



Video Game Metadata Schema: Controlled Vocabulary for PROTAGONIST

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Cataloging Instructions: The first four facets of this controlled vocabulary are designed to gather critical information about the game, and also to help the cataloger determine which section of the CV to proceed to.

Instructions for how catalogers should navigate the CV based on responses to the first four facets are outlined in the table below:

Facet	Term Selected	Instruction
Protagonist Depiction	Protagonist Depicted	Proceed to “Number of Protagonists” facet
	No Protagonist Depicted	Record response and complete cataloging process
Number of Protagonists	One	Proceed to “Protagonist Choice” facet
	Multiple Simultaneous	Proceed to “Multiple Protagonist Game” section of CV
	Multiple Rotating	Proceed to “Multiple Protagonist Game” section of CV
Protagonist Choice	Protagonist Choice	Proceed to “Protagonist Customization” facet of CV
	No Protagonist Choice	Proceed to “Single Fixed Protagonist Game” section of CV
Protagonist Customization	No Customization	Proceed to “Single Customizable Protagonist Game” section of CV
	Limited Customization	Proceed to “Single Customizable Protagonist Game” section of CV
	High Customization	Proceed to “Single Customizable Protagonist Game” section of CV

Once the cataloger has completed the section of the CV that is applicable to his/her game (“Single Fixed Protagonist Game”, “Single Customizable Protagonist Game”, or “Multiple Protagonist Game”), the cataloging process for the game will be complete.

A Note on the Term ‘Protagonist’: For the purposes of this CV, a protagonist is defined as the viewpoint that the user assumes. This is typically the primary character (and in some cases characters) whom the plot of the video game revolves around. This is also typically the primary means with which the user interacts with the game world.

Heavily featured characters such as sidekicks and nemeses are not protagonists. Characters whose viewpoints are adopted for a lesser period of the game than the primary character are not protagonists. In games with multiple “lead” characters, the characters must have roughly equal weight to the game narrative to be considered protagonists.

If the game has a single-player mode, please focus on cataloging the single-player protagonist(s). If there are multiple campaigns, focus on the primary campaign protagonist(s).

Below are illustrative examples of protagonist assignments for some popular video games:

Straightforward examples of games with a protagonist:

- *Tomb Raider* (2013). Primary protagonist is Lara Craft. Lara is a pre-made character and is the player's primary (if not only) means of interacting with the game world. The story is largely Lara's story and the narrative is driven almost entirely by Lara.
- *Final Fantasy 7* (1997). Primary protagonist is Cloud. Cloud is a pre-made character and is the lead party character for almost the entirety of the game. Much of the story is thus told from Cloud's perspective or is driven by Cloud and the company's actions. Cloud is the primary avatar the player uses to engage with the game world.
- *Pac-Man* (1980). Primary protagonist is the pre-made Pac-Man character. There is little game narrative but Pac-Man is the player's only means of interacting with the game world and the player is interacting with the game world to satisfy his motivations.
- *The Elder Scrolls V: Skyrim* (2011). Primary protagonist is a character designed by the player with a high level of customization. The protagonist becomes the player's means of interacting with the game world and is the lens through which the player experiences the entire game narrative.

Complex examples of games with a protagonist:

- *StarCraft* (1998). There are three implied primary protagonists - a terran, a zerg, and a protoss - the player alternates between. Though the player spends relatively little time managing the avatars for these protagonists, each mission is conducted as though the player were one of the protagonists and the narrative is advanced by completing protagonist objectives.
- *Wasteland 2* (2014). The player is able to build one or multiple custom players as a party. For the purposes of the game narrative, these custom party members are largely interchangeable - all are able to advance the story (albeit sometimes in different ways). The party members each have avatars that the player can use to interact with the game world.
- *FIFA 16* (2015). There are two "campaign-like" offline modes - manager career and player career - as well as modes where one simply organizes/players as a team. In all modes, there are protagonists. For the player and manager careers, there is a single character the player is encouraged to assume the perspective of, though actual gameplay may involve alternating control of many player avatars. Likewise, in modes where the player simply controls the team, they alternate control of many player avatars.
- *Counter-Strike* (1999). In a given play session, the player does assume a relatively ambiguous, static perspective from a first-person human avatar. This avatar, however,

is assigned a particular role (e.g., terrorist v. counter-terrorist) and will often have different features from the player (e.g., will always be male and, where skin shows at all, may be a different skin tone).

