



Designing Communities for Kindness



@TheVTran





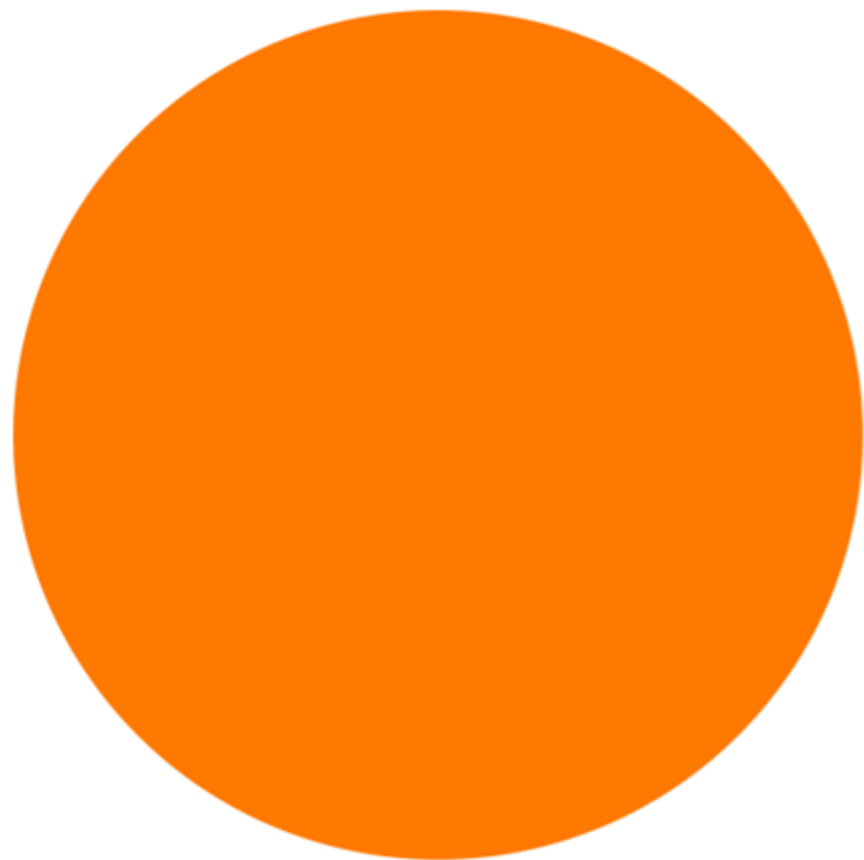


HELLO!

My name is Victoria Tran

□ Communications Director at
Kitfox Games

□ Twitter: **@TheVTran**



Kitfox Games



BASICS

loving uwu

*: . ° ✧ engaged ✧ *: . *

~*positive*~

!!fun!!

♥ nice ♥

passionate ≥ ∪ ≤ ☆

(◉_◉*) healthy~

loving uwu

*: . ° ✧ engaged ✧ *: . *

????????????????

~*positive*~

!!fun!!

♥ nice ♥

passionate $\geq \cup \leq \equiv$ ☆

(◉_◉*~) healthy~







Creating community
tone

AMBITION

Do I plan for and demand the best of
my platform and community?

Creating community
tone

DECISIVENESS

Do I make decisions quickly?

Creating community
tone

CLARITY

Are my community expectations
expressed and consistent?

Creating community
tone

COLLABORATION

Am I working with my community?

Creating community
tone

ENERGY

Do I bring positivity to my community
and lead by example?

KINDNESS

KINDNESS

An act that enhances the welfare of others as an end in itself.

ew!!



bad behaviour



bad behaviour

bad!! not
today satan!!!



bad behaviour

CAVEATS





Mondo Museum

Developed by Viewport Games

Do you have what it takes to design and curate the world's greatest museum? Fill your exhibit halls with extraordinary artifacts, hire staff to keep things running smoothly, and do everything you can to expand your visitors' horizons and blow their minds!

[Trailer](#) • [Presskit](#)

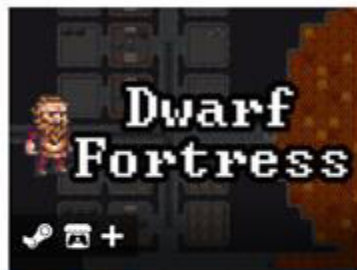


Six Ages: Ride Like the Wind

Developed by A Sharp

Life between myths in the spiritual successor to the acclaimed King of Dragon Pass. Lead your clan into legend or obscurity in a storybook strategy game, immersing you in a land of old gods and magic. Published by Kitfox Games.

