



SOCIAL ANIMALS: *WEREWOLVES WITHIN* AND THE VIRTUAL TABLETOP

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I. DEFINING SOCIAL VR

II. DESIGNED FOR SOCIAL VR

III. FINDINGS FROM USER TESTING

IV. TAKEAWAYS

DEFINING SOCIAL VR



ACHILLICON '16

A day of board games and socializing at my house

(Please bring a drink or dish to share)

...[V]irtual reality can potentially connect people around the world and let them inhabit the same immersive digital world, more closely replicating actually being together in real life.

— Popular Science, 2015

...[C]onsumer VR that can induce presence marks... a phase change in the relationship between humans, computing, and information.

...I predict that VR will be the most social medium ever.

— Michael Abrash, Carnegie Mellon University 2014

**A virtual world in which the sense of presence is enhanced when
shared with other actual individuals**



DESIGNED FOR SOCIAL VR





An Inherently Social Activity



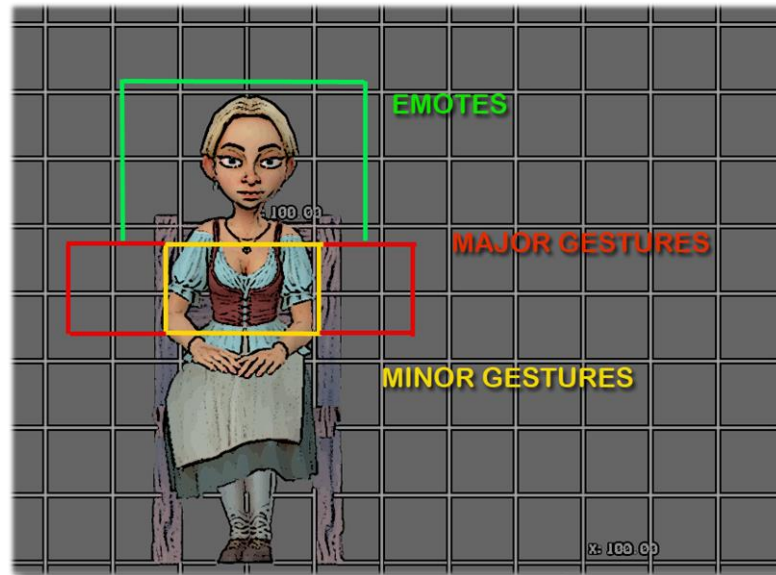
Core Gameplay: A Social Endeavor



Intuitive, Familiar Movements



Heightening Awareness



Conveying Emphasis



Seating Arrangement

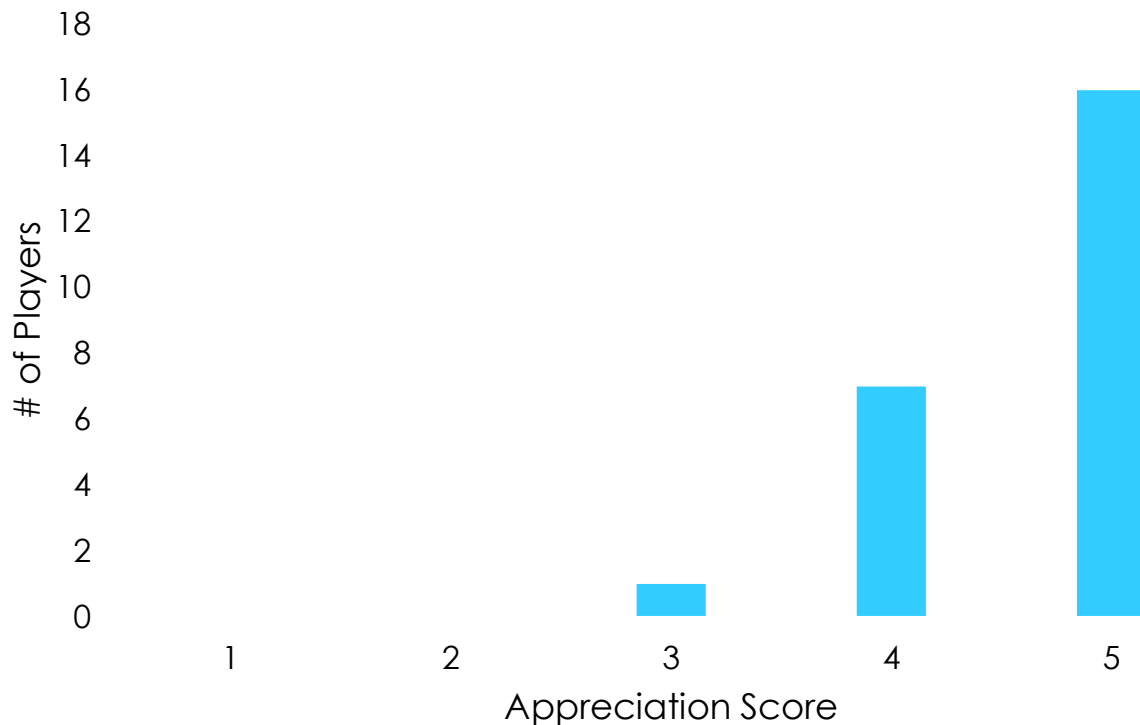


Stylized Avatars

FINDINGS FROM USER TESTING

PARIS USER RESEARCH LAB + RSE USER RESEARCH LAB

Appreciation of Avatars

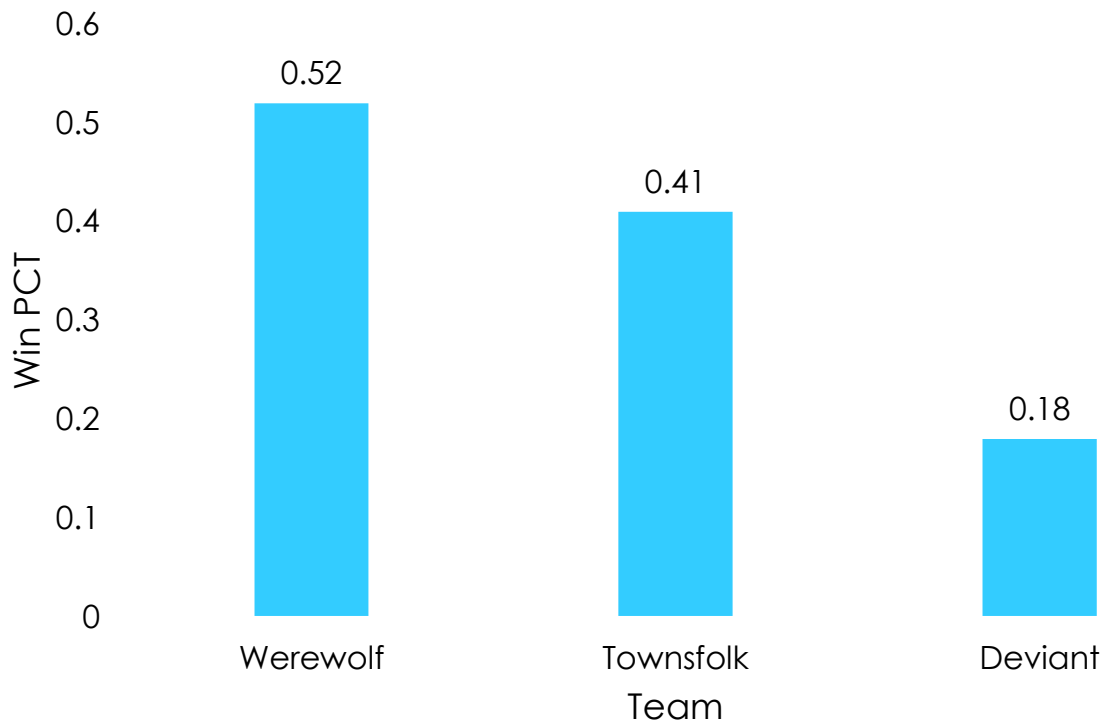


OBSERVATIONS

When they were unaware of each other's names, players referred to each other by the features of their avatars

“...a digital mask to hide behind...”