Straightforward examples of games without a protagonist:

- *Tetris* (1984). There is no character avatar. Rather the player manipulates interchangeable elements in the game space to solve dynamic puzzles. Put another way, the player is encouraged to project himself or herself into the game rather than to project onto a particular character/avatar. The player is the problem solver and is interacting with the game world as himself or herself.
- *Bejeweled* (2001). A logic puzzle game with no avatar. Much like Tetris, the player is tasked with solving puzzles and interacts with the puzzles directly.
- *Duck Hunt* (1984). The player - using a special gun-shaped controller - is tasked with shooting ducks on screen. The player is not asked to project themselves onto any game avatar or narrative character but instead assumes the role of hunter for himself or herself.

Complex examples of games without a protagonist:

- *Pong* (1972). The player controls a very simple bar with very little game narrative. Given the lack of game narrative, it is more appropriate to consider the bar to be a tool the player is controlling rather than an avatar they are asked to project onto.
- *Command & Conquer* (1995). The player controls a variety of units for one of two campaigns (one for each of the two sides in the conflict). The player assumes the role of commander and builds, manages, and commands units and buildings directly. There is a loose game narrative but it does not imply that the player is a particular character - in other words, the game is designed so the player can project him or herself directly into the game as the commander.
- *SimCity* (1989). The player is encouraged to assume the role of "mayor" but no characterization is given to the role and the player has no character avatar. Instead, the player interacts with the game world through non-personalized tools (e.g., landscaping and building placement).

Protagonist Depiction: Used to specify whether a protagonist is depicted in the game. *Choose one.* Protagonist depiction extends to any means through which a protagonist is manifested, including visual depiction or audible depiction.

Term	Information
Protagonist Depicted	There is a protagonist depicted in the game Examples: <i>Super Mario Bros.</i>

No Protagonist Depicted	There is no protagonist depicted in the game Examples: <i>Tetris</i>
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Number of Protagonists: Used to distinguish between situations in which multiple protagonists are controlled by a single user during a normal game play through/session vs. situations in which only one protagonist is controlled throughout the duration of the game. *Choose one.* This facet specifically addresses protagonists, and does not address less critical characters that may be controlled briefly during play. In circumstances where multiple party protagonists are discoverable, all potential party protagonist characters should be included in analysis.

Term	Information
One	One protagonist is controlled throughout the duration of a normal game play-through/session. Examples: <i>Sonic the Hedgehog</i>
Multiple Simultaneous	A party of protagonists are controlled simultaneously by the user. Examples: <i>Wasteland 2</i>
Party	USE: Multiple Simultaneous
Multiple Rotating	The protagonist controlled by the user rotates throughout the narrative of the game. Examples: <i>Assassin's Creed Syndicate</i>

Protagonist Choice: Used to specify the level of choice the user has in selecting who the protagonist is or how the protagonist looks. *Choose one.*

Term	Information
Protagonist Choice	The user can choose who the protagonist is or alter how the protagonist looks Examples: <i>Mortal Kombat</i> , <i>Skyrim</i>
No Protagonist Choice	The user is assigned a protagonist and cannot choose how this character looks Examples: <i>Sonic the Hedgehog</i>

Protagonist Customization: Used to specify the level of availability the user has in customizing the features of a protagonist. *Choose one.*

Term	Information
No Customization	The user cannot customize character features, but can select among multiple pre-made characters Examples: <i>Streets of Rage</i>
Limited Customization	The user can modify some character features (such hair color, eye color, complexion, etc.), but does not have control over more nuanced features that influence character appearance (such as the shape of nose, eyes, body shape, etc.) Examples: <i>Splatoon</i>

High Customization	The user has a high level of choice in determining protagonist features, which may include selecting for facial details or selecting nuanced colors for hair and eyes on gradient scales to design the character. Examples: <i>The Elder Scrolls V: Skyrim</i>
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FIXED PROTAGONIST GAME SECTION

In order to complete the Fixed Protagonist Game Section of the CV, the cataloger should have recorded the following responses thus far:

Facet	Term Selected
Protagonist Depiction	Protagonist Depicted
Number of Protagonists	One
Protagonist Choice	No Protagonist Choice

If the cataloger did not make these exact selections, then the cataloger should revisit the “Cataloging Instructions” section of this document located on page 3.

