

論文の英文要旨

論文題目

Features of Language Use by Personality Type
in Anime Characters

氏名

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This study aims to clarify how linguistic choices vary according to personality in anime characters, and to provide insights into selecting linguistic expressions that match the personality one intends to portray. In everyday communication, we routinely adjust our language use depending on the interlocutor and situation. Such adjustments are made not only to adapt to social context but also to project a particular persona—how one wishes to be perceived. Although a persona consists of various elements, personality can be regarded as its core.

Despite long-standing claims that people intuitively infer others' personalities from their language use, in real-life communication numerous factors—situational context, interpersonal relationships, and so on—interact in complex ways. As a result, it is difficult to directly examine the relationship between personality and linguistic behavior, and this relationship has not been sufficiently elucidated. In addition, previous studies in Japanese linguistics have primarily focused on the relationship between linguistic features and social attributes such as occupation, age, and gender, while research that foregrounds personality remains limited. Furthermore, prior research has tended to focus mainly on lexical items, leaving underexplored how these words are used in context or how they are realized prosodically.

Against this backdrop, the present study conducts a comprehensive analysis of anime characters—whose personality settings are explicit and whose linguistic behaviors are intentionally designed. By examining language use from three perspectives—lexical, discourse-pragmatic, and phonetic—the study seeks to capture the relationship between personality and linguistic expression in a systematic and exhaustive manner.

This dissertation consists of eight chapters. The main points of each chapter are summarized below.

Chapter 1 positions personality as a crucial factor in self-presentation through language use and outlines the research purpose.

Chapter 2 reviews prior studies on personality and language, as well as research on character language, situating the present study and clarifying the need for multi-layered analysis involving lexical, discourse, and phonetic perspectives.

Chapter 3 introduces the personality classification framework adopted in this study: the New Tokyo University Egogram II (New TEG-II), a Japanese questionnaire-

based personality assessment developed in the Department of Psychosomatic Medicine at the University of Tokyo. New TEG-II posits five ego states—(1) Critical Parent (CP), (2) Nurturing Parent (NP), (3) Adult (A), (4) Free Child (FC), and (5) Adapted Child (AC)—and classifies individuals into nineteen personality types based on graphically visualized ego-state profiles.

Chapters 4–6 present the analyses. Chapters 4 and 5 analyze text data extracted from three anime series—*Love Live! School idol project*, *BanG Dream!*, and *The Quintessential Quintuplets*. Characters were typed using New TEG-II, resulting in a substantial number of characters classified into the “dominant” type for each ego state. Accordingly, 29 characters representing the five dominant types (CP-dominant, NP-dominant, A-dominant, FC-dominant, AC-dominant) were selected for analysis.

Chapter 4 examines lexical features through morphological analysis and Log Likelihood Ratio (LLR).

- **CP-dominant** characters frequently used role-related words (“leader”), abstract nouns (“consciousness”), evaluative terms, negative-emotion expressions, second-person pronouns, polite auxiliary verbs, and emphatic feminine sentence-final particles.
- **NP-dominant** characters used positive evaluative terms, emotion words, relational-adjustment expressions, vocatives, verbs of giving/providing, and softening particles such as *ne*, *na*, and *jan*.
- **A-dominant** characters showed many abstract nouns and core particles (*wo*, *ni*, *wa*), but few distinctive lexical features overall.
- **FC-dominant** characters used group-related terms, concrete nouns, varied interjections, evaluations, greetings, responses, vocatives, behavioral verbs, casual expressions, and honorific name suffixes (*-chan*, *-san*).
- **AC-dominant** characters produced evaluative terms, hesitation markers, negative-affect expressions, and verbs of helping, though their distinctive lexical features were limited.

Chapter 5 analyzes discourse-level features by annotating the speech acts of each utterance.

- **CP-dominant** characters frequently used *negation*, *opinions*, and *requests for individual action*, exhibiting directive and oppositional responding.
- **NP-dominant** characters often used *questions* and *affirmations*, showing supportive and cooperative responding.

- **A-dominant** characters employed *statements, opinions, and questions*, engaging in logical and emotionally restrained interaction.
- **FC-dominant** characters used *emotion, affirmation, and joint action requests*, readily expressing feelings and promoting rapport.
- **AC-dominant** characters frequently used *statements, reactions, and affirmations*, showing cautious, hesitant, and non-assertive responding.

Chapter 6 analyzes phonetic features using Praat, based on recordings of a professional voice actress performing the same lines with personality-specific settings.

Distinctive patterns emerged:

- **CP-dominant**: large pitch movements.
- **NP-dominant**: rising final intonation and slow tempo with long pauses.
- **A-dominant**: low pitch, minimal intonation movement, fast tempo with long pauses.
- **FC-dominant**: high pitch, large pitch range, fast tempo, minimal pausing.
- **AC-dominant**: adjustments in pitch, prosody, tempo, and pausing when portraying hesitant traits.

Chapter 7 integrates findings across the three levels.

CP-dominant, NP-dominant, and FC-dominant types are classified as *reinforcement types*, where lexical, discourse, and phonetic features all reinforce the personality impression. A-dominant types are *voice-driven*, with phonetic features playing the central role, whereas AC-dominant types are *speech-act-driven*, with discourse behavior shaping the impression. The chapter also presents concrete methods for performing personalities through language.

Chapter 8 summarizes the contributions, limitations, and future directions.

This study demonstrates how personality manifests in linguistic behavior and how linguistic choices can be used to construct personality impressions. Future work should incorporate more diverse speaker attributes, real-world conversational data, multi-turn discourse structure, interpersonal relationships, and additional phonetic features. The findings have potential applications in Japanese language education, communication training, and the design of conversational AI.