

DINOSAUR HIGH SCHOOL

Qualitative Data Part 1A: Background of Project and Participants

“If Dinosaurs went to high school, what high school social categories would they belong to?”

Goals:

Chris is attempting to become a professional paleontologist specializing in dinosaur aesthetics, or why we think dinosaurs looked the way we think dinosaurs looked. Part of dinosaur aesthetics is the consideration of how we project ourselves and our way of looking at the world onto various dinosaur species. Therefore, for this project, Chris asked people this question: if dinosaurs were in high school, which high school social category would each dinosaur species belong to? In other words, would a tyrannosaur be a jock or a goth? Would a duckbill be a geek or a teacher's pet? After collecting people's responses, he analyzed the data. This experiment was designed to see whether people saw dinosaur species as having certain innate personality characteristics, and if so, which ones. Ultimately, Chris predicts that the data from this project, and others like it, will show that one of the reasons people are so strongly fixated on dinosaurs is that they provide a screen on which we can project our own selves, skeletal frameworks of wish fulfillment for our imagination.

Methodology:

The survey was carried out through person-to-person interviews on two occasions, the *Process, Performance, and Projection 3* exhibition in the Surplus Gallery at SIUC, and the *SIUC Faculty Exhibition* at the Dancing Dog gallery in Paducah, Kentucky. On both occasions, a poster was hung on the wall nearby which explained the goals of the piece, both specifically and within the overall context of Chris' paleontological research. Chris then milled about the gallery with a clipboard and asked people whether they would take the poll. If so, Chris would hand them a sheet with line drawings of the dinosaurs' skeletons for visual reference, a list of high school social categories, and a list of possible reasons one might wish to associate a dinosaur with a particular social category. (Participants could also volunteer other high school social categories and other reasons for making their choice beyond those listed on the sheet.) Chris then went through the list species by species, asking which high school social category they would have belonged to, and why, marking the answers down on the sheet.

Description of Instruments:

The charts you see on the wall before you are the quantitative portion of this project. *Quantitative Data Part 1: Distribution of Votes for Species' Social Categories* (the smallest chart) gives a basic summary of the central question of the project: which social categories were most strongly associated with each dinosaur species. *Quantitative Data Part 2A: Distribution of*

Votes for Attributes by Species and Social Category (the largest chart) lists the complete breakdown of how people voted by species, social category, and attribute (why people associated a social category with a species). *Quantitative Data Part 2B: Summary of Distribution of Votes for Attributes by Social Category* then tracks the association between each social category and its attributes.

This binder contains the qualitative portion of the project, which is divided into two parts, the first of which addresses the project's background and participants, and the second of which addresses the participants' volunteered descriptions, or attributes, of each high school social class, broken down by species. The qualitative portion of the project is still unfinished; the completed version will include a commentary for each of the entries in the second section, analyzing why people seem to have made the choices they did. At this point, however, such considerations are left up to the viewer.

Comments on the Participant Pool:

There have been three events, each of which had slightly different demographic characteristics.

Pool 1: PPP3, Carbondale, IL

- Almost all were adults.
- A majority were college students who had been in high school themselves fairly recently.
- A sizable minority were faculty who had not been in high school for years but regularly taught students who had.
- A few were children.
- Most were in college for an art-related field.
- A few were in college for science-related fields.
- Several held advanced degrees in an art-related field.
- All knew the background and intent of the project.
- Most had some knowledge or awareness of the majority of the dinosaur species involved.
- All were interviewed at an art exhibition.
- Many had consumed alcoholic beverages.
- Most spent ten minutes or more on their interview.
- Approximately half were male and half were female.
- Very few were ethnic minorities.
- Most were working or middle class.
- None had seen a dinosaur in high school or knew of anyone who did.

Pool 2: SIUC Faculty Exhibition, Paducah, KY

- Almost all were adults.
- Some were college students who had been in high school fairly recently.
- Some were faculty who had not been in high school for years but regularly taught students who had.
- A majority had not been in high school for years and would not have regular contact with those who had.