A Note on ‘Protagonist Features’: The following section of the CV will ask the cataloger to capture features displayed by a single, fixed protagonist. In cases where the protagonist changes over the course the game (i.e. transforms into a vampire, ages significantly, etc.), the cataloger should capture the features displayed by the protagonist at the outset of the game.

Protagonist Species: Used to specify the species of the protagonist, particularly focused around the distinction between human and non-human. *Choose one.*

Term	Information
Human	The protagonist is a living, human being. The protagonist may have special abilities (such as super strength or magic powers) but must be classified as a human within the game context to be considered human Examples: Lara Croft from <i>Tomb Raider</i> , Luigi from <i>Super Mario Brothers</i>
Non-Human	The protagonist is a non-human. This includes humanoids, fictional human-like species (i.e. elves), undead humans (i.e. zombies, ghosts), inanimate objects (i.e. a loaf of bread), or any other protagonist manifestation that does not fit the definition of human. Examples: Link from <i>The Legend of Zelda</i>

Protagonist Gender: Used to specify the gender identity of the protagonist. We understand that gender is social construct and can sometimes be difficult to determine. When applicable, catalogers should use their best judgment to determine the gender identity of the protagonist as presented within the game context. *Choose one.*

Term	Information
Male	A term used to recognize a person who was designated or assigned male sex at birth; 2) A person who identifies themselves as having had or currently having a male body. (definition of male-bodied from https://lgbt.wisc.edu/documents/Trans_and_queer_glossary.pdf)
Male-bodied	USE: Male
Female	A term used to recognize a person who was designated or assigned female sex at birth; 2) A person who identifies themselves as having had or currently having a female body (definition of female-bodied from https://lgbt.wisc.edu/documents/Trans_and_queer_glossary.pdf)
Female-Bodied	USE: Female
Transgender	An umbrella term describing a diverse community of people whose gender identity differs from that which they were designated at birth; 2) Expressions and identities that challenge the binary male/female gender system in a given culture; 3) Anyone who transcends the conventional definitions of man and woman and whose self-identification or expression challenges traditional notions of male and female (https://lgbt.wisc.edu/documents/Trans_and_queer_glossary.pdf)
Agender	USE: Unspecified
Unspecified	Gender could potentially be assigned to the protagonist (likely because the protagonist is a human or a non-human personified in some form), but the protagonist does not display characteristics of any particular gender.
Not Applicable	It does not make sense to assign gender to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Protagonist Complexion: Used to specify the complexion of the protagonist. Complexion is defined as, "The color or appearance of the skin especially on the face" (<http://www.merriam-webster.com/dictionary/complexion>). All complexion terms are derived from the Fitzpatrick Scale (<http://unicode.org/reports/tr51/>) (<http://www.arpansa.gov.au/pubs/RadiationProtection/FitzpatrickSkinType.pdf>). *Choose one.*

Term	Information
Type 1-2	Type I - always burns, never tans (pale white skin) Type II – always burns easily, tans minimally (white skin)
Type 3	Type III – burns moderately, tans uniformly (light brown skin)
Type 4	Type IV – burns minimally, always tans well (moderate brown skin)
Type 5	Type V - rarely burns, tans profusely (dark brown skin)
Type 6	Type VI - never burns (deeply pigmented dark brown to black skin)
Other	Complexion could potentially be assigned to the protagonist (likely because the protagonist is a human or a non-human personified in some form), but the complexion is not captured in the range of standard human skin tones (i.e. protagonist is an elf with green skin).
Not Applicable	It does not make sense to assign gender to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Protagonist Human Race/Ethnicity: Human race/ethnicity refers to the different racial and/or ethnic groups that humans identify with. The National Institutes of Health (<https://grants.nih.gov/grants/guide/notice-files/NOT-OD-15-089.html>) provides a list of human race/ethnicities with definitions that are used below. Human race/ethnicity is not the same as complexion, and should only be considered in cases where the game is set on Earth or alternate-reality Earth (i.e. a future version of Earth) where it would make sense to classify the protagonist using these race/ethnicity categories. If this is not the case, “Not Applicable” should be selected. *Choose as many as apply.*