Victory Conditions

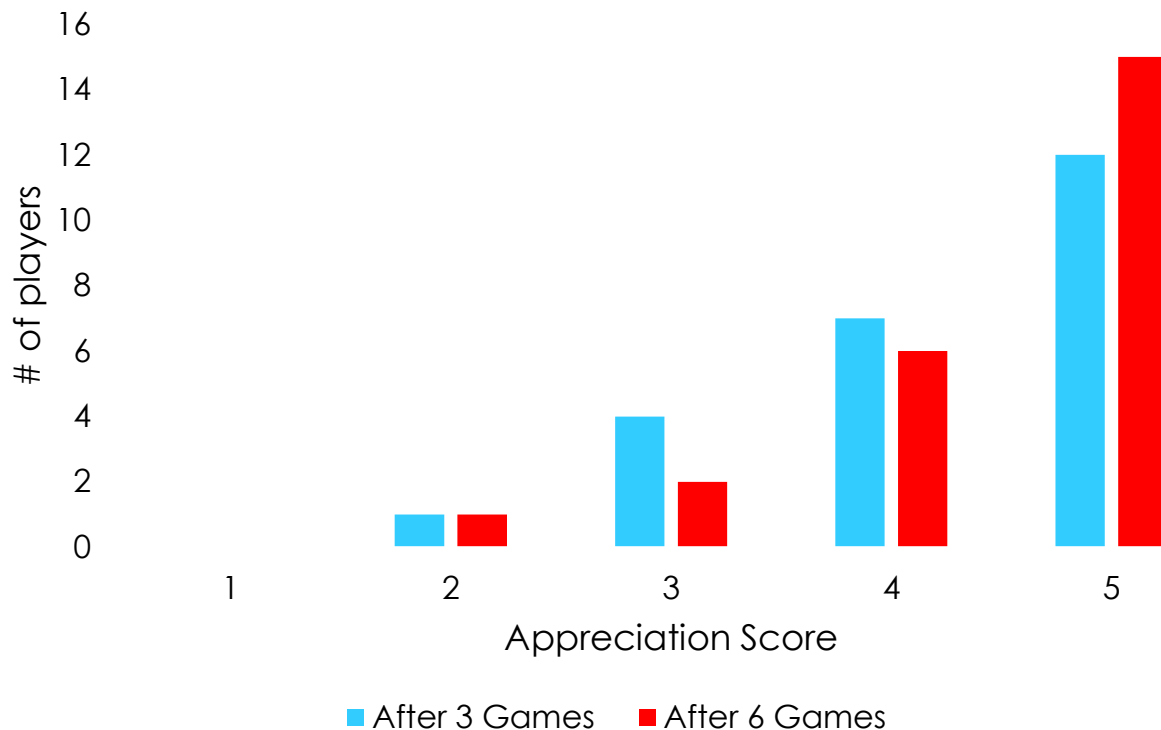


OBSERVATIONS

Informed minority wins more frequently than uninformed majority

Difficult to win with the (solo) Deviant role — rewards are commensurately valuable