- None were children.
- A few were in college for an art-related field.
- Several held advanced degrees in an art-related field.
- Many were college educated but not necessarily in art or science.
- All knew the background and intent of the project.
- Most had some knowledge or awareness of the majority of the dinosaur species involved.
- Most were interviewed at an art exhibition but several were interviewed in non-art venues.
- Many had consumed alcoholic beverages.
- Approximately half were male and half were female.
- Very few were ethnic minorities.
- Most were working or middle class.
- None had seen a dinosaur in high school or knew of anyone who did.

Pool 3: Museum of the Earth, Ithaca, NY

- A few were adults who had not been in high school in years.
- A few were children who had not yet been in high school.
- One was a high school teacher.
- All knew the background and intent of the project.
- All had some knowledge or awareness of the majority of the dinosaur species involved.
- All were interviewed at a museum dedicated to paleontology.
- None had consumed alcoholic beverages.
- A majority were male.
- Very few were ethnic minorities.
- Most were working or middle class.
- None had seen a dinosaur in high school or knew of anyone who did.

Qualitative Data Part 1B: Participants' Volunteered Explanations for Their Choices of Social Categories and Attributes for Each Species

Besides simply choosing one of the official Attributes listed on the chart, the participants were also allowed to give open-ended descriptions of why each dinosaur species should be matched with a particular Social Category. Participants used this open-ended option selectively; all their descriptions are given below.

The data is organized by Species, then Social Category, then Attribute, then by each individual's explanation as to why they linked that Species with that Social Category and Attribute. When more than one Attribute is listed per Social Category, they are listed in the order found in the original chart, and then within these subcategories: those that refer to only one Attribute are listed first, then those that simultaneously refer to more than one Attribute, then those that refer to a Secondary Social Category. An asterisk (*) after an Attribute indicates that it is an Attribute for a Secondary Social Category.

If a respondent chose both a Primary and Secondary Social Category for a particular dinosaur, and the description of its attributes did not specifically denote which category the explanation referred to, the explanation was assigned to both categories. In this case, both the Primary and Secondary Attributes carry a note referring to the other's entry.

Note that Attributes may have been chosen for their negative as well as for their positive aspects, e.g., "Intelligence" may be chosen either because a species was considered especially intelligent or especially unintelligent.

The list begins on the next page, and follows this typographical format:

SPECIES

Social Category

Attribute--explanation

ANKYLOSAUR

Jock

Physiognomy--built for football, tough guy

Physiognomy--barrel chest

Physiognomy--big squat football player

Physiognomy--little arms; uniform

Physiognomy--stocky, muscular legs and frame, low to ground

Physical Ability, Physiognomy--tail can catch and throw balls

Band Kid

Physiognomy--stature; heavier

Attitude--band kids are grounded

Physiognomy, Physical Ability--uses tail as a drum

Arty Kid

Style/Taste--different, spikes

Theater Kid

Posture--can imagine it on stage

Shop Kid

Physiognomy--utilitarian head

Physiognomy, Hygiene--stocky, low to ground, dirty

Drop Out

Posture--hunched over

Posture--down low, dragging thing on tail he has no need for, lazy, angry

Nerd

Ambition, Cultural Interests--couch potato, video game kid (see *Dork*)

Geek

Physiognomy, Posture--scoliosis

Physiognomy, Attitude--short but wants to be cool

Dork

Ambition*, Cultural Interests*--couch potato, video game kid (see *Nerd*)

Dunce

Physiognomy*--ball on tail, thick skinned, lumbering (see *Jerk*)

Jerk

Physiognomy--ball on tail, thick skinned, lumbering (see *Dunce*)