Term	Information
American Indian or Alaska Native	A person having origins in any of the original peoples of North and South America (including Central America), and who maintains tribal affiliation or community attachment.
Asian	A person having origins in any of the original peoples of the Far East, Southeast Asia, or the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Philippine Islands, Thailand, and Vietnam.
Black or African American	A person having origins in any of the black racial groups of Africa. Terms such as "Haitian" or "Negro" can be used in addition to "Black or African American."
Hispanic or Latino	A person of Cuban, Mexican, Puerto Rican, Cuban, South or Central American, or other Spanish culture or origin, regardless of race. The term, "Spanish origin," can be used in addition to "Hispanic or Latino."
Native Hawaiian and Other Pacific Islander	A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands.
White	A person having origins in any of the original peoples of Europe, the Middle East, or North Africa.
Unspecified	Human race/ethnicity could potentially be assigned to the protagonist (because the game is set in an Earth-like context and the protagonist is a human or a non-human personified in some form), but the protagonist does not display characteristics of any particular human race/ethnicity.
Not Applicable	It does not make sense to assign human race/ethnicity to the protagonist (i.e. protagonist is an inanimate object and does not have personified features) or that the protagonist can only vary along non-human races/ethnicities (i.e. orcs and elves).

Protagonist Age: Used to specify the approximate age of the protagonist. *Choose one.*

Term	Information
Child	A young human being below the age of puberty or below the legal age of majority. (http://www.oxforddictionaries.com/us/definition/american_english/child)
Teenager	A person aged from 13 to 19 years. (http://www.oxforddictionaries.com/us/definition/american_english/teenager#teenager__2)
Adult	A person who is fully grown or developed. (http://www.oxforddictionaries.com/us/definition/american_english/adult)

Unspecified	Age could potentially be assigned to the protagonist (likely because the protagonist is a human or a non-human personified in some form), but the protagonist does not display characteristics of any particular age.
Not Applicable	It does not make sense to assign age to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Protagonist Sexual/Romantic Relationships: For games in which sexual or romantic relationships are available to the protagonist, determine which of the possible sexual/romantic relationships are available to the protagonist during gameplay. If the nature of protagonist sexual/romantic relationships can vary based on game play choices, "Both Heterosexual and Homosexual" should be used. If protagonist sexuality is not obvious or relevant, "Unspecified" or "Not Applicable" should be used. *Choose one.*

Term	Information
Only Heterosexual	Only heterosexual relationships are available to the protagonist.
Only Homosexual	Only homosexual relationships are available to the protagonist.
Both Heterosexual and Homosexual	Both heterosexual and homosexual relationships are available to the protagonist.
Unspecified	The protagonist could potentially engage in sexual/romantic relationships (likely because the protagonist is a human or a non-human personified in some form), but the protagonist does not engage in these relationships.
Not Applicable	It does not make sense for the protagonist to engage in sexual/romantic relationships (i.e. protagonist is an inanimate object and does not have personified features).

MULTIPLE PROTAGONIST GAME SECTION

In order to complete the Multiple Protagonist Game Section of the CV, the cataloger should have recorded the following responses thus far:

Facet	Term Selected
Protagonist Depiction	Protagonist Depicted
Number of Protagonists	Multiple Simultaneous OR Multiple Rotating

If the cataloger did not make these exact selections, then the cataloger should revisit the "Cataloging Instructions" section of this document located on page 3.

Variability in Protagonist Species: Used to specify whether the species differs amongst protagonists, particularly focused around the distinction between human and non-human species variation. For the purposes of this CV, human protagonists are defined as living,

human beings. The protagonists may have special abilities (such as super strength or magic powers) but must be classified as a human within the game context to be considered human. Non-human protagonists include humanoids, fictional human-like species (i.e. elves), undead humans (i.e. zombies, ghosts), inanimate objects (i.e. a loaf of bread), or any other protagonist manifestation that does not fit the definition of human. *Choose one.*

Term	Information
Variability in Protagonist Species	Protagonists of different species (both human and non-humans) are represented.
No Variability in Protagonist Species	All protagonists are of the same species (either human or non-human).
Not Applicable	It does not make sense to assign species to the protagonists (i.e. protagonists are inanimate objects and do not have personified features).

Variability in Protagonist Gender: Used to specify whether the gender differs amongst protagonists. *Choose one.*

Term	Information
Variability in Protagonist Gender	Protagonists of different genders (including male, female, transgender, unspecified) are represented.
No Variability in Protagonist Gender	All protagonists are of the same gender
Not Applicable	It does not make sense to assign gender to the protagonists (i.e. protagonists are inanimate objects and do not have personified features).

