



**FAIR  
PLAY  
ALLIANCE**

# Strangers on the Couch

**Dr. Kimberly Voll**

@zanytomato

Senior Technical Designer, Riot Games

Thank you...



*Yes, you.*

TI-99/4A  
computer

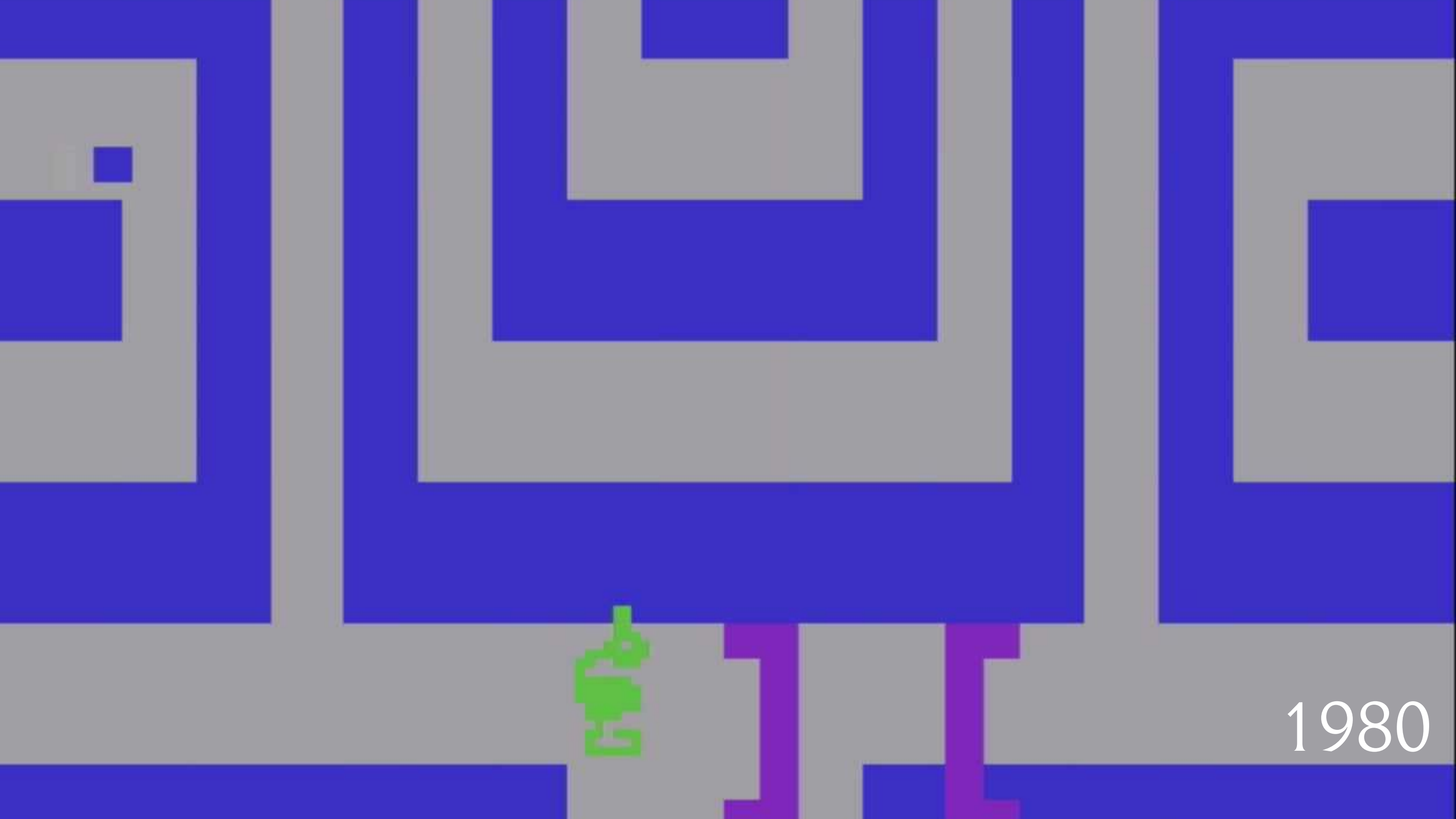
QUIT



PHM 3112

TEXAS INSTRUMENTS

SOLID STATE  
PARSEC

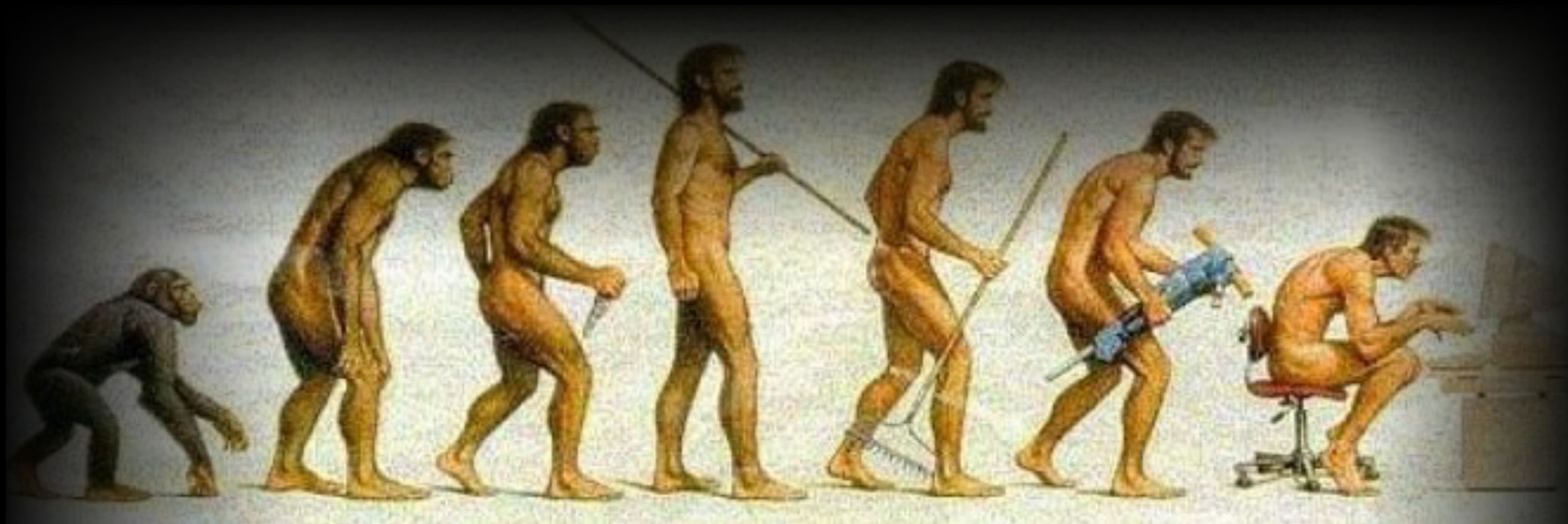


1980

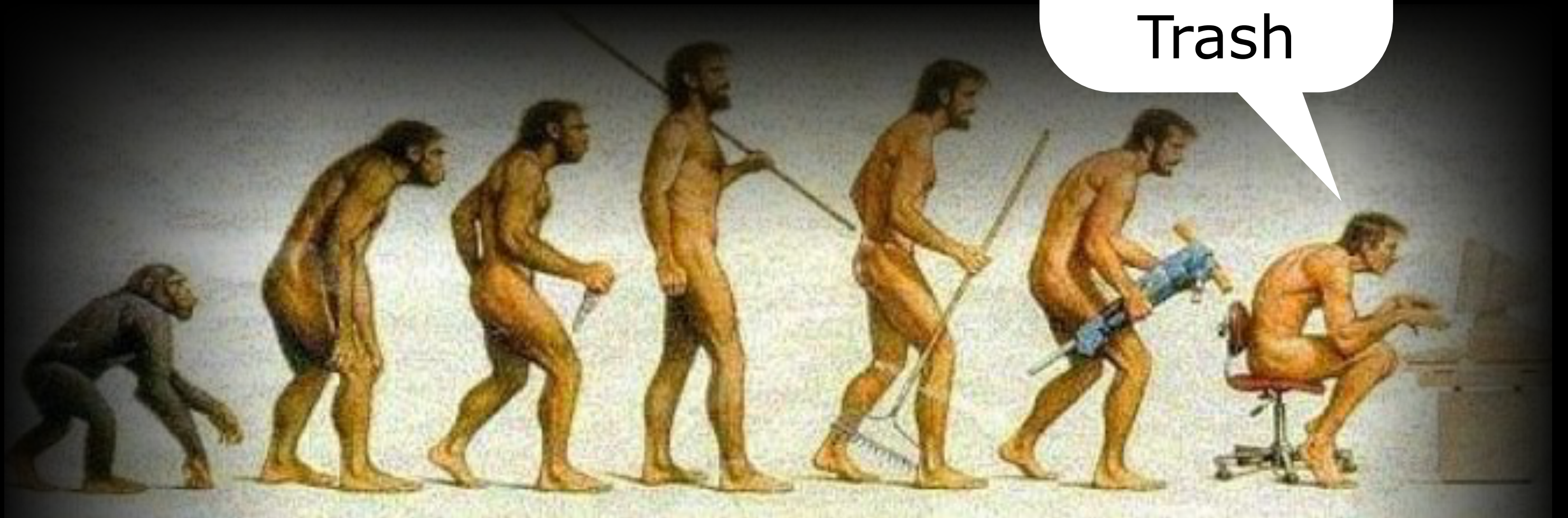


2018





STFU,  
Trash



A vintage computer monitor with a beige casing. The screen is dark, showing a command prompt interface with a cursor. Below the prompt, there is a large block of hexadecimal data (00s and FFs) arranged in a grid-like pattern. The keyboard is visible at the bottom of the frame, and the overall lighting is dim, emphasizing the screen's content.

41% of internet users have experienced harassment

Pew, 2017

