A screenshot of a cell phone

Description automatically generated

People can pay for all-day pass (receives a wrist band). $10-15 on a week day, $20-$25 on the weekends. Entry fees

Membership fees

Guided shared-activities

Furniture, game, food, and PC donations from thankful community members

Brick-and-mortar location. Utilities and supplies. Games library.

Staff: Security/greeter, maintenance/cleaning, chef/event-planner/sociologist. 3 people. Co-op structure, incentivize a culture of innovation. Round food up to the nearest dollar at market price , fully stocked fridges and kitchen, three fridges (meat, veggies, storage) and a pantry. Cleaning supplies (cleaning up the kitchen is part of cooking), it’s expected to clean the mice/keyboard for others to use.

Lonely people. Dance extroverts. People who prefer a shared activity to socialize. Cost for entry is reduced when less than 5 people in the building.

18 to 35 year-olds, singles and couples

Most people are not “normal”, people tend to develop special interests that allow them to enter special interest communities, however, due to these special interests, they only meet people within their special interest community, so it’s difficult to make friends out of special interest communities and outside of work.

Free daytime entry to dance groups that want to practice with the condition that they are inclusive to others.

Social media, youtube videos that are fun and tell a story

Hosting PC gaming/gaming tournaments and LAN parties.

Hosting couples cooking classes.

Hosting singles cooking classes.

Open, regulated kitchen usage.

Flexibility: scheduled activities and spaces can be changed to appeal to the unique needs of the local community. There is room for experimentation and error.

Variety of shared activities not found elsewhere including intimate activities like makeup, cooking, and PC gaming.

A homey place to go after work where you can socialize through a shared activity and enjoy a cheap, homemade meal.

An adult (18+) social space with shared activities of universal languages: dancing, cooking, PCs/PC gaming, console gaming (party and backseat gaming). board games. It’s similar to a community center but feels homey and high quality, with scheduled and unscheduled activities

Marketed as a safe space. The innovation is making people feel comfortable, empowered, and confident to socialize.

Fostering an intimate community through universally enjoyed, scheduled and unscheduled shared activities. Cheap food – pay only for what is used at normal store prices.

Scheduled activities will tap into a wide range of niche communities activities: gaming tournaments, movie nights, backseat gaming shows, beginner dance lessons, random-invite cooking nights, singles/couples cooking nights, beginner card game lessons, talent show, improv comedy night, holiday celebrations

- Repeat visitors

- Community formation

- Reputation/word-of-mouth

- Number of members

Bars, online dating, cafes, special-interest activity groups and businesses, meetup.com

- Bars and restaurants don’t incentivize intimate connections.

- Young people are less likely to go outside to meet people outside of a special interest activity because of a lack of a monoculture

- As income inequality increases, and future outlook wanes, lower middle-class young people will be more likely to invest in long-term relationships/friendships rather than one-night stands and cheap thrills

- Religion is decreasing in America so general common-interest meeting areas/reasons like church and mosque attendance decreases. Something needs to fulfill that space.

- Shared consumption is shallow