use for concept art that has to be tweaked by a human artist to get to a final product.
7/8/2024 20:13:29	Developer	2-5 years	Action/Adventure	Hand-drawn illustrations, Digital art software (e.g., Photoshop, Illustrator), 3D modeling software (e.g., Blender, Maya), Unity Asset Store	Conceptualizing traits and backstories, Designing character appearances	Time constraints	Sometimes	Important	Likely	Generate character images, Export functionality for game development	Colour and clothing changes	Image files (PNG, JPEG)	Easier customisation options