A vintage computer monitor is shown, displaying a hex dump of memory. The screen shows a series of hexadecimal values arranged in rows. Below the monitor, a keyboard is visible. The overall image has a dark, moody aesthetic.

# 62% view online harassment as a major problem

Pew, 2017



79% feel online services have a duty to step in

Pew, 2017

Of those being harassed:

*34% from strangers*

*26% from acquaintances*

*18% from friends*

*11% from family*

*5% from coworkers*

Pew, 2017



Of those being harassed:

*34% from strangers*

*26% from acquaintances*

*18% from friends*

*11% from family*

*5% from coworkers*

Pew, 2017



Dumbass team

STFU trash

at least fathers day isnt my most confusing holiday :)

???

...

WHAT THE FUCK ARE YOU DOING???

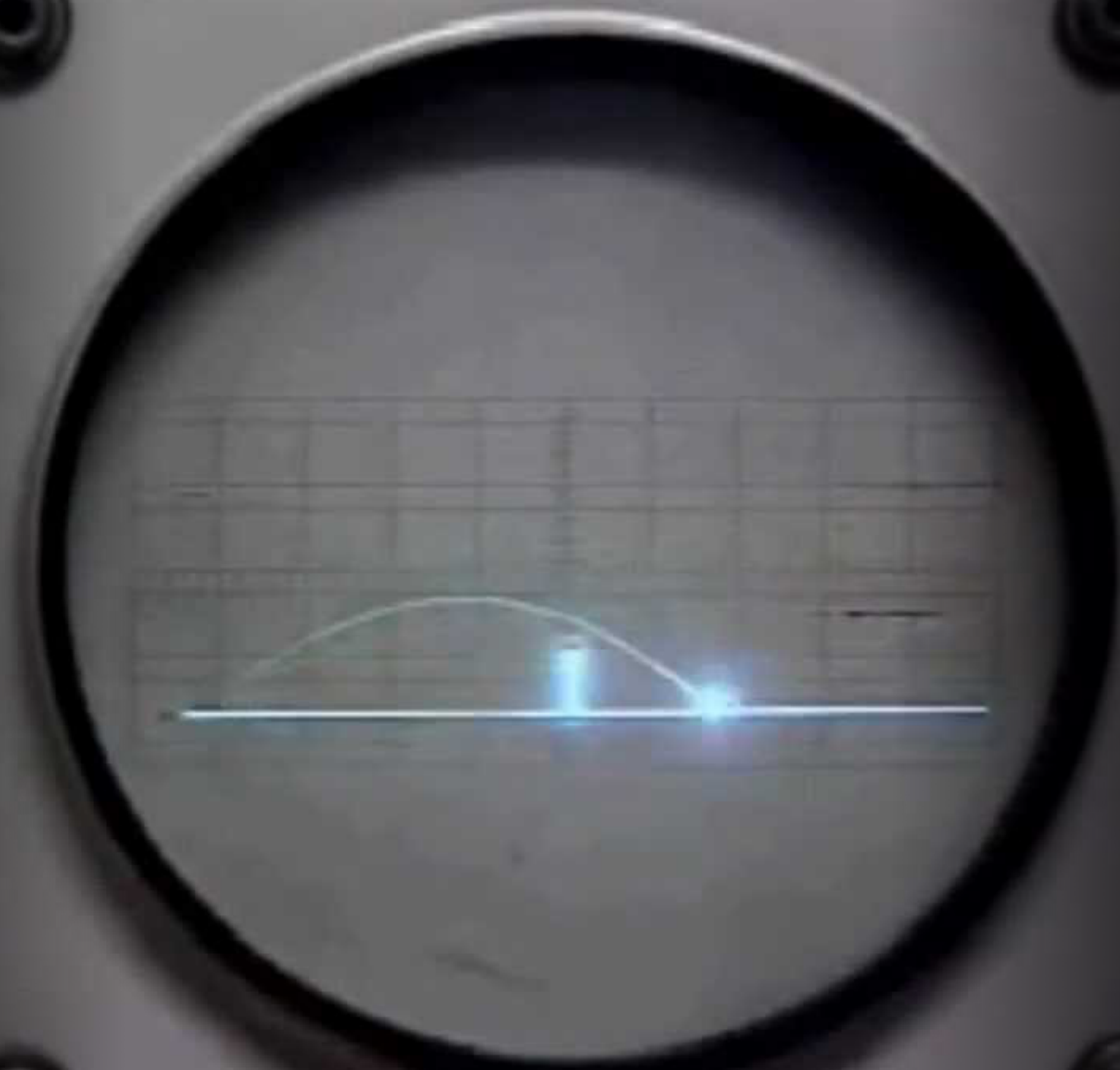
Blind as fuck

By ur spelling u uneducated

Why don't you learn to play before you play ranked?