Physiognomy--bulb on tail

Posture--gut feeling

Physical Ability*--running, athletics: football, contact sport

Nobody

Physical Ability, Social Skills--slower, can't fit in

Attitude--low, hard to recognize, downward looking

Social Status--can't fit in, people don't think much of him even though he's big

Normal

Posture, Attitude--everything, like a dog

Square

Physiognomy, Posture--proportions, all fours

Granola

Posture, Cultural Interests--slouchy, potter's wheel type

Ambition, Attitude--lazy

Freak

Physiognomy--tail

Physiognomy*--weird ball on tail

Stoner

Physiognomy--clunky in front

Posture--slow

Posture--bad posture, little head, looks familiar

Posture--some flair but not a lot

Physical Ability--sluggish

Preppie

Posture--low, head down so he can stick it up ass

Rebel

Physiognomy, Posture--large base, squat

Gangsta

Skill Set--carrying a gun

Poseur

Posture--semi-slouch

Ambition--wants to be a dimetrodon

Attitude--static, quiet

COMPSOGNATHUS

Jock

Physiognomy--track kid, streamlined

Physiognomy--speed

Physiognomy*--cross country kid, weighs 1 pound

Physiognomy, Physical Ability--thin runner

Physical Ability--track star

Cheerleader

Posture--legs bent

Posture--lanky

Band Kid

Physiognomy--thin

Physiognomy--skinny

Physical Ability--rhythm

Arty Kid

Intelligence, Physiognomy--delicate, intelligent

Physiognomy--mouth

Attitude--thin, caustic, pent-up snideness

Theater Kid

Physiognomy, Posture--long, lanky

Physiognomy, Physical Ability--small, eccentric, active

Posture--hyperactive-looking

Posture, Attitude--squirrely

Teacher's Pet

Attitude--talks too much, yappy mouth

Attitude, Individuality--looks indifferent, classic dinosaur

Class Clown

Physiognomy, Social Status--spindly, nerdy but playful

Physical Ability, Attitude--lots of energy, crazy but doesn't mean to be, outrageous

Ambition--little guy, needs to be noticed somehow

Humor--his grin

Nerd

Physiognomy--skinny, wiry

Physiognomy, Posture--lanky

Physiognomy, Style/Taste--name sounds like "computers," tiny typing hands

Physiognomy, Social Status--skinny, pushed around

Attitude--likes throwing out his slushie

Geek

Physiognomy--skinny

Dork

Physiognomy*, Social Skills*--small, shrimpy, not imposing, stays out of others' way (see *Nobody*)

Jerk

Physiognomy, Attitude--skinny, causes problems playing around, throws spitballs from behind

Nobody

Physiognomy, Social Skills--small, shrimpy, not imposing, stays out of others' way (see *Dork*)

Normal

Physiognomy*--looks normal, no special features, most generic

Posture--nothing stands out

Freak

Physiognomy--skinny

Stoner

Posture--looks like he could fall over, but comfortable

Preppy

Physiognomy--skinny, track team

Posture, Physical Ability--lean, talkative, athletic

Goth

Physiognomy--long, demon tail

Physiognomy, Posture--thin, emaciated

Hottie

Physiognomy--thin, attention to body detail

Posture, Physical Ability--sleek, can move, well balanced

Anorexic Girl

Physiognomy--skinniness

Dancer

Physiognomy, Physical Ability--skinny

DIMETRODON

Jock

Physiognomy--like a football player

Cheerleader

Physiognomy*--if a girl

Band Kid

Physiognomy, Skill Set--stocky yet talented

Physiognomy, Skill Set--like a xylophone

Arty Kid

Style/Taste-visual flair

Theater Kid

Posture, Physical Ability--has energy for stage presence

Attitude--boisterous

Attitude--flashy, attention drawing

Attitude--looks like it needs attention

Shop Kid

Intelligence, Ambition--slow, not active, takes easy-A classes

Physical Ability--band saw on back

Class Clown

Intelligence, Physiognomy--perception of being big, quiet, stupid

Attitude--can imagine doing a drawing of an eyes, nose, and mouth on its fan

Humor--goofing off, no reason to be shaped that way

Social Skills--coping abilities

Drop Out

Ambition--not motivated

Individuality--individuality

Dork

Attitude--eyes and nose

Hipster

Sexuality--he is very sexual

Freak

Physiognomy--spiny

Style/Taste--mohawk

Style/Taste--dude, mohawk!

Style/Taste*--mohawk (see *Rebel*)

Stoner

Physiognomy, Attitude--has sail, likes to warm up, lounge around, is lazy

Physical Ability, Skill Set--capacity for regulating airflow

Ambition, Style/Taste--let hair grow long, can't do too much else, wants attention

Rebel

Physiognomy--mohawk (see *Freak*)

Physiognomy, Individuality--mohawk, punk

Attitude--looks dangerous, crazy

Style/Taste--mohawk, punk

Style/Taste--mohawk

Style/Taste--mohawk

Individuality--not like anyone else

Goth

Posture--full blown

Ambition--wants to beat everyone, be the best

Style/Taste--mohawk

Style/Taste--mohawk, punk

Style/Taste--mohawk

Individuality--insecure; giant things needed to make him feel "cool"