[Trailer](#) • [Dev blog](#) • [Presskit](#)



Dwarf Fortress

Developed by Bay 12 Games

The deepest, most intricate simulation of a world that's ever been created. The legendary Dwarf Fortress is now on Steam. Build a fortress and try to help your dwarves survive, OR adventure as a single hero against a deeply generated world. Published by Kitfox Games.

[Trailer](#) • [Presskit](#) • [Classic Version](#)



Boyfriend Dungeon

Developed by Kitfox Games

Plunder the "dunj" and take your weapons on dates. Capture the hearts of cuties to level them up. Boyfriend Dungeon is the the playful shack-and-slash the world's been waiting for!

[Trailer](#) • [Presskit](#)



Lucifer Within Us

Developed by Kitfox Games

You are a digital exorcist, seeing beyond this reality into alternate timelines of the accused. Solve murders, purify the possessed, and purge their daemons.

[Trailer](#) • [Presskit](#)



Fit For a King

Developed by Brent Ellison & Tanya X. Short

Marry everything. Execute everything. SPEND IT ALL. Live the ultimate fantasy in this Henry VIII simulator, or die trying.

[Trailer](#) • [Presskit](#) • [OST](#)



The Shrouded Isle

Developed by Jongwoo Kim, Erica Lahaie, François-Xavier Bilodeau and Tanya X. Short

Your Excellency, we prepare for the awakening of our Lord. He hungers for human sacrifice. Sinners try to hide their dark secrets, but all must be purged. Published by Kitfox Games.

[Trailer](#) • [Soundtrack](#) • [Presskit](#)



Moon Hunters

Developed by Kitfox Games

Play alone or with friends! A co-op personality test about exploring an ancient, occult world in 5 days. How will you be remembered?

[Trailer](#) • [Soundtrack](#) • [Presskit](#)



KINDNESS DESIGN

RULES



RESPECT



NORMS



TRUST



HOME

KINDNESS DESIGN

RULES - social systems that shape and influence behaviour



RESPECT



NORMS



TRUST



HOME





HOUSE CADWELL

RESPONSIBILITY:
DISCIPLINE



X



Edin Cadwell

♣ Penitent?
???????



Kasmira Cadwell

♠ Disciplined?
???????

Cousin Miesha is rumoured to be
disobedient!



Ladislav Cadwell

???????



Marya Cadwell

♣ Obedient?
???????



Miesha Cadwell

♣ Penitent?
♠ Disobedient?



Katarina Cadwell

♠ Chaste (+10)
♣ Weasel (-20)