1958

# PONG



1972



1977



1980s





1993



REPAIR SELL MAP



1995



```

Psyco Venator leaves south.
> l
| | |
| x @ x @
| | |
| @
|
| @
|
|
|
The land is lit up by the eerie light of the waxing half moon.
This is the street just outside the Headed Drum, Ankh-Morpork's most reputable disreputable pub. The pub has been built on the ruins of the Broken Drum,
which burned to the ground after Benjamin, the landlord at the time, discovered (and rather misunderstood) fire insurance. It still flourishes, though, as
the rowdy, drunken sounds coming from the inside attest. It is situated at the intersection of two of Ankh-Morpork's busiest streets: Short Street, which
leads to the south of here, and Filigree Street, which lies to the east and west. The place is characteristically alive at night, with excited and drunken
revellers showing little respect for the sign which has been provided outside the Drum for their own good.
Several groups of people can be seen walking past, quite energetically. Either this neighbourhood is near one of the busier areas of the city, or people
are just in a hurry to get away.
It is a cool spring prime's night with almost no wind and many puffy clouds.
There are four obvious exits: east, west, south and north.
Doozer and beekyfeer are standing here.
Usagi arrives from the north.
Doozer leaves south.
To the east, the bell of the Assassins' Guild clock slowly chimes eleven times.
Usagi's face goes blank.
You feel a strong craving for apple and blackberry jam.
Someone peeks at you.
You notice that the smell of apple and blackberry jam lies like a heavy blanket around you.
A swarm of fireflies buzzes past, humming peacefully.
Flumble blows bubbles at you.
> look flumble
You look Flumble.
Beekyfeer starts to search around.
Beekyfeer looks closely at the ground and picks something up.
Someone looks at your purse.
Usagi leaves south.
Beekyfeer starts to search around.
Beekyfeer looks closely at the ground and picks something up.
(Priests) Shabree wisps that she yawns and falls over
Beekyfeer starts to search around.
Beekyfeer looks closely at the ground and picks something up.
Beekyfeer starts to search around.
Beekyfeer looks closely at the ground and picks something up only to discover that it is just a lump of rotting rubbish, which quickly gets thrown away.
The revolting smell of rotting rubbish starts to creek from beekyfeer's body.
The pub door opens and a body is hurled onto the street. He must have been caught up in a brawl.
Beekyfeer drops the stiletto scabbard.
The revolting smell of rotting rubbish watts over to you from beekyfeer.
Miakeeh den'Cheiron and Stern den'Cheiron appear suddenly, accompanied by a brief shower of rain.
> perform light
Stern den'Cheiron and Miakeeh den'Cheiron leave east.
You have to target this ritual.
Beekyfeer starts to search around.
> perform light on me
Queued command: perform light on me
Beekyfeer looks closely at the ground and picks something up.
It seems easier to perform light because you are near holy ground.
You close your eyes and think of higher things.
You utter a prayer.
Beekyfeer drops the pair of hard leather boots.
You call upon Pische to fill yourself with holy radiance.
You begin to glow with holy light.
The revolting smell of rotting rubbish watts over to you from beekyfeer.
Somebody slips from a rooftop, is caught by the crowd and passed down Short Street to the south.
The revolting smell of rotting rubbish watts over to you from beekyfeer.
(Log) Kills:0__Xp:3695__target:____Attitude:insane__Focus:none__Shields:---__Weapon:javelin__Teaching:NU__Align:very good____
> |

```

‘70s+

```

Page Number: leaves south.
> l
|
| |
| x @ x @
| | |
| @
|
| @
|
|
The land is lit up by the eerie light of the waxing half moon.
This is the street just outside the Headed Drum, Ankh-Morpork's most reputable disreputable pub. The pub has been built on the ruins of the Broken Drum,
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There are four obvious exits: east, west, south and north.
Doozer and beekyfeaz are standing here.
Usagi arrives from the north.
Doozer leaves south.
To the east, the bell of the Assassins' Guild clock slowly chimes eleven times.
Usagi's face goes blank.
You feel a strong craving for apple and blackberry jam.
Someone peeks at you.
You notice that the smell of apple and blackberry jam lies like a heavy blanket around you.
A swarm of fireflies buzzes past, humming peacefully.
Flumble blows bubbles at you.
> lmq flumble
You lmq flumble.
Beekyfeaz starts to search around.
Beekyfeaz looks closely at the ground and picks something up.
Someone looks at your purse.
Usagi leaves south.
Rincewind looks at the ground and picks something up.
Rincewind looks at the ground and picks something up.
(Priests) Shabree wisps that she yawns and falls over
Beekyfeaz starts to search around.
Beekyfeaz looks closely at the ground and picks something up.
Beekyfeaz starts to search around.
Beekyfeaz looks closely at the ground and picks something up only to discover that it is just a lump of rotting rubbish, which quickly gets thrown away.
The revolting smell of rotting rubbish starts to creek from beekyfeaz's body.
The pub door opens and a body is hurled onto the street. He must have been caught up in a brawl.
Beekyfeaz drops the stiletto scabbard.
The revolting smell of rotting rubbish warts over to you from beekyfeaz.
Miakeeh den'Cheiron and Stern den'Cheiron appear suddenly, accompanied by a brief shower of rain.
> perform light
Stern den'Cheiron and Miakeeh den'Cheiron leave east.
You have to target this ritual.
Beekyfeaz starts to search around.
> perform light on ne
Queued command: perform light on ne
Beekyfeaz looks closely at the ground and picks something up.
It seems better to perform light because you are now both ground.
You close your eyes and think of higher things.
You utter a prayer.
Beekyfeaz drops the path of hard leather boots.
You cast upon them the power of the gods with holy rain and
the boots are now very clean.