Gangsta

Attitude--scales, confidence

Style/Taste--style, taste are superficial

Poseur

Style/Taste--mohawk

Hottie

Physiognomy--a lot of display space

DUCKBILL

Cheerleader

Physical Ability--dancing
Sexuality--female-looking

Band Kid

Posture--slack but straight posture

Arty Kid

Intelligence--shape is most interesting
Physiognomy--complicated structure
Posture--hunched over, gait

Theater Kid

Posture, Attitude--posing

Shop Kid

Intelligence--flat faced, non-emotional, a little stupid, extremely functional
Cultural Interests--duck=hunter

Teacher's Pet

Physiognomy--size of head
Posture--gut feeling
Ambition--follower, not a leader
Humor--good humor

Class Clown

Physiognomy--funny looking, can be taken advantage of, can go one of two ways (see *Nerd*)
Physiognomy, Humor--humor, funny looking
Posture, Attitude--flamboyant
Style/Taste--looks ridiculous

Drop Out

Social Status--no one talks about him

Nerd

Intelligence, Posture--braniac, wimpy front legs, wants to go to computer, hunched back
Physiognomy--brow calls attention to cranium
Physiognomy*--funny looking, can be taken advantage of, can go one of two ways (see *Class Clown*)
Posture--head shape
Posture--Urkel from TV, hunched over, sleazing in
Social Skills--lacking in social skills

Geek

Physiognomy--mouth

Physiognomy--size of head

Physiognomy, Posture--funky but complex (see *Hipster*)

Attitude--harmless

Dork

Social Status--dorky, nasal (see *Square*)

Social Status*, Social Skills*--dork (see *Square*)

Jerk

Ambition, Social Status--overcompensating outcast

Attitude--prodding, head butt, nuisance

Nobody

Posture--keeps head down

Attitude--walks quietly

Normal

Posture--stance

Attitude*--doesn't do anything, just exist (see *Square*)

Square

Posture, Attitude--walking carefully

Attitude--doesn't do anything, just exists (see *Normal*)

Social Status, Social Skills--dork (see *Dork*)

Social Status*--dorky, nasal (see *Dork*)

Hipster

Physiognomy*, Posture*--funky but complex (see *Geek*)

Style/Taste--fashionable rib and tail

Stoner

Physiognomy--tail is crazy

Preppie

Posture--thinks it's above others

Rebel

Style/Taste--duck-tail haircut like elvis

Style/Taste--pointy, gnarly looking

Snob

Posture, Attitude--"proper" four-legged walk, ugly head, thinks itself superior due to head

Posture, Social Skills--refined shape

Hottie

Attitude--prissy

Stunt Man

Physiognomy—the back tail looks stunt-like

ICHTHYOSAUR

Jock

Physical Ability--swimmer

Physical Ability, Individuality--swimming, on a different wavelength

Arty Kid

Attitude--flying, not alert, not in touch with reality

Theater Kid

Posture--has a weight to him, a big kid trying to be light, out of place

Shop Kid

Attitude*--impulse (see *Nerd*)

Teacher's Pet

Physiognomy--big nose

Posture--“looks like a kid I know”

Social Status, Social Skills--momma's boy, no friends, makes comments about everyone, not up to society's standards

Class Clown

Intelligence--sleeps through classes

Physiognomy--funny face

Physiognomy--looks funny

Drop Out

Physiognomy*, Posture*--not a lot of confidence so smokes pot (see *Stoner*)

Individuality--swimming alone

Individuality, Social Skills--dropped off land into ocean, hates crowds

Social Skills--awkward, no options

Nerd

Physiognomy--boring looking

Attitude--impulse (see *Shop Kid*)

Geek

Physiognomy--big eyes, like glasses

Physiognomy--big eyes

Physiognomy--eyes (see *Dork*)

Posture--proportion of head vs. body

Dork

Physiognomy*--eyes (see *Geek*)

