



Encouragement of behavior

Systemic relationships & how you're relating to others

Events support

Addressing power & behavior

Role of Funs

Designing for friendship

Suggesting game mechanics that encourage repeat friendship

Game Design Philosophy

Evolution of design

Initially focuses on how we play

Simple game mechanics

They realize the importance of people

Game mechanisms and social interactions

Challenges

How online games can interact

How can connect

Schacter and Festinger from 1950s

Intro to treat theory treat similarity & connectedness

Examples

Post and identity

Machine-based systems

Room-based systems

Structure and strategies

Dynamic

Game Design Patterns

Making Happiness

Purpose

Games as tools for helping, not hindering

Reward

Deepens relationships connect with higher happiness