# **Core Skills Analysis**

## **Art and Design**

- Developed skills in character design by experimenting with different styles and aesthetics.
- Gained understanding of color theory and composition by creating visually appealing characters.
- Learned about narrative development through the creation of personalities that fit with character designs.
- Engaged in creative problem-solving by adjusting designs and personalities based on intended character roles.

## **Psychology and Social Skills**

- Explored the nuances of personality development, understanding how traits influence behavior.
- Enhanced empathy and emotional intelligence by considering how different personalities interact with each other.
- Learned about social dynamics through character interaction within the game, reflecting on real-life relationships.
- Gained insight into self-identity by creating characters that represent different aspects of herself.

#### **Tips**

To further enhance Zelie's learning experience, consider introducing her to storytelling workshops or online forums where she can share her character creations and receive feedback. Encouraging her to document her design process could improve her reflection skills and understanding of visual storytelling. Additionally, exploring related art forms—such as comic creation or animation—might provide her with a broader creative outlet and help develop her artistic abilities further.

#### **Book Recommendations**

- <u>Gacha Life: A Guide to Character Creation</u> by Tanya Real: This book offers tips and techniques for creating unique Gacha Life characters, including ideas for personality development and outfit design.
- <u>Crafting Your Identity</u>: A <u>Journey Through Art and Personality</u> by Lucas Wright: A guide that explores the relationship between art and identity, encouraging readers to express themselves through creative means.
- <u>The Art of Animation: Bringing Characters to Life</u> by Maya Rogers: Focusing on character animation, this book provides insights on developing characters in animation, relevant to creating characters in Gacha Life.