Variability in Protagonist Complexion: Used to specify whether the complexion differs amongst protagonists. Complexion is defined as: "The color or appearance of the skin especially on the face" (<http://www.merriam-webster.com/dictionary/complexion>). Refer to the Fitzpatrick scale as a basis for determining variation in complexion (<http://unicode.org/reports/tr51/>)(<http://www.arpana.gov.au/pubs/RadiationProtection/FitzpatrickSkinType.pdf>).*Choose one.*

Term	Information
Variability in Protagonist Complexion	Protagonists with different complexions are represented.
No Variability in Protagonist Complexion	All protagonists have similar complexions.
Not Applicable	It does not make sense to assign complexion to the protagonists (i.e. protagonists are inanimate objects and do not have personified features).

Variability in Protagonist Human Race/Ethnicity: Human race/ethnicity refers to the different racial and/or ethnic groups that humans identify with. The National Institutes of Health (<https://grants.nih.gov/grants/guide/notice-files/NOT-OD-15-089.html>) provides a list of human race/ethnicities with definitions. Human race/ethnicity is not the same as complexion, and should only be considered in cases where the game is set on Earth or alternate-reality Earth (i.e. a future version of Earth) where it would make sense to classify the protagonists using these race/ethnicity categories. If this is not the case, "Not Applicable" should be selected. *Choose one.*

Term	Information
Variability in Protagonist Human Race/Ethnicity	Protagonists with different human races/ethnicities are represented.
No Variability in Protagonist Human Race/Ethnicity	All protagonists are of the same human race/ethnicity.
Not Applicable	It does not make sense to assign human race/ethnicity to the protagonists (i.e. protagonists are inanimate objects and do not have personified features) or that protagonists only vary along non-human races/ethnicities (i.e. orcs and elves).

Variability in Protagonist Age: Used to specify whether age differs amongst protagonists. Variation amongst the age categories of child, teen, and adult ought to be considered. *Choose one.*

Term	Information
Variability in Protagonist Age	Protagonists with different ages are represented.
No Variability in Protagonist Age	All protagonists are of similar age.
Not Applicable	It does not make sense to assign age to the protagonists (i.e. protagonists are inanimate objects and do not have personified features).

Variability in Protagonist Sexual/Romantic Relationships: For games in which sexual or romantic relationships are available to the protagonists, determine which possible sexual/romantic relationships are available to the protagonists during gameplay. If the nature of protagonists' sexual/romantic relationships can vary based on game play choices, "Variability in Protagonist Sexual/Romantic Relationships" should be used. Please use "Unspecified" or "Not Applicable" if sexuality is not obvious or not relevant. *Choose one.*

Term	Information
Variability in Protagonist Sexual/Romantic Relationships	As a collective group, the protagonists have more than one type of sexual/romantic relationship (homosexual or heterosexual) available to them. Or, the nature of any of the protagonists' sexual/romantic relationships can vary based on game play choices.

No Variability in Protagonist Sexual/Romantic Relationships	All protagonists have the same type of sexual/romantic relationship available to them. There is no option for variability in relationships based on gameplay choices.
Unspecified	The protagonists could potentially engage in sexual/romantic relationships (likely because the protagonists are human or non-human personified in some form), but the protagonists do not engage in these relationships.
Not Applicable	It does not make sense for the protagonists to engage in sexual/romantic relationships (i.e. protagonists are an inanimate objects and do not have personified features).

CUSTOMIZABLE PROTAGONIST GAME SECTION

In order to complete the Customizable Protagonist Game Section of the CV, the cataloger should have recorded the following responses thus far:

Facet	Term Selected
Protagonist Depiction	Protagonist Depicted
Number of Protagonists	One
Protagonist Choice	Protagonist Choice
Protagonist Customization	No Customization OR Limited Customization OR High Customization

If the cataloger did not make these exact selections, then the cataloger should revisit the “Cataloging Instructions” section of this document located on page 3.

A Note on ‘Customizability’: The following section of the CV asks the cataloger to determine whether features are customizable for the game’s protagonist. In cases where the game is classified as “No Customization” (The user cannot customize character features, but can select among multiple pre-made characters), the cataloger should treat the various pre-made character choices as representing different feature options. For example, if a game gives the user a choice to make a selection between a pre-made female protagonist and pre-made male protagonist, “Customizability in Protagonist Gender” should be selected.