Appreciation

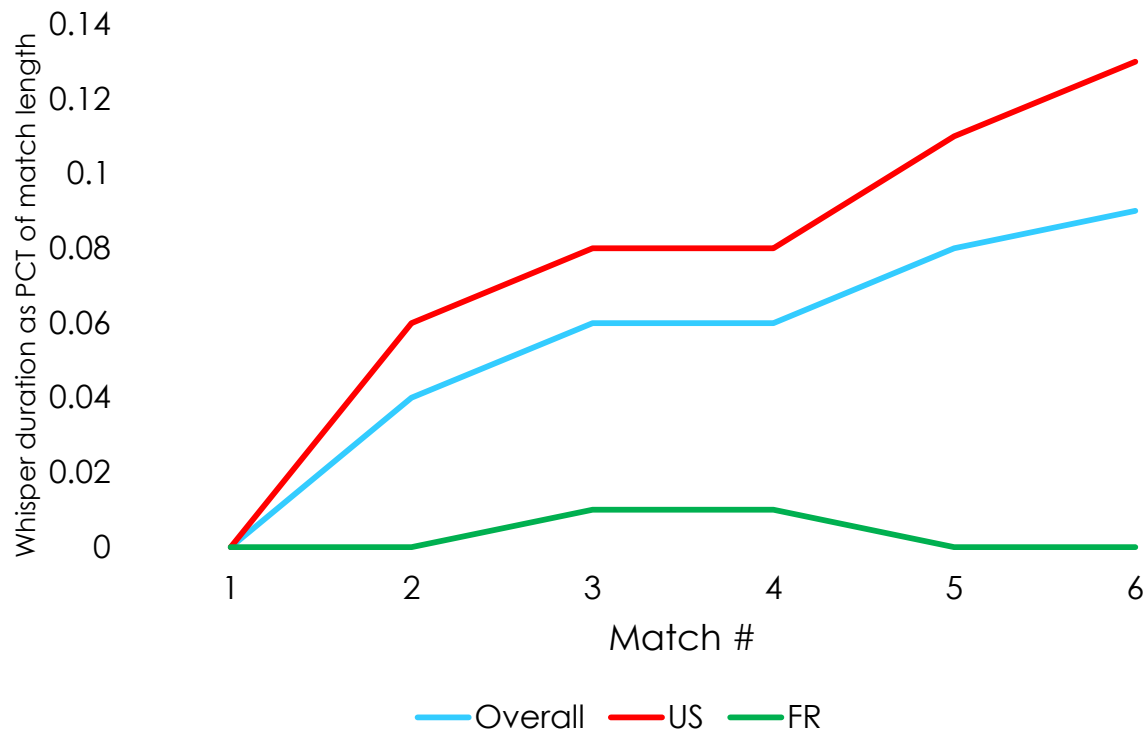


OBSERVATIONS

As familiarity grew, so did appreciation

Appreciation also grew the more the player understood the game roles and the nuances of the victory conditions (Mastery)

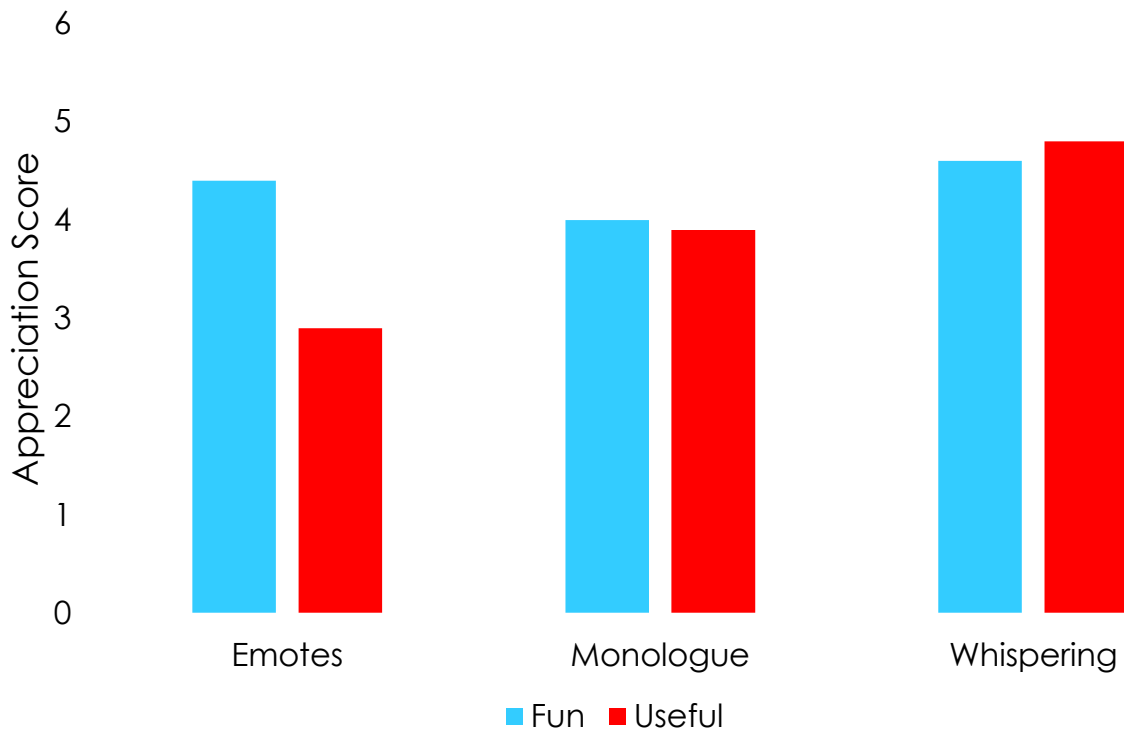
Whisper Usage



OBSERVATIONS

The French are either guileless and without secrets or they are MASTERS OF SECRECY on a level beyond human perception

