

Building Friendships From Games

Many modern games involve negative friend building mechanisms mo

- chat
- POP grieving
- Personal info disclosure

rooms
 less wait-time
 playing together
 manages ideal density

Density
 not too far out
 not too close

proximity
 repeat interactions

Laws of Friendship Formation

Reciprocity
 "tit for tat"

friendly → positive response

Builds Trust



Low trust vs High trust



vs



Can do most things alone

Need to rely

Similarity
 People make friends with people like them

do not reference real world identity

Maximizing

repeat encounters
 persistent identity
 daily incentives
 offline community



DO NOTS
 MATCHES
 MANY MODES