Customizability in Protagonist Species: Used to specify whether species is a protagonist feature that can be altered, particularly focused around the distinction between human and non-human species variation. For the purposes of this CV, human protagonists are defined as living, human beings. The protagonist may have special abilities (such as super strength or magic powers) but must be classified as a human within the game context to be considered human. Non-human protagonists include humanoids, fictional human-like species (i.e. elves),

undead humans (i.e. zombies, ghosts), inanimate objects (i.e. a loaf of bread), or any other protagonist manifestation that does not fit the definition of human. *Choose one.*

Term	Information
Customizability in Protagonist Species	Protagonist species (either human or non-human) is a customizable feature.
No Customizability in Protagonist Species	Protagonist species (either human or non-human) cannot be customized.
Not Applicable	It does not make sense to assign species to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Customizability in Protagonist Gender: Used to specify whether gender is a protagonist feature that can be customized. *Choose one.*

Term	Information
Customizability in Protagonist Gender	Protagonist gender (including male, female, transgender) is a customizable feature.
No Customizability in Protagonist Gender	Protagonist gender cannot be customized.
Not Applicable	It does not make sense to assign gender to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Customizability in Protagonist Complexion: Used to specify whether complexion is a protagonist feature that can be customized. Complexion is defined as: "The color or appearance of the skin especially on the face" (<http://www.merriam-webster.com/dictionary/complexion>). Refer to the Fitzpatrick scale as a basis for determining customizability in complexion (<http://unicode.org/reports/tr51/>)(<http://www.arpansa.gov.au/pubs/RadiationProtection/FitzpatrickSkinType.pdf>). *Choose one.*

Term	Information
Customizability in Protagonist Complexion	Protagonist complexion is a customizable feature.
No Customizability in Protagonist Complexion	Protagonist complexion cannot be customized.
Not Applicable	It does not make sense to assign complexion to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Customizability in Protagonist Human Race/Ethnicity: Human race/ethnicity refers to the different racial and/or ethnic groups that humans identify with. The National Institutes of Health (<https://grants.nih.gov/grants/guide/notice-files/NOT-OD-15-089.html>) provides a list of human race/ethnicities with definitions. Human race/ethnicity is not the same as complexion, and should only be considered in cases where the game is set on Earth or alternate-reality Earth (i.e. a future version of Earth) where it would make sense to classify the protagonist using these race/ethnicity categories. If this is not the case, “Not Applicable” should be selected. *Choose one.*

Term	Information
Customizability in Protagonist Human Race/Ethnicity	Protagonist human race/ethnicity is a customizable feature.
No Customizability in Protagonist Human Race/Ethnicity	Protagonist human race/ethnicity cannot be customized.
Not Applicable	It does not make sense to assign human race/ethnicity to the protagonist (i.e. protagonist is an inanimate object and does not have personified features) or that protagonist can only be customized with non-human races/ethnicities (i.e. orcs and elves).

Customizability in Protagonist Age: Used to specify whether age is a protagonist feature that can be customized. Variation amongst the age categories of child, teen, and adult ought to be considered. *Choose one.*

Term	Information
Customizability in Protagonist Age	Protagonist age is a customizable feature.
No Customizability in Protagonist Age	Protagonist age cannot be customized.
Not Applicable	It does not make sense to assign age to the protagonist (i.e. protagonist is an inanimate object and does not have personified features).

Customizability in Protagonist Sexual/Romantic Relationships: For games in which sexual or romantic relationships are available to the protagonist, determine which possible sexual/romantic relationships are available to the protagonist during gameplay. If the nature of protagonists’ sexual/romantic relationships can vary based on game play choices, "Customizability in Protagonist Sexual/Romantic Relationships" should be used. Please use "Unspecified" or "Not Applicable" if sexuality is not obvious or not relevant. *Choose one.*

Term	Information
Customizability in Protagonist Sexual/Romantic Relationships	<p>More than one type of sexual/romantic relationship (homosexual or heterosexual) is available to the protagonist.</p> <p>Or, the nature of any of the protagonist's sexual/romantic relationships can vary based on game play choices.</p>
No Customizability in Protagonist Sexual/Romantic Relationships	<p>The protagonist has only one type of sexual/romantic relationship available to him/her. There is no option for customizability in relationships based on gameplay choices.</p>
Unspecified	<p>The protagonist could potentially engage in sexual/romantic relationships (likely because the protagonist is human or non-human personified in some form), but the protagonist does not engage in these relationships.</p>
Not Applicable	<p>It does not make sense for the protagonist to engage in sexual/romantic relationships (i.e. protagonist is an inanimate object and does not have personified features).</p>