

## Drafting an emerging picture

|                         |                                    |
|-------------------------|------------------------------------|
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## 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 technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes

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?

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 are diverse, could it cause conflict or distraction?

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?

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

>>>>>>>>>>>>>>>>>>>

## Twitch

## Discord

[illegible]

## Asynchronous

YouTube

Discord

[illegible]



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-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.