Physical Ability, Cultural Interests--slow and plodding, chess club

Dunce

Physiognomy*, Attitude--goofy head, poorly shaped body, low self esteem

Jerk

Physical Ability--(bad) past experiences with swim team

Nobody

Physiognomy*--fat with big nose

Posture, Physical Ability--limited

Posture, Social Skills--trying to be invisible

Normal

Physiognomy--can't categorize

Square

Individuality--nothing interesting about character

Hipster

Physiognomy--body makes for sleek and fluid movements

Posture--intuitive

Attitude, Individuality--aloofness, "cool"

Granola

Physiognomy, Physical Ability--adaptable

Freak

Physiognomy—head so big, so many stomach bones

Attitude--like a tortured poet, sullen, teen angst, doesn't fit in

Stoner

Physiognomy, Posture--not a lot of confidence so it smokes pot (see *Drop Out*)

Physical Ability--slow

Attitude--naughty kid

Social Skills--slow, out of it

Rebel

Physiognomy, Style/Taste--big chest, tattoos

Gangsta

Physiognomy--flashy, weird head, cool

Snob

Physiognomy--the nose

PLESIOSAUR

Jock

Physiognomy, Physical Ability--swim team

Posture, Sexuality--swimmer

Physical Ability--swim team

Physical Ability, Individuality--swimming, on a different wavelength

Cheerleader

Physiognomy--feminine curves

Physical Ability-flexible

Band Kid

Physiognomy--big, has a tuba somewhere

Posture--lankiness, fluid

Arty Kid

Posture--moves with grace

Theater Kid

Physiognomy, Ambition--exaggerated facial features, wants attention

Physical Ability--graceful

Physical Ability, Skill Set--adaptable

Physical Ability, Skill Set--flying, leaping, a performer, transcendent

Teacher's Pet

Physiognomy, Ambition--long neck=brown noser

Posture--swimming, gesture; drawn out

Ambition--pose; trying to get ahead

Class Clown

Physiognomy--has flipper like seal

Posture--looks goofy

Drop Out

Physiognomy, Skill Set--not too many skills, no hands

Nerd

Posture--no idea

Nobody

Physiognomy--no personality, no stereotype

Physiognomy--just no distinctive attributes, blends in

Physiognomy, Social Status--is a big beast by itself, but simultaneously slips through the cracks

Normal

Physiognomy--his looks

Physiognomy--looks like Loch Ness Monster: in other words a basic underwater monster

Physiognomy—does look like or do anything special

Social Skills--does well but isn't nerd, gets along with athletes but isn't athletic (see *Preppie*)

Square

Attitude--bland vibe, large floating mass, can't engage with it

Social Skills--hangs on too long

Hipster

Posture--nice moves, long neck and legs

Posture, Attitude, Social Skills--smooth muthafucker

Granola

Attitude--feels spacey

Attitude--laid back, earthy

Hygiene--swims but doesn't bathe

Hygiene--eats a lot of veggies

Stoner

Posture--dragging itself along

Preppie

Physiognomy--turtle neck

Posture, Attitude--well groomed body, proportion, blue blooded

Social Skills*--does well but isn't nerd, gets along with athletes but isn't athletic (see *Normal*)

Gangsta

Physiognomy, Posture--big, posture

Poseur

Ambition--trying too hard

Snob

Attitude--shy

Attitude--nose in air

Hottie

Sexuality--he's just hot

Loafer

Attitude--demeanor

PTERANODON

Cheerleader

Physiognomy--stands out

Physical Ability--strongest arms for pom-poms

Attitude, Style/Taste--happy

Social Skills, Skill Set--can do gymnastic maneuvers, playful but wants to apply abilities in group

Arty Kid

Physiognomy, Skill Set--long arms, so it's good at drawing

Cultural Interests--unusual, very aesthetic

Theater Kid

Intelligence--flights of fancy

Physiognomy*--don't know; thin, big head, goofy

Posture--flying around like a theater kid

Posture, Skill Set--posture, dancing, posing

Physical Ability—flies so much

Attitude--thinks it's better than everyone else, lofty

Attitude--carefree

Skill Set--wings good for emoting

Shop Kid

Attitude*--dreamy

Teacher's Pet

Intelligence--physical heights equals intelligence

Attitude--looks like a kiss-up/kick-down

Class Clown

Posture--position, "look at me," show off

Geek

Intelligence--sharp

Jerk

Attitude--rude

Square

Physiognomy--angular

Hipster

Attitude--too cool for school

Style/Taste--modern greaser

Granola

Physical Ability--able to fly (see *Stoner*)

