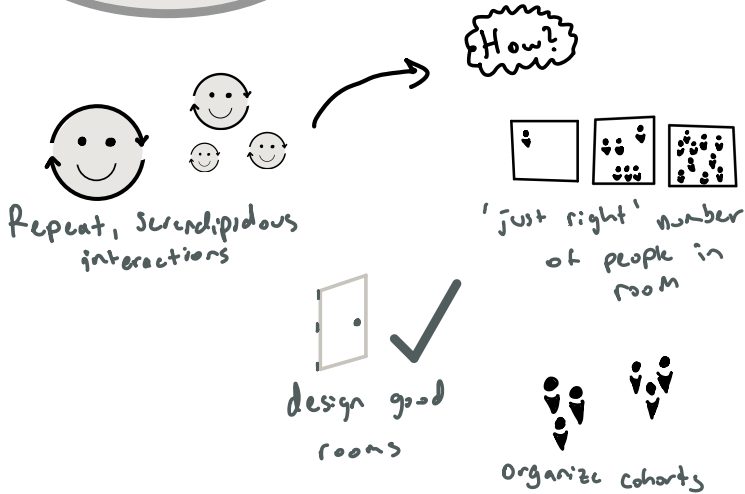


Game Design Patterns for Building Friendship?

Proximity



Retracting is difficult
Should be pillar of design

Disclosure

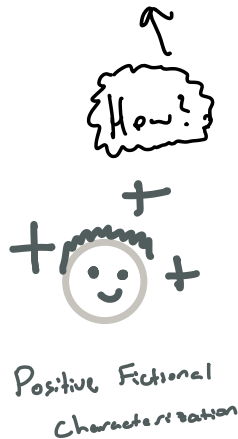
Risky BUT Rewarding

DEEP TRUST



Similarities

People make friends with similar people



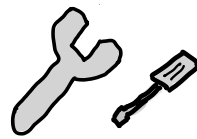
Repeat, Deeper Interactions!

Separate from

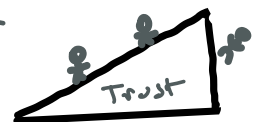


Real World

Cultivate Trust



Build tools that allow for reciprocity



Builds Slowly Lost Quickly

Reciprocity