```

“MUD communities are not without problems....there are social issues to deal with. There have been cases described as virtual rape.... And there is harasssment.” (1997)



2000

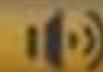
# VOICE CHAT

Voden 05

- 2 Invitations
- 6 Friends Online
- 1 Friend Requests

Friends

MasterChief 23



Need4 Speed 03



Prospector 11



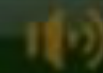
Huskie 97



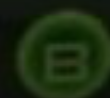
Thrasher 72



Quarterback 40

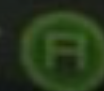


OPTIONS



BACK

SELECT



2002



*Strangers on the couch.*



Pardon me, but ur  
**different** so imma  
kill you now









You know what  
they say about  
**assuming!!**





A man with dark hair and a goatee, wearing a black sweater, stands in the center of a living room. He is flanked by four anthropomorphic deer. The deer on the far left wears a red and white patterned scarf and a blue vest. The deer next to it wears a green scarf and a black jacket. The deer on the far right wears a red and white striped scarf and a black jacket. The deer in the middle-right wears a red sweater with a Christmas tree and a reindeer design, a black scarf, and glasses. They are all looking towards the man. In the foreground, there are several wrapped gifts. A speech bubble points from the man to the text.

So, uh, played the  
latest **Deer Hunter**?

A man with dark hair and a goatee, wearing a black sweater, stands in the center of a living room. He is flanked by four anthropomorphic deer. The deer on the far left wears a red and white patterned scarf and a blue vest. The deer next to it wears a green scarf and a black jacket. The deer on the far right wears a red and white striped scarf and a black jacket. The deer in the middle-right wears a red sweater with a Christmas tree and a reindeer design, a black scarf, and glasses. They are all looking towards the man. In the foreground, there are several wrapped gifts. A speech bubble points from the man to the text.

So, uh, played the  
latest **Deer Hunter**?





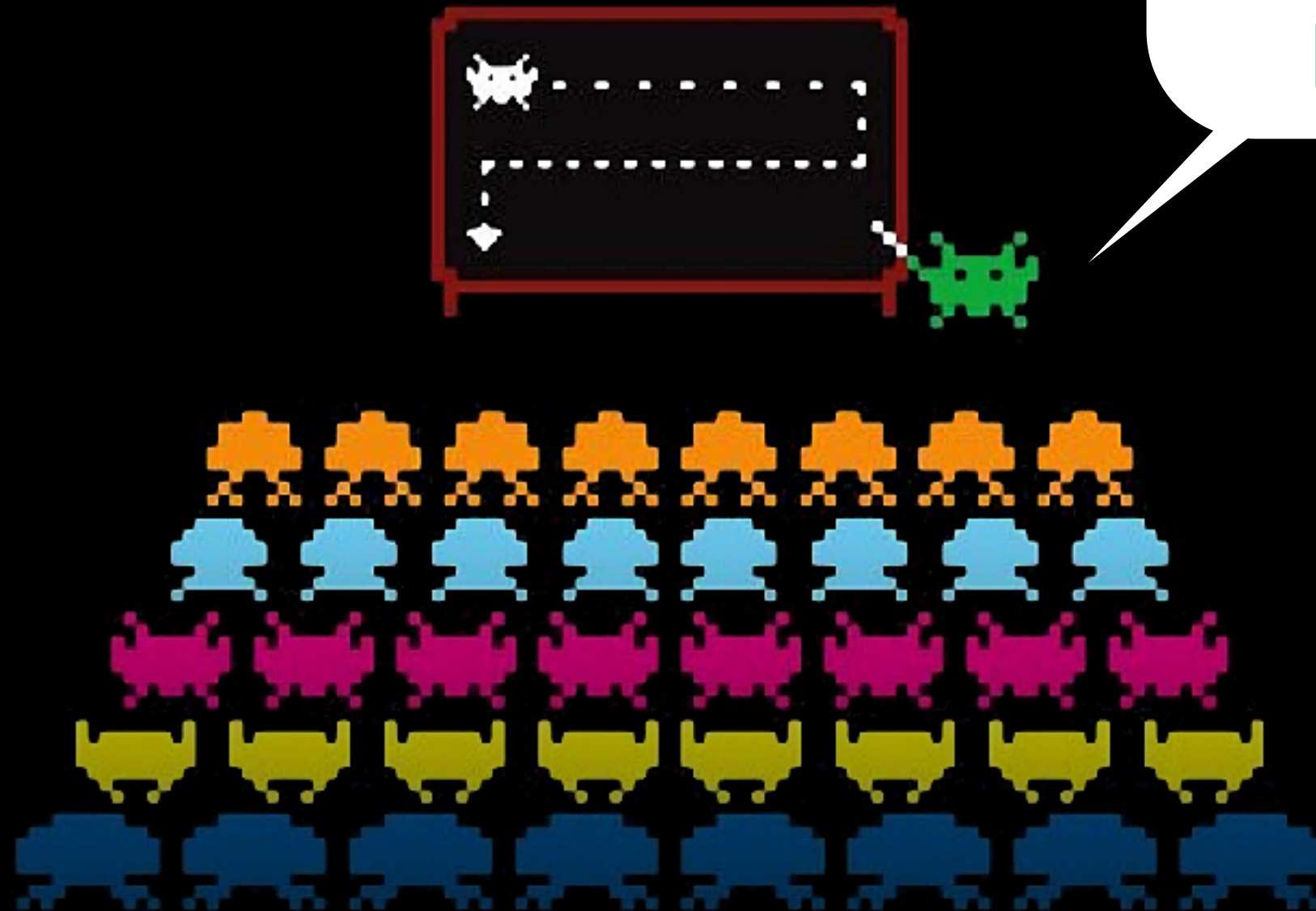
You put the toilet roll  
on backward, you  
**SOULLESS MONSTER**



