

Construct

Fight Club

biography

design -> how a

character looks

- background

trope characters

how to make

relatable

- first empty space

identification

stereotype -> simplification

exaggeration depiction

- cinema

- characters' shared values with audience

- Hitchcock: relating to evil characters -> anti-heroes & villains

Character

-> queer coding

intentionality

- human, natural

"humans relate to things that are human"

surprise

impredictability

audience surrogate

life story

"mental"

underdog

main core fascination for opposites

Concept lack

- can also be related to

time, temporality

longing for something we don't have

-> desire, aspiration

how time plays out

author's part

role model

A

environment, context