Physical Ability--can fly around

Individuality--off doing own thing

Skill Set--flies, others jealous, is into the environment (see *Hottie*)

Cultural Interests--likes trees

Freak

Physiognomy--stands out, does own thing, occupies own space

Physical Ability--can fly, freaky

Physical Ability, Social Skills--flying to avoid others

Individuality--going unaware in its own direction

Stoner

Physical Ability*--able to fly (see *Granola*)

Cultural Interests--high all the time

Cultural Interests--high all the time

Cultural Interests--the one on *Pee-Wee's Playhouse* was a stoner

Preppie

Physical Ability--flying high over others

Rebel

Physiognomy, Skill Set--wings

Attitude--risky, edgy

Gangsta

Physiognomy--wing motion is like car hydraulics or arm signifying, small body thus big fronting

Attitude--in control

Poseur

Attitude--small, has to defend itself with attitude

Snob

Physiognomy--thin and big nose, elongated

Posture--angle of knees

Posture, Attitude--flying, above everyone

Attitude--head in the sky

Attitude--looks better than everyone

Hottie

Skill Set*--flies, others jealous, is into the environment (see *Granola*)

STEGOSAUR

Jock

Intelligence--duncy football player (see *Dunce*)

Physiognomy--line backer, solid body

Physiognomy, Physical Ability--football player

Physiognomy, Physical Ability--armored beast, football pads

Posture--equal distribution of mass

Physical Ability--good at football

Attitude, Social Status--dominant

Skill Set--beefcake

Cheerleader

Attitude--enthusiastic

Shop Kid

Intelligence*, Skill Set*--big guy, doesn't like math, works with hands

Skill Set--tools on back

Teacher's Pet

Posture--defensive, but herbivore

Skill Set--has tools

Drop Out

Intelligence--small brain

Physiognomy--small head

Physiognomy--big like jock but not to be on team

Posture*--sad, depressed, nothing going on (see *Nobody*)

Nerd

Intelligence--smart but plays dumb

Ambition--funny things on back, wants to be a regular dinosaur

Dork

Posture--never closes mouth

Dunce

Intelligence*--duncy football player (see *Jock*)

Posture--pose

Jerk

Attitude--pointy, aggressive

Nobody

Posture--sad, depressed, nothing going on (see *Drop Out*)

Normal

Physiognomy--just a dinosaur

Granola

Posture--waddling; walks and eats

Freak

Physiognomy—so many horns

Stoner

Physiognomy--big body, small brain

Attitude--charisma, "grass" eater

Preppie

Style/Taste--defense spikes; pretending so as to be admired

Rebel

Physical Ability, Attitude--tough

Attitude, Individuality--spikes are intimidating, different

Style/Taste--spikes

Style/Taste--looks like smoker, punk rock, leather jacket

Goth

Physiognomy--spiky

Physical Ability--most weaponry

Style/Taste--spikes are like a mop top

Gangsta

Attitude--looks like nobody dare mess with them

Cultural Interests--bling

Cultural Interests--lots of bling

Poseur

Ambition--wants to fit in

Snob

Physiognomy--bulky, spiky like a phallus

Ambition--tries to be a lot of things

Ambition, Social Status--skater wanna-be

Hottie

Posture--hunching

SUPERSAUR

Arty Kid

Attitude, Skill Set--extra reach

Shop Kid

Intelligence, Physiognomy--big and dumb

Teacher's Pet

Attitude--nice

Attitude--suck up

Individuality--because of name

Class Clown

Physiognomy--lots of appendages to do tricks with

Social Skills*--flailing itself through society with its neck and tail

Drop Out

Physiognomy — so long

Physiognomy — long neck pokes out of top of school

Nerd

Intelligence--precise knowledge

Intelligence--valedictorian-type

Intelligence--might be smart but into observing others

Posture, Skill Set--doesn't easily defend self; stands out awkwardly, not adaptively

Physical Ability--balanced and stable, knows its place

Geek

Intelligence, Physiognomy--two brains

Physiognomy--small head, thus the reverse idea of what a geek should look like

Dork

Physiognomy--neck is dorky

Dunce

Intelligence, Physiognomy--lots of big stupid people out there

Physiognomy, Physical Ability--large, awkward

Jerk

Attitude--big, bulky, bully

Nobody

Physiognomy--so big people won't hang out with him (see *Freak*)

Attitude--sulky

Normal

Posture--it has nothing that jumps out, the dinosaur you forget

Individuality--not self-conscious

Individuality--quiet and interesting

Square

Physiognomy--size

Physiognomy, Cultural Interests--small head, skinny, lives with parents, Dungeons & Dragons

Posture, Social Skills--pigeon toed, awkward

Hipster

Attitude, Social Status--small and cool

Sexuality--sexy!