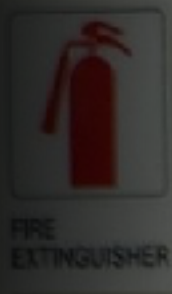




Being  
human is  
**hard!**







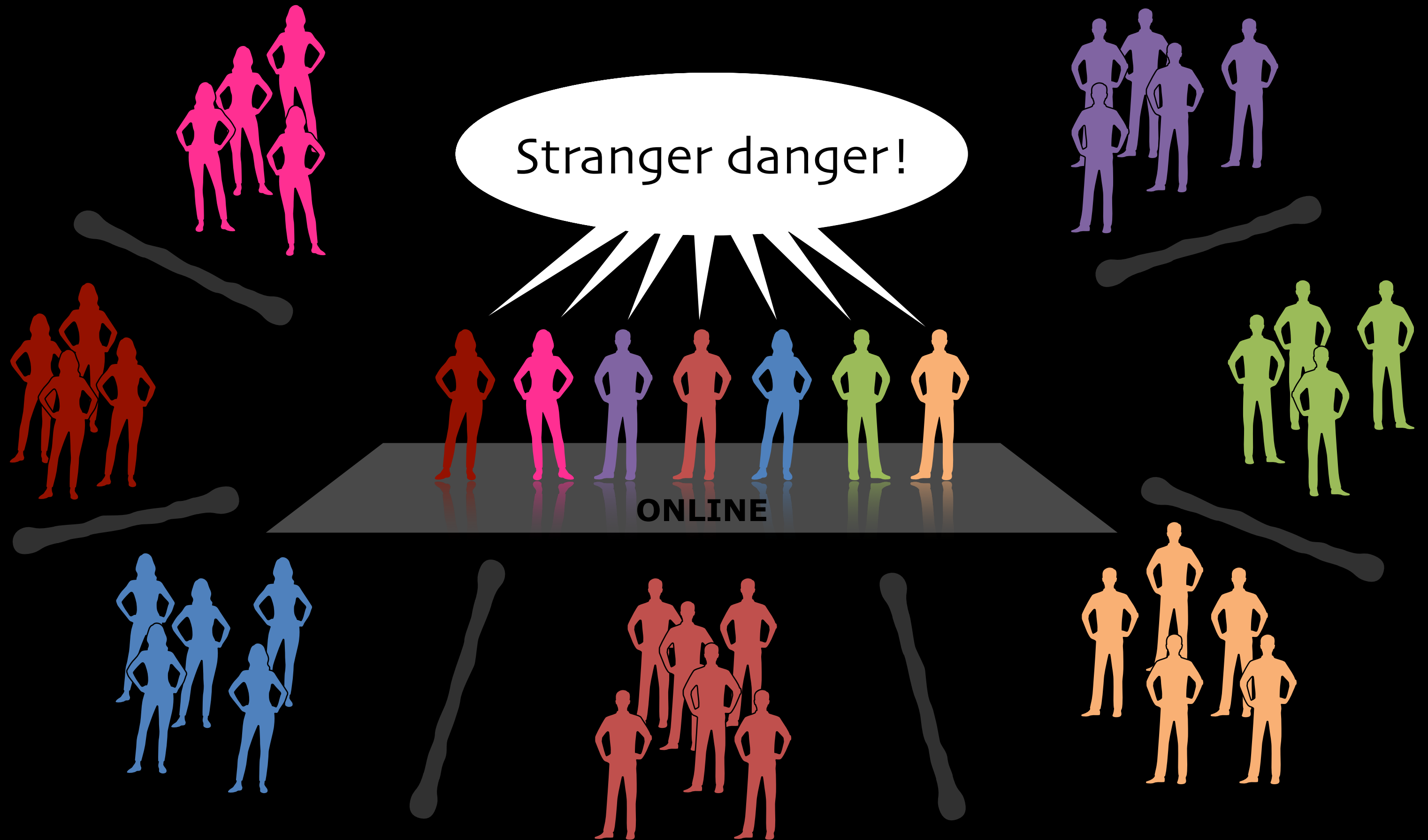






Stranger danger!

