


How to make Happiness with Games????

↳ aka how to improve lives with Games?

Status ⇒ Good Games ⇒ deep friendship ⇒ happiness

Quo: ⇒ Bad Games ⇒ shallow, status-based relationships (Instagram) ⇒ depression.

Problems: 1. Online players/"friends" have almost 0 potential to turn into real-life relationships.

4 Qualities of Real-Life/Online Friend-ship Formation

Proximity

Repeat, Serendipitous Interactions

Cannot be too crowded or sparse

↓
very hard to make sure you & your online friends are online concurrently

Maximize Proximity

- Persistent Identity: Not anon!
- Events to bring people back
- Incentives: \$ if you come back
- Offline meetings?



What happens if you don't have enough players in the waiting room??

Fornite: Entertain players with standalone tasks until enough players join,

What you **SHOULDN'T** Do

- Anon
- Empty Big Areas
- Too Many Gameplay Modes
- Separate people by skills

Similarity

People perceive similarity, then they form groups

#tribal Identity
⇒ can lead to cults on online games

Solutions: Censorship

* Don't Refrain REAL Identities...

Why??

→ Create positive fictional cultures in online communities & delete "toxic" communities
↳ ⚠ Careful!!

Reciprocity

→ 1. Make friendly offers

2. Repeated interactions → trust.

★ What is Trust??

↳ Can I predict your behavior?

Do we have shared values?

↳ When we meet a complex risky task, can each of us know what the other person, so we can know how to cooperate??

Confid: Trust grows slowly, but creates fast.

Anti-patterns: Anything that easily allow people to cheat other people with trust & reciprocation rules
↳ watch out when you design these games

* As friendship increases in depth, the stronger the cooperation & intrinsic value they derive out of each other,

Mechanisms \rightarrow if one person does this, your team members get recruited.
 Needs to be designed \rightarrow If one person doesn't cooperate, they cannot accomplish the goals together (hard/soft co-op)
 for ALL kinds of friendship Levels!

Disclosure

- \rightarrow High risk, high reward!!!
- \rightarrow Only way for people to grow their friendship to the DEEPEST Level is to be vulnerable.
- \rightarrow However if you disclose ^{true info} too early, and your friendship isn't there yet, then it could kill a "could have been" friendship.
- \rightarrow Ex: Girl Gamers don't want to reveal their gender to strangers, without building some sort of trust first.

