

Patterns for Friendships

Monday, April 17, 2023 10:55 PM

- games = tool for bringing ♥ happiness

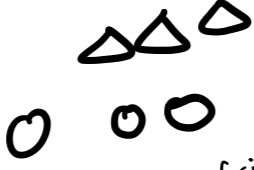
↳ like  on 1st date tomorrow → vehicle for happiness

- match-based systems → THROWAWAY RELATIONSHIPS

CAN WE DO BETTER?



Shaker



similar people → friends

↳ factors/alliances
positive fictional identities
↳ don't reference real world
positive fictional cultures


LAWS OF FRIENDSHIP FORMATION

Proximity
Similarity
Reciprocity
Disclosure

Social distance

each interaction loop = trust
↳ shared social norms → predictable
trust →  slowly grows quickly

games need to provide for
safe-opt-in disclosure of information
↳ for the next level of friendship

repeat, serendipitous interactions
need both → density
most of the time friends aren't online
↳ build new friends 
need to believe this

↳ basic tools for this

1. persistent identity
2. events
3. daily incentives
4. offline communities

ROOMS!


kills relationship leveling

↳ is to provide opt-in intimacy