Granola

Physiognomy--no particular reason

Cultural Interests--eats leaves, vegetarian; Birkenstocks

Freak

Physiognomy--long neck

Physiognomy*--so big people won't hang out with him (see *Nobody*)

Stoner

Physiognomy--so skinny

Physiognomy, Attitude--long body, tiny head--is a Napoleon, stands above

Posture--slowly moving head

Preppie

Ambition--wants attention

Style/Taste--has a style other people want in order to fit in: "Abercrombie only"

Goth

Physiognomy--large, "reminds me of a big goth kid I know"

Snob

Physiognomy--huge, super

Attitude--head/nose up in air

Style/Taste--style, taste

Hottie

Physiognomy--huge

Posture, Sexuality--elegant

Sexuality--accentuated curves in neck and tail

TRICERATOPS

Jock

Physiognomy--helmet head

Physiognomy--hefty like football player

Physiognomy--thick neck and head

Physiognomy--thick neck and head

Physiognomy, Physical Ability--football player with headgear, strong

Posture, Attitude--most facade, most frontal

Physical Ability--linebacker

Band Kid

Physiognomy--tuba player

Physiognomy--big as a tuba

Shop Kid

Physiognomy, Attitude--fairly good sized, dopey but mean

Physical Ability, Skill Set--handy

Teacher's Pet

Intelligence, Physiognomy--big head, smarter, geeky, has right answer

Physiognomy--it is the size of a pet

Skill Set--but a weird teacher!

Drop Out

Intelligence, Ambition--doesn't care about school, goes into construction

Physical Ability--horn is protective; it's on its own now

Dork

Physiognomy--big head

Dunce

Intelligence--runs into walls

Physiognomy--skull

Jerk

Physiognomy--pointy head

Attitude, Physiognomy—can break things with horns

Normal

Physiognomy, Posture--down to earth, hard enough with his big head

Square

Physiognomy--heavy hand

Style/Taste--traditional hair-do

Hipster

Physiognomy--trucker's hat

Attitude--anti-gangsta thug

Granola

Physiognomy, Attitude--large but not ferocious; peaceful, won't hurt others by active choice not to

Freak

Style/Taste--spikes=piercings (see *Stoner*)

Stoner

Style/Taste*--spikes=piercings (see *Freak*)

Cultural Interests--doobie sticking out of head

Preppie

Style/Taste--bouffant

Rebel

Physiognomy, Individuality--jock body, bad ass defiance

Goth

Physiognomy--spiky

Physiognomy--feel the inner animal

Physical Ability, Attitude--likes to stand and look tough

Style/Taste--spiky horns are like jewelry

Style/Taste--horns are shocking, go against standards, opposite of preppie

Gangsta

Attitude--intimidating

Poseur

Physiognomy--too big for real life, too huge

Hottie

Physiognomy--big horns, sculpted skull and neck

Sexuality--horns are hot

Sexuality*--special pointy horns are hot

Valedictorian

Ambition--looks like a leader, can plow his way through life, most likely to succeed

TYRANNOSAUR

Jock

Intelligence, Physiognomy--big and stupid

Physiognomy--broad shoulders

Physiognomy--big mouth

Physiognomy--big, always hungry

Physiognomy, Posture--fit, big rib cage, running, active

Posture, Skill Set--can run fast

Posture, Cultural Interests--dopey stature, makes crafty cards, looks annoying

Physical Ability--fast, agile, does it all

Physical Ability--could play football

Physical Ability--legs; fast mover

Attitude--bully

Attitude--aggressive, testosterone

Attitude--big bad guy, big news

Attitude, Individuality--scavenger, pushed things around, took what he wanted

Band Kid

Humor--laughing, easy going

Theater Kid

Social Status--star of all dino movies

Drop Out

Attitude--“lots of hype but I want him to fail”; overrated

Dork

Style/Taste--high-wearing pants on stomach

Jerk

Intelligence*, Attitude*--tough and stupid

Physiognomy--biggest predator ever

Attitude--big jaws, chases you down for your lunch money, violent for the sake of it

