

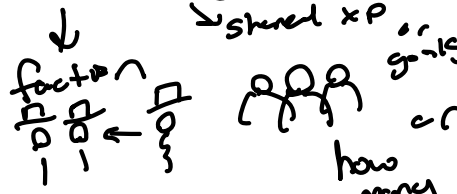
Calvin
ii

GAME DESIGN FOR BUILDING

FRIENDSHIP

GOAL
is
to
MAX
STRENGTH

② Similarity $\frac{1}{0...0}$

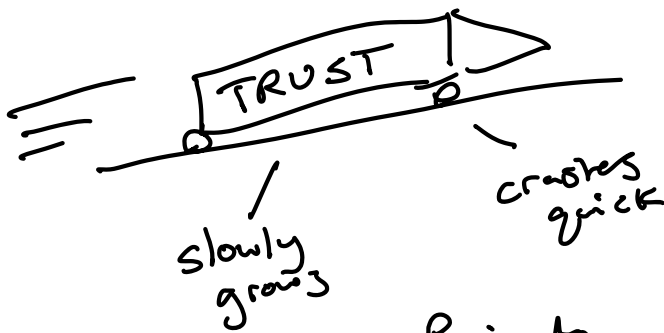
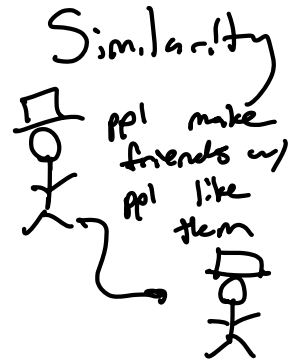


① PROXIMITY @...@

③ Reciprocity

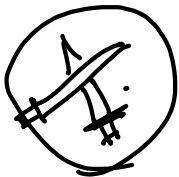
④ DISCLOSURE

how many ppl interacting
DENSITY



Disclosure

- real names
- voice chat
- location



games bring



HAPPINESS TO WORLD

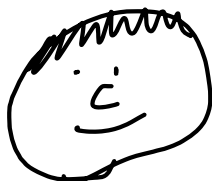
Reciprocity
friendly offer



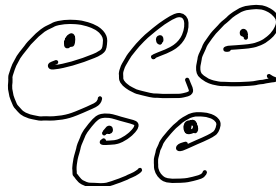
positive response



a few
Deep friends



many shallow friends



GAMES



HAPPINESS



friendship levels

- solitary
- parallel
- ambient coop
- soft coop
- hard coop

friends } opt in disclosure