

The cooperation game digital scaffold.

Some realizations for developers.

The platform/game would consist of a series of menus and screens that provide the basic functions needed to make real the incentives and facilitate organization, publication and participation on real life events. This would be a main menu, and options panel, a profile screen, an achievements one, an interests one, a create option in order to publish events, a common agenda to explore activities made by others, a detailed view of each activity and a like/go function, a map to visualize where they are, a notifications panel, a reward resume, an evaluation/comments window, a at the end of an event, history of past events (both your own personal history and the public history), a library of open resources (wiki), a mission panel, the login and register and finally when an event is happening, a way to confirm your assistance.

This provides enough tools to ensure that people can propose activities and reach the people with that interests on a place. Then people can explore the organizers history of past events and see the comments there in order to know what to expect. They can also shape their interest by saying what events they like, what events they go to and also manually in the interests window inside the profile, where they can add or eliminate interests that they are somehow following. The agenda would be different to everyone as what is shown would be shaped by the interests of a person and their location.

About the difficult skill curve I would suggest that at first the game finds out your interests and offers you what you may enjoy the most taking into account not only the reputation of the organizer but your own interests choices that can be made when creating a profile and by participating on something. Then it would allow for creating events in level 3 or something, to avoid new accounts spamming easily events into the platform. You have to assist to some live events before being able to create one. We want real people, not corporations, enterprises or bots. As the user gets experienced we can allow new options in the making and exploring of activities and events. For example we can allow them to hashtag an event to be more specific about the interests or the movement it is part of. We could also allow for the exploration on the agenda of other interests that may not be of specific taste of this person. And even more, we can create missions that give a lot of points that require this person to organize something new or to attend a random event in their city to create mixture and open up groups. We could move people from

doing easy stuff to doing something a little bit more compelling and engage them in full creation of their culture and participation on the political environment of their place. Maybe volunteer somewhere or share their thoughts somewhere else. As long as this tool is useful for every organizer we can expect a lot of people doing great stuff now to enrich this digital space by sharing their activities here too. The physical encounter also allows for the transmission of the knowledge about how to organize things directly. The main objective would be to challenge the users in order to make them eager for this knowledge and progress on their skills curve (engage into your social environment). Given the amount of information in this platform from upcoming events, compared with let's say a poster let's the people to predict and find out what they are really interested in, what do they really enjoy doing. This will push organizers to be creative and look for quality instead of quantity knowing that their work will be evaluated publicly. But not only comments on past events, their overall reputation could be taken into account by the platform to predict the quality of the events, resulting in more exposition or less depending on the user quality requirements (better for new users, worse for experienced ones), even if that reputation is private.

Also this platform should avoid being monetized because the trust relies on the heterogeneous group of attendants. Interest already create homogeneity, so every barrier we add to this will decrease our accuracy when giving rewards. Events have to be public and free so everybody can say I'll go without making one big bet and thus allow for smooth discovery. The platform will generate precious data if it reaches a good amount of population which should be in the hands of the users themselves. We should build a decentralized system (I'm thinking on holochain) that avoids the need for a central authority and creates a trust network between users. I believe that achieving a protocol that allows users to share the amount of data that they want would be good, with a minimum requirement that guarantees the quality control of the past events organized by that person. With holochain this could be possible and I have talked with them already.

The other interesting part lies in the designing of the evaluation part, the reputation system and the algorithms that process this data gathered from users after each event and also the achievements and points scheme that guarantees a smooth and free learning curve. More on this in other episode. I leave you with some links to similar app ideas that can inspire some of this design.

Thanks for your attention and your time.

<https://www.eventbrite.com.ar/blog/eventbrite-para-eventos/que-es-eventbrite-ds0c/>

<https://www.nearify.com/>

[BLOOM APP on Vimeo](#)

[Attendify - Mobile Event App on Vimeo](#)

[7Out – Social Planning App – Intro on Vimeo](#)

[ASP Surf Vote App & ASP Judging App on Vimeo](#)

[*Events from Facebook on Vimeo*](#)