~~Match based systems~~
~~- throwaway relationships~~

~~viral systems~~
~~- friendship is a dehumanized marketing source~~

~~restricted/unsafe chats~~
~~with deep relationships~~

small # of deep friendships ⟷ large # of shallow, status based relationships

BUILDING (better) FRIENDSHIPS

in online games

how?

LAWS OF FRIENDSHIP FORMATION

1. Proximity

- repeat serendipitous interactions
- density

* need to build new friends out of strangers *

~~- anon players~~
~~- empty space~~
~~- too many modes~~
~~- separate by skill~~

use ROOMS!

2. Similarity

- people make friends w/ people like them

~~- similarity is too strong of a filter~~

- pro-social player roles
- do not reference world directly

FICTIONAL CULTURES

3. reciprocity

- make a friendly offer
- give a positive response

* people are wired to reciprocate *

~~- scamming/deceit~~
~~- power differentials~~

TRUST

make roles help others in design

4. Disclosure

- premature disclosure kills relationship leveling

~~personal info → bad reactions~~

opt-in intimacy

MAKE GAMES FOR PEOPLE TO MAKE FRIENDS!!

Daphne Liu