Game Actions: Fun and Usefulness

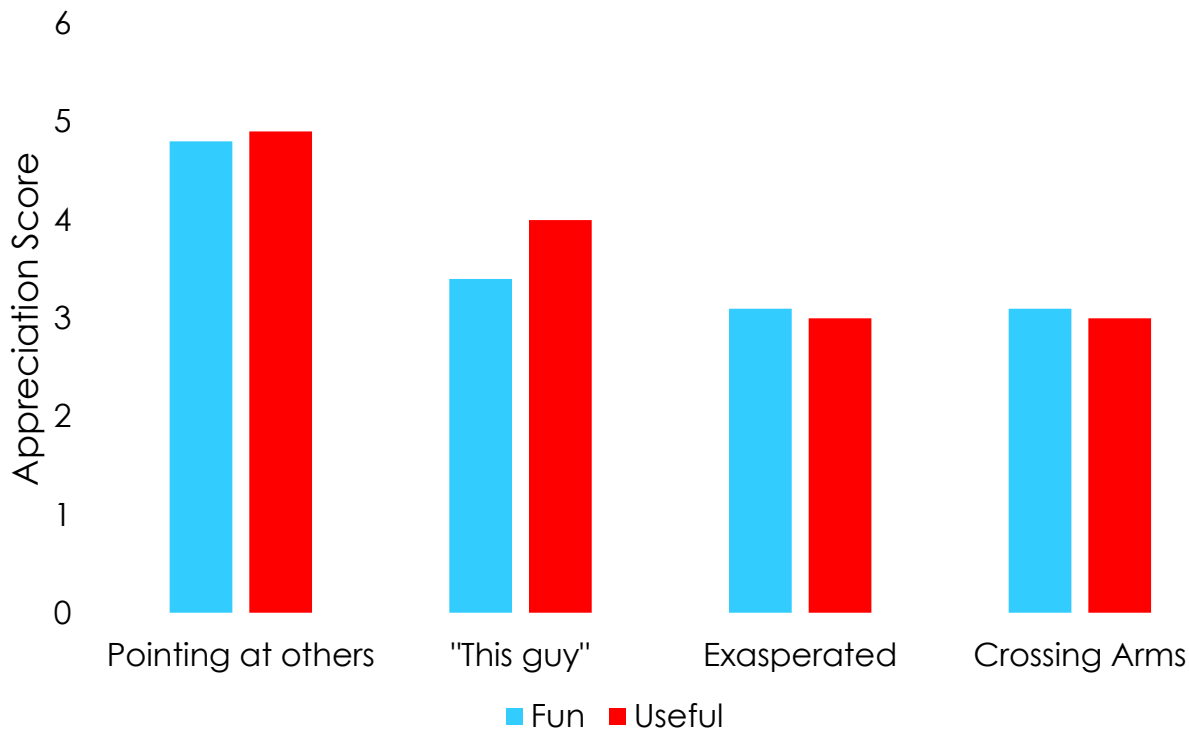


OBSERVATIONS

While the emotes were fun, participants felt that they served no strategic purpose. (9/24)

Whispering is used to communicate information privately – it is inherently useful, but it is noteworthy to see it considered almost as equally fun

Emotes: Fun and Usefulness



OBSERVATIONS

Emotes that communicated information or direction were perceived as both more fun and useful than the purely expressive emotes.

TAKEAWAYS

SOCIAL VR IS FOUNDATIONAL

PRESENCE BUILDS RELATEDNESS

THE ACTIVITY PROVIDES THE IMPETUS

THANK YOU!