LORD CADWELL

APPROVAL: NEUTRAL
INQUIRIES REMAINING: 0

BEGIN INQUIRY

APPOINT ADVISOR

AUTUMN

DISSATISFIED



KEGNNI



IGNORANCE

NEUTRAL



IOSEFKA



FERVOR

NEUTRAL



CADWELL



DISCIPLINE

DISSATISFIED



EFFERSON



PENITENCE

SATISFIED



BLACKBORN



OBEDIENCE



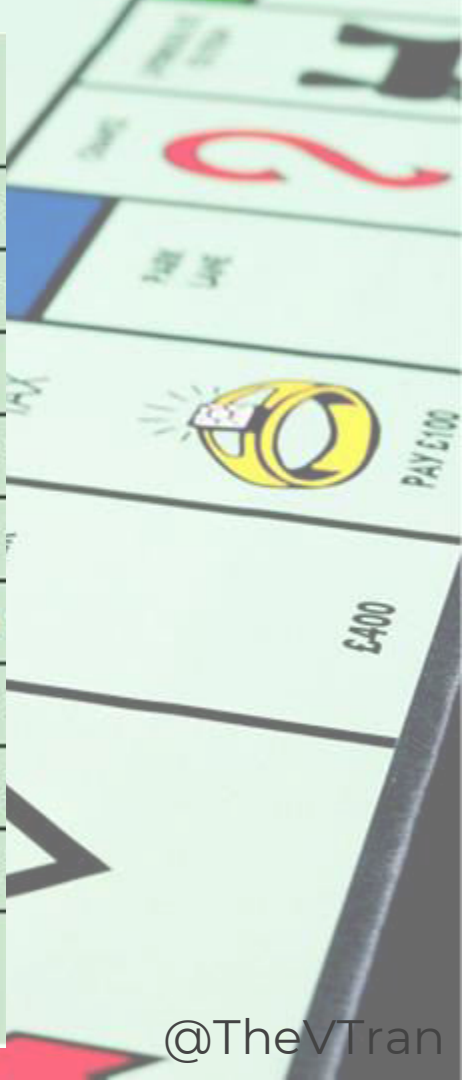
THIRD EDITION

THE **FOREST** AND THE
TREES

SOCIOLOGY AS LIFE,
PRACTICE, AND PROMISE

ALLAN G. JOHNSON

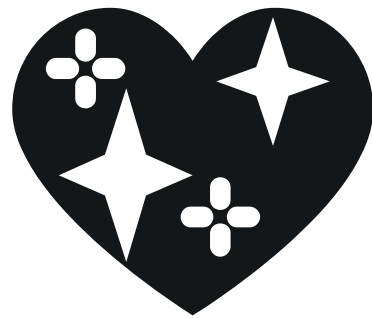
Author of *The Gender Knot* and *Privilege, Power, and Difference*







- Path of least resistance?
- What behaviours are you encouraging?



PRINCIPLES FOR THE RULE OF LAW

- Clearly Defined
- Publicized
- Stable
- Just
- Applied Evenly & Quickly

No personal attacks, antagonizing, or harassment. Including, but not limited to, offensive actions or comments re: gender, sexual orientation, disability, appearance, race, religion, language, etc.

This is a friendly, encouraging place. Please interact in a way that reflects that value. While there's no such thing as keeping politics out of games, be cautious of introducing divisive discussions of laws, political candidates, etc. The mods reserve the right to shut down topics that become heated, or that we perceive as otherwise damaging to the community.

No spam or unsolicited/excessive self-promotion. If you are an active part of the community, it's OK to share something you're proud of/a part of, just don't overdo it.

No NSFW content. Keep it clean!

We care about your wellbeing. However, we (and our Discord community) are not mental health professionals. If you need resources, please refer to this link: <https://www.takethis.org/mental-health-resources/>

General statement: Black lives matter, trans rights are human rights, and if any of these things make you uncomfortable, this is not the server for you. Hopefully one day it will be.

If any member is making you uncomfortable, DM @Victoria

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newveeplus 07/24/2019

Hey! So I just saw the meme you posted last night in #links-and-stuff, and it definitely made me uncomfortable. Just gonna warn you it's been multiple infractions at this point, so please be more aware/careful of what you're posting or else I will likely have to do some sort of disciplinary action like a mute or ban for awhile. ❤️





Kitfox Games



KINDNESS DESIGN

RULES - social systems that shape and influence behaviour



RESPECT - boundaries between devs, players, and more



NORMS



TRUST



HOME

She'll probably message you or reply here in EST morning tomorrow. They make her log off to rest and eat now. 😊

(Also, is this an announcement of an announcement. no. bad. newspaper bop.)



1



1



Victoria



05/22/2019

:c

but

but

the hype

okay, but just this one

everyone gets one






The background of the image is a photograph of the Golden Bridge in Vietnam. The bridge is a long, curved structure with a golden-colored railing, built over a river. It is supported by two large, grey, rock-like pillars. The sky is overcast and grey. In the foreground, there are some green plants and a path. The text is overlaid on a white rectangular background in the center of the image.

GOLDEN BRIDGE

Exiting a situation with no shame



I thought it would be easier to make
friends in college.

- A

Previous

Reply

Next

Back



KINDNESS DESIGN

RULES - social systems that shape and influence behaviour



RESPECT - boundaries between devs, players, and more



NORMS - acceptable ways of communication



TRUST



HOME

TYPES OF NORMS

Mores: Interactions that carry great importance

Folkways: Casual, daily interaction

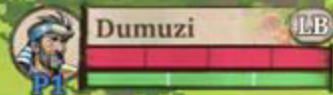


What was he talking about?

Who's this "Jake"?

Valeria

Hey. Sorry about that. I just... I never know who's watching, when Jake's around.



Zorai Naccal



I just wish I could see Tabira one more time...

P1





Regular person + Anonymity + **TOLERANT** Audience
= Jerk

Regular person + Anonymity + **TOLERANT** Audience
= Jerk



Regular person + Anonymity + **TOLERANT** Audience
= Jerk



Jerk + Anonymity + (Known) Social Facts
+ **INTOLERANT** Audience
= Regular person

KINDNESS DESIGN

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RESPECT - boundaries between devs, players, and more



NORMS - acceptable ways of communication

