

Discord



## Drafting an emerging picture

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Community (UN SD goal): Goal 3: Good Health and Well-Being

Date:	October 10, 2021			
Covering the orientations				
Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?				
How well does the technolog inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	distinct lack of support re games to remain "safe a	The technology inventory covers the orientations rather well. Although there is a distinct lack of support regarding the special need stating that it is important for games to remain "safe and accessible".		
☐ Are you almost there?☐ Are there big gaps?	and accessible for people	As stated above there is a lack of technologies to keep gaming environments safe and accessible for people. Both in terms of safety from others as well as safeguarding individual well-being.		
What is the range of skills? If their interests and/or skills a diverse, could it cause conflictor distraction?	then we are doing somet and part of that is the ne	The range of skills is in fact diverse but if it becomes an issue with our application then we are doing something wrong. The issues we are addressing are not trivial and part of that is the need for our app to be highly usable by people of all skill levels (in game skill and technological skill).		
Achieving integration				
Look at all the pieces of your configuration				
What level of integration and interoperability has been achieved?	community is high. Intere	The level of integration of the technologies discussed within the League of Legends community is high. Interoperability is achieved with some of the technologies such as how Discord is used in combination with LoL for a better communication experience.		
Where are there big gaps				
Balancing the polarities (Current state)				
How is the configuration balanced with respect to each polarity?				
Synchronous		<<<<<<<<<<<<<<<<<<		
>>>>>>>>>		Asynchronous		
Twitch		YouTube		

Discord





TeamSpeak		Reddit
		Wikis
		Email
Participation		<<<<<<<
>>>>>>>>>>		Reification
Discord		YouTube
Twitch		Wikis
Reddit		
Group >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<
Discord		Individual
Twitch		
Reddit		
YouTube		
Wikis		
VVINIS		
How well does this balance fit your community?	Visualizing the group vs individual technologies brings to light just how unbalanced the attention to players as individuals is. The tools are primarily group oriented with little support for the individuals experience within the community, otherwise the balance seems reasonable for the LoL community.	
Solution seeking		
In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?		
Synchronous >>>>>>>>>>>>	·>>>>>>>>	·····
Provide synchronous support for players.		Asynchronous
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	·>>>>>>>	<<<<
Increase the quality of participation achieved and desired		Reification
by players.		
Group		<<<<<<<< d>Individual
>>>>>>>>>		Provide a tool targeted at the individual in order to benefit the group.
MVP notes		





- -Synchronous but not necessarily actively synchronous, part of the support may involve encouraging the player to go for a walk or get a drink of water. The activities the player are performing may veer away from active interaction with the community but are still synchronous real time activities. \*NOT MVP RELATED\*
- -First we will start by monitoring time played and providing recommendations to the player. This is all our first MVP will entail.