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Abstract
By the results from surveying and analyzing the related literature, the game monster or avatar design substantially reflects how the quality of the game design and the degree of game to be popular are. The critical issue is how to carry out the avatar design with the sense of game market to be popular in time. To resolve this issue, an avatar design reference system providing the in-time service of referencing the matched avatar samples stored in the reference system for game designers on request to look up and then to re-design the game avatars into new ones with the taste of latest market trends, is proposed in this paper. The avatar samples, which are collected, classified, and stored in database, would be updated in time by the results from processing the feedbacks of internet society. On designing avatars, game designers can modify the matched samples and hence do their avatar designs by referencing the search result from the avatar design reference system. In this paper, by the result from the preliminary investigations and interviews with game designers and game players, we have carried out three findings: 1) the design taste of game avatar with market sense, 2) the recognition gaps of what a popular avatar is between game designers, i.e., creators and artists, and 3) the game avatar is affect player will play this game. The three findings mentioned above are considered on designing our system. The proposed system carries out the following contributions: 1) help the developer to save the time of their game development cycle, 2) make the game avatar design with the latest market sense, 3) shrink the recognition gaps of a popular avatar what game designers, i.e., creators and artists, do think that time, 4) keep players' feedbacks in terms of design factors in time and over Internet in the system, and 5) keep the avatar design right on the popular market trend all the time. The avatar designers, i.e., creators and artists, can use our system to search the avatar samples in terms of pictures and text description carried from processing the collection of Internet society feedbacks. In doing this way, the recognition gaps of what a popular avatar would be between creators and artists can be figured out.
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