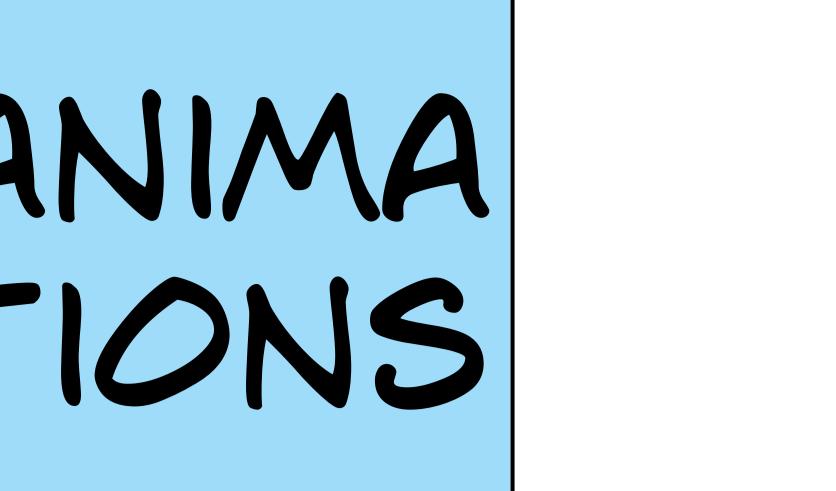


Says

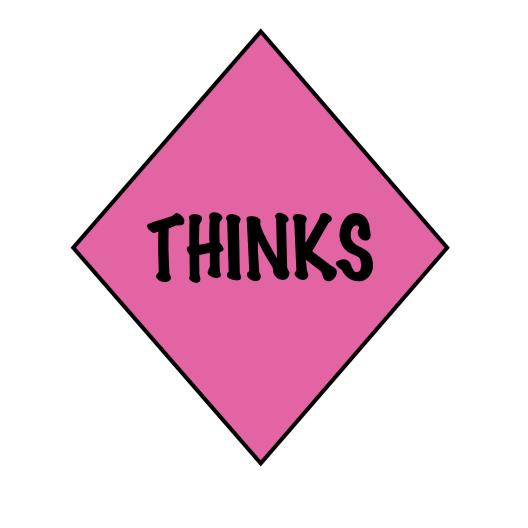
What have we heard them say? What can we magine them saying?





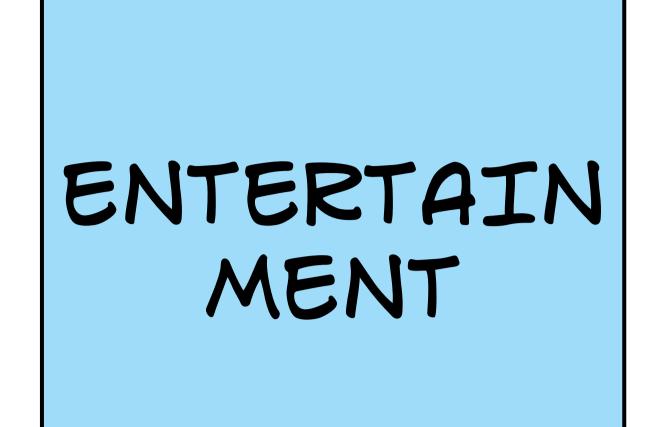






Thinks

What are their wants, needs, hopes, and dreams? What other thoughts might influence their behavior?





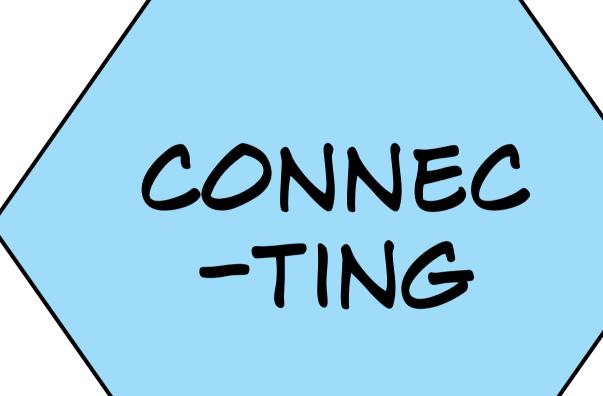
INTERS TING





DEVELOP GOOD PROBLEM SKILLS





WASTE OF TIME

BOOST MOOD

Give them a name and a portrait to empathize with your persona.

CHECK WHETHER THE VIDEO GAME IS LICENSED AND ADDITIONAL CONTENT

CHECK THE GENRE OF THE GAME

CHECK VIDEO GAME'S PRICE

CHECK RATING

EXCITEMENT

DELIGHTFULNESS

POSITIVE ENVIRONMENT

REDUCE STRESS

FEELS

RELAX

DOES

Does

What behavior have we observed? What can we imagine them doing?

CHECK FEEDBACK, SPECIFIC ATIONS, REQUIREMEN

What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?