Attitude--meanest

Attitude--he's a joke

Attitude--will eat you

Social Status--most reputation

Hipster

Physical Ability--likes to race around, be the fastest in the group

Freak

Ambition--lots of it

Preppie

Attitude--vicious

Goth

Physiognomy--small arms

Gangsta

Physiognomy--just seems like it

Posture--leg movement is like strutting

Posture, Attitude--body language

Physical Ability, Individuality--athletic, strong, not academically inclined, not group oriented, not into success as measured by establishment

Attitude--doesn't have to front, snatches babies out of nest

Attitude--would look good with gold chains, doesn't need to talk shit

Attitude--wants to look tough as shit

Attitude--fierce like Tupac or John Gotti

Poseur

Physiognomy--looks like a duckbill

Attitude--hogs up all ferociousness, not the biggest but trying, walks like a smaller predator, hasn't figured it all out

Nice Guy

Attitude--like a lion with a thorn in his paw

Cool Kid

Attitude—he's so cool

VELOCIRAPTOR

Jock

Physical Ability--fast

Cheerleader

Physical Ability--quick on his legs

Attitude--very annoying, wants attention, cruel

Attitude--high tail-kicker

Band Kid

Intelligence*, Physical Ability*--gangly, skillful, like compsognathus but smarter, more nimble, arms good for instruments, long legs are good for marching (see *Theater Kid*)

Attitude--thinks it's cool but isn't

Arty Kid

Intelligence*--intellectual

Theater Kid

Intelligence, Physical Ability--gangly, skillful, like compsognathus but smarter, more nimble, arms good for instruments, long legs are good for marching (see *Band Kid*)

Shop Kid

Physical Ability, Social Status--tough guy, could take others but is cool

Attitude--super cool

Social Skills--moves in groups

Skill Set—looks like he could make metal things

Teacher's Pet

Attitude—doesn't do anything special but looks kind

Class Clown

Skill Set--versatility

Drop Out

Ambition, Attitude--very angry, trying to live up to tyrannosaur (see *Poseur*)

Nerd

Intelligence*--seen as smarter, figuring things out too quickly (see *Snob*)

Physiognomy, Physical Ability--vulnerable

Posture--ill proportioned, gangly, bad coordination

Geek

Intelligence--smart

Dunce

Attitude--seems haphazard yet conventional

Jerk

Physiognomy--small and spiny

Square

Hygiene--doesn't brush teeth

Hipster

Posture--geeky but cool, is in a high-fashion pose

Physical Ability, Social Status--smooth, fast, cool

Attitude, Cultural Interests--cultural, fun, mod/rock kid, "I only go to jazz clubs and wear those hats because I can"

Freak

Social Status--from movies

Preppie

Physical Ability--strong

Social Status--hunts in packs

Skill Set--hunting in packs

Rebel

Attitude--will attack anything in sight; "What are you rebelling against?" "What do you got?"

Attitude--not as strong, fast--skinny, cigarette hanging out of mouth

Attitude*, Social Status*--misunderstood, underappreciated (see *Goth*)

Skill Set--uses his abilities

Goth

Attitude--hides in shadows, uses friends to team up on you

Attitude--wants to bite things a lot

Attitude, Social Status--misunderstood, underappreciated (see *Rebel*)

Style/Taste--ornamental, embellished

Gangsta

Posture*--Jurassic Park (see *Poseur*)

Attitude, Style/Taste--dangerous, got style, totally gangsta

Poseur

Physiognomy, Posture--wanna-be gangsta

Posture--Jurassic Park (see *Gangsta*)

Posture--posing arm

Ambition*, Attitude*--very angry, trying to live up to tyrannosaur (see *Drop Out*)

Individuality--watching and trying to be like others, imitator

Snob

Intelligence--smarter than anyone else, so snobby

Intelligence--seen as smarter, figuring things out too quickly (see *Nerd*)

A.D.D. Kid

Posture--wiry, can't stop moving