ONLINE







# PROFILE



GUEST267587321

Rating

1.000<sup>00</sup>

Top 50%



XP

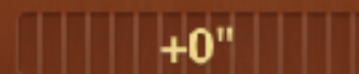


0.00%



Extra Time

Increase your gametime

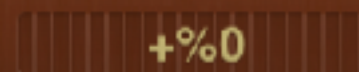


100



Extra XP

Gain XP faster



100



PRO

Unlock Word Counts & PRO Avatar

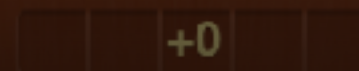
Not Active

100



Extra Bonus

Get additional Bonus in each game



300



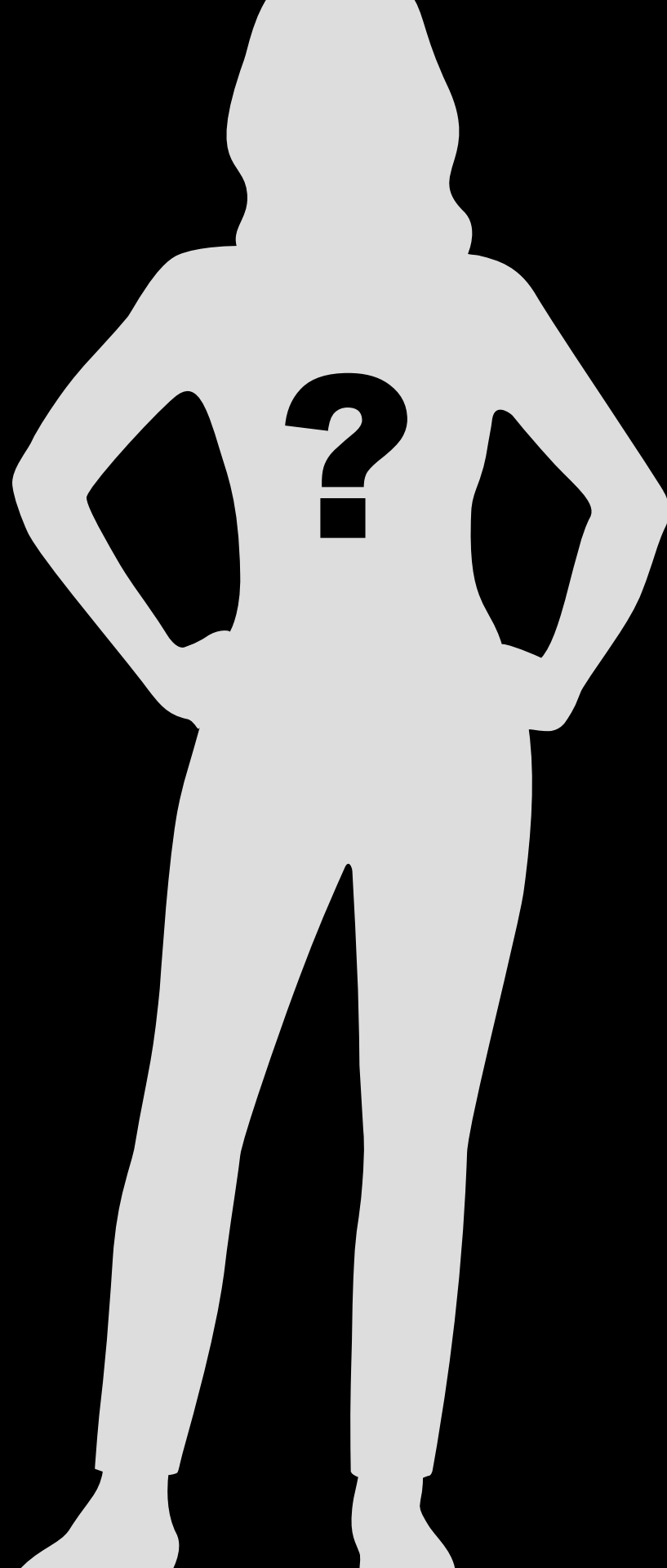
10.000



300



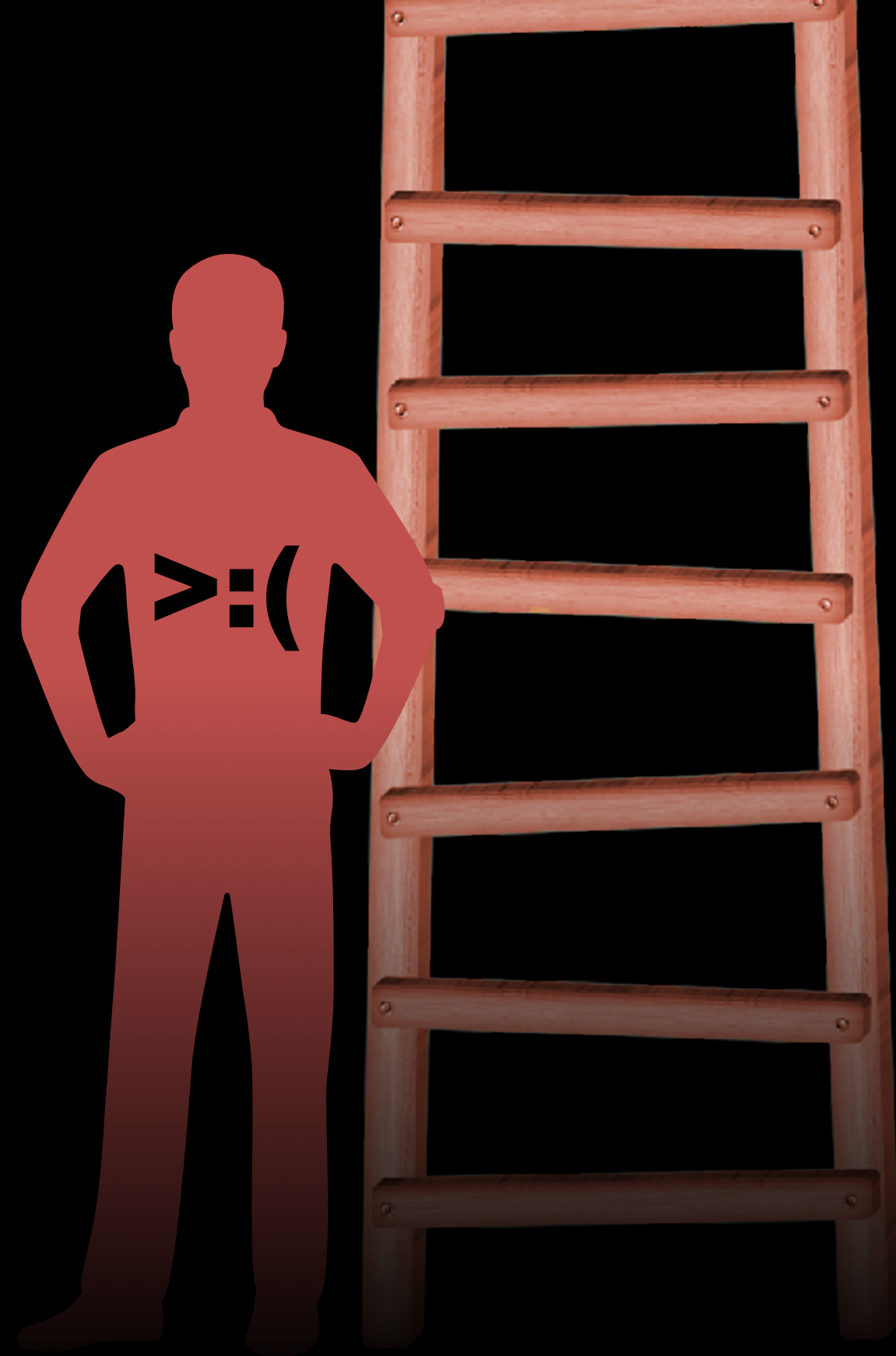
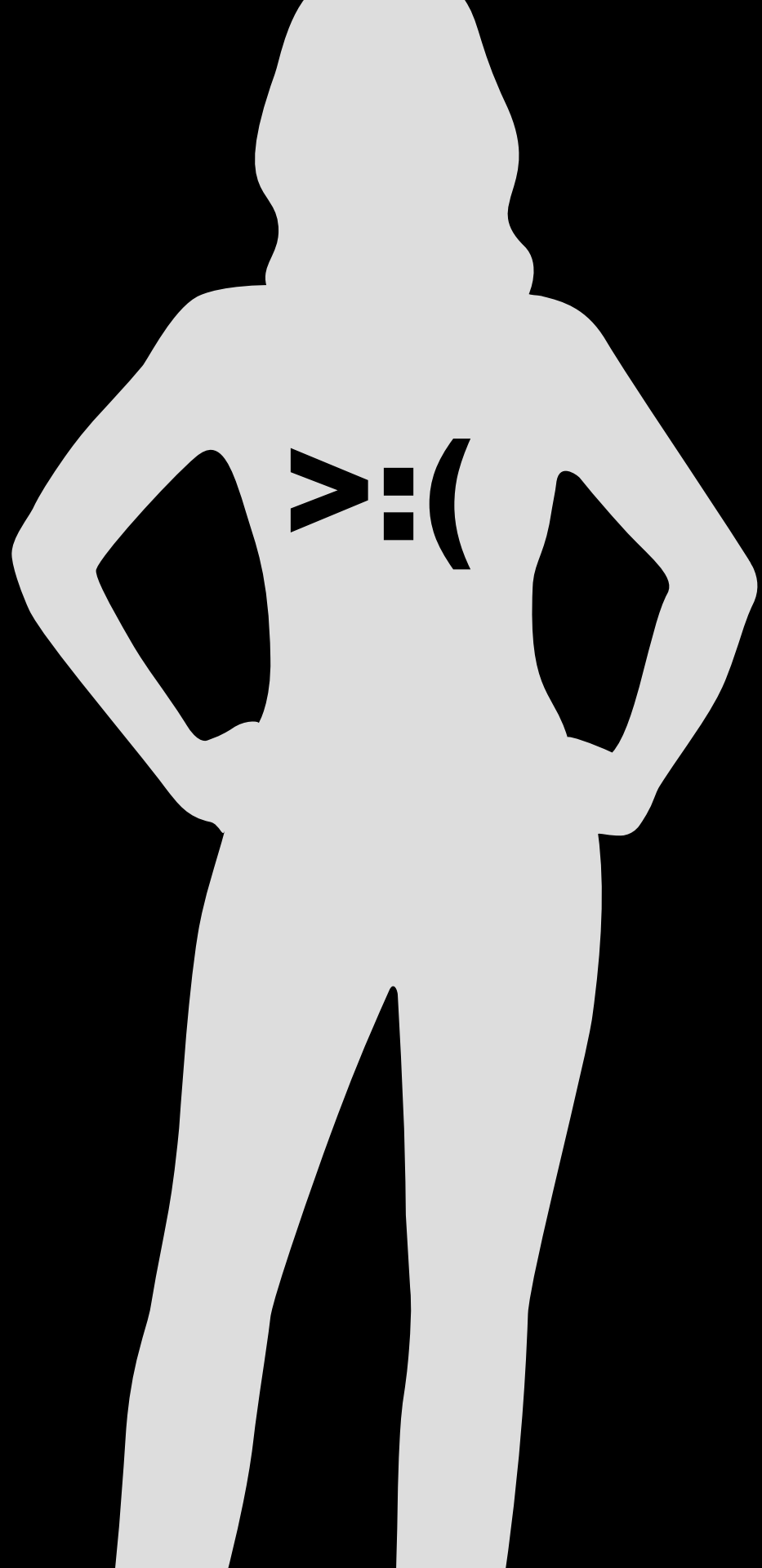
BUY GEM











ATTACK  
NEPAL: SANCTUM

!!! PHARAH



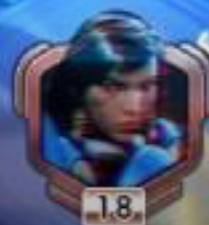
Kaliyuga switched to Pharah (was Junkrat)  
SillySylveon switched to Pharah (was Junkrat)  
Sage switched to Pharah (was Junkrat)  
(SkillUpBub) to  
Joji switched to Pharah (was Junkrat)

TEAM TIPS !

TOO MANY OF ONE HERO

NO TANK HEROES

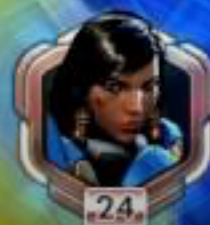
NO SUPPORT HEROES



CRAZYTACO



KALIYUGA



SAGE



JOJI



SILLYSYLVEON



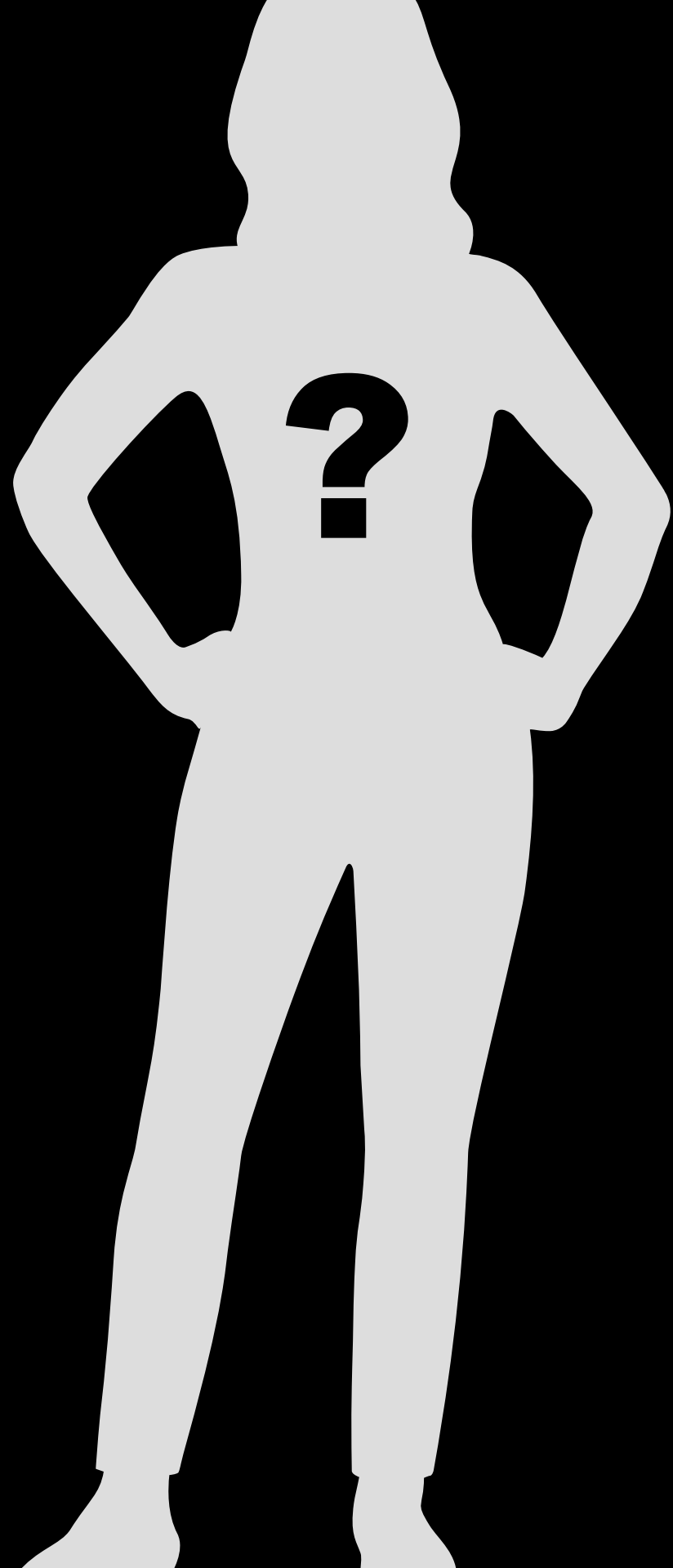
SKILLUPBUB



CONTINUE









Hahah,  
@#\$!%#!







Humans are *fucking* adaptable



So... what do??

It's all "IRL" now.







*Disruptive Behaviour*



*Enough.*









Achievement unlocked

<3



R·E·S·P·E·C·T







The Innkeeper

0/0

30

2

END TURN

Extraordinary.

30

2

BrandonDiov

1/1

Hand of cards:

- 2: Swamp Drake
- 5: Frostwolf Warlord
- 4: Dark Iron Dwarf
- 3: Razorfen Hunter



What a save!

What a save!

What a save!

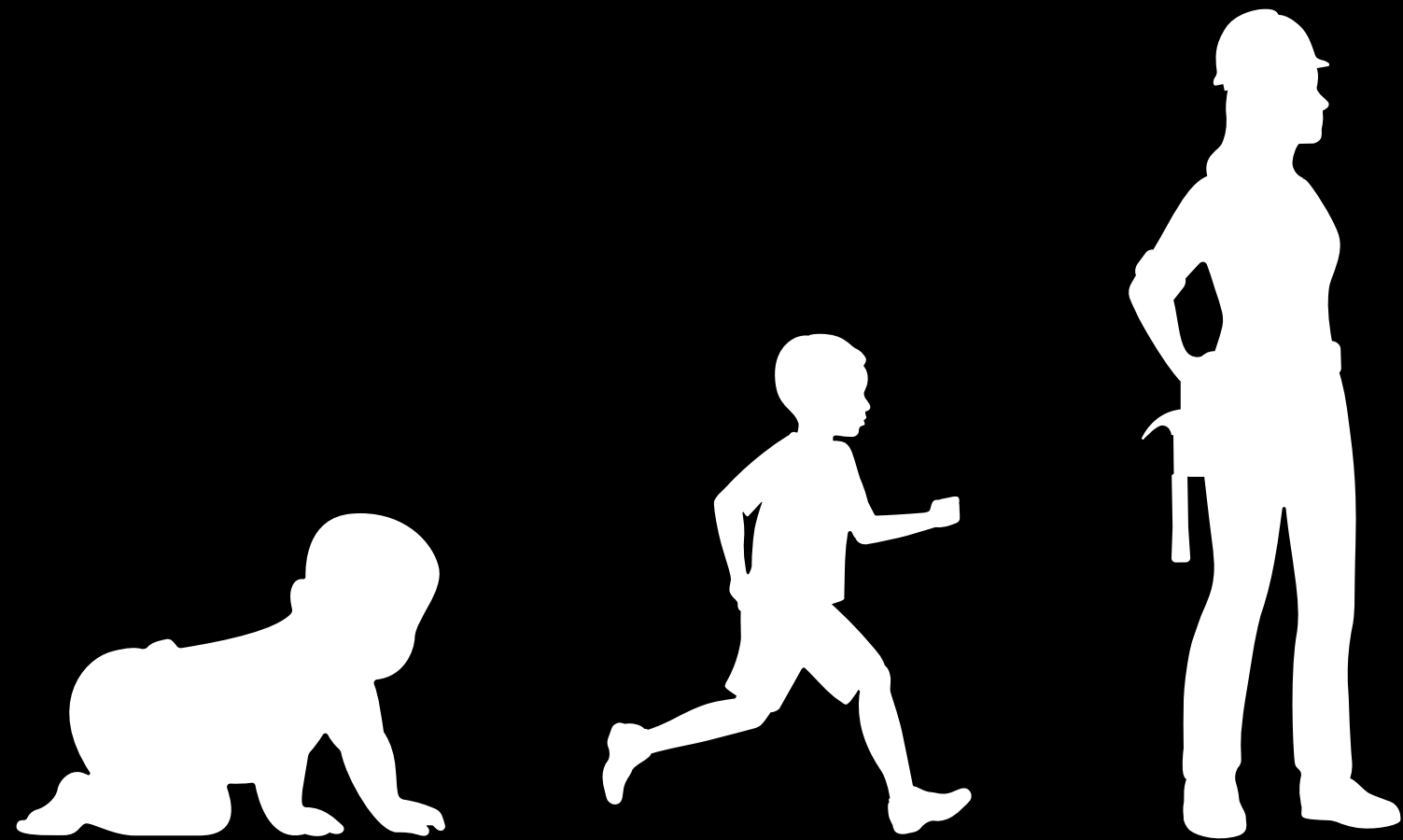
What a save!



~~Achievement unlocked~~









**MB**  
GAMES

4 years & up

2-4 players



Press the bubble—CLICK!



Then...POP!  
Watch the dice jump as  
you release it.  
A "6"! You're off around  
the track. First to get all  
4 pieces home wins.

# Frustration!

The exciting  
**popomatic**  
race game







TOGETHER



Blizzard Entertainment, Inc.

CCP Games

Corillian

Discord Inc.

Epic Games, Inc.

Flaregames

Huuuge Games

Intel Corporation

Kabam

Kefir

Ker-Chunk Games

Mixer

Owlchemy Labs

Playrix

Radial Games

Riot Games

Roblox Corporation

Rovio Entertainment Corp.

Space Ape Games

Spirit AI, Ltd.

Supercell

Two Hat

Twitch

Unity Technologies

Xbox

And more!



**FAIR  
PLAY  
ALLIANCE**



*Thank you!*

Toni Kysenius, Rovio



*Panel:*

*11:00am* **PLAYER BEHAVIOUR BY GAME DESIGN**  
*-12:00pm* South Hall | Room 306

*with*

Ben Lewis-Evans, *Epic Games*

Carlos Figueiredo, *Two Hat*

Chris Priebe, *Two Hat*

Jerry Leisure, *Kabam*

Scott Mercer, *Blizzard*

Touko Tahkokallio, *Supercell*



*Talks:*

*12:45pm* **MICROTALKS IN PLAYER BEHAVIOUR**

*-1:45pm* South Hall | Room 306

*with*

Melissa Boone, *Microsoft*

Dr. Andrew Przybyliski, *Oxford Internet Inst.*

Natasha Miller, *Blizzard*

Katherine Lo, *Independent*

Naomi McArthur, *Riot Games*



*Panel:*

2:00pm **ROOT CAUSES OF PLAYER BEHAVIOUR**  
- 3:00pm South Hall | Room 306

*with*

Ruth Toner, *Twitch*

Kay Chan, *East Side Games*

Dylan Rogerson, *Activision*

Ben Lewis-Evans, *Epic Games*

Peter Alau, *Spirit AI*



*Panel:*

3:30pm **DEVELOPER Q&A**  
- 4:30pm South Hall | Room 306

*with*

Morgan Jaffit, *Defiant Development*

Jesse Schell, *Schell Games*

Cy Wise, *Owlchemy Labs*



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*Closing Keynote:*

5:00pm **THE ADVOCATES JOURNEY:**  
- 5:30pm **CHANGING CULTURE BY CHANGING YOURSELF**  
South Hall | Room 306

*with*

Kate Edwards, *Geogrify*



**FAIR  
PLAY  
ALLIANCE**

11:00am -12:00pm	<b>PLAYER BEHAVIOUR BY GAME DESIGN</b> South Hall   Room 306
12:45pm -1:45pm	<b>MICROTALKS IN PLAYER BEHAVIOUR</b> South Hall   Room 306
2:00pm - 3:00pm	<b>ROOT CAUSES OF PLAYER BEHAVIOUR</b> South Hall   Room 306
3:30pm - 4:30pm	<b>DEVELOPER Q&amp;A</b> South Hall   Room 306
5:00pm - 5:30pm	<b>THE ADVOCATES JOURNEY: CHANGING CULTURE BY CHANGING YOURSELF</b> South Hall   Room 306



**FAIR  
PLAY  
ALLIANCE**

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The background is a dark, moody illustration. It features several large, dark green leaves and branches, some of which are illuminated by a soft, ethereal light. In the center-right, there are bright, glowing blue light trails that resemble magical energy or fire, creating a sense of movement and magic. The overall color palette is dominated by dark blues, greens, and blacks, with the glowing blue light providing a focal point.

Games ARE magic.



**FAIR  
PLAY  
ALLIANCE**

*Thank you*

[fairplayalliance.org](http://fairplayalliance.org)  
[info@fairplayalliance.org](mailto:info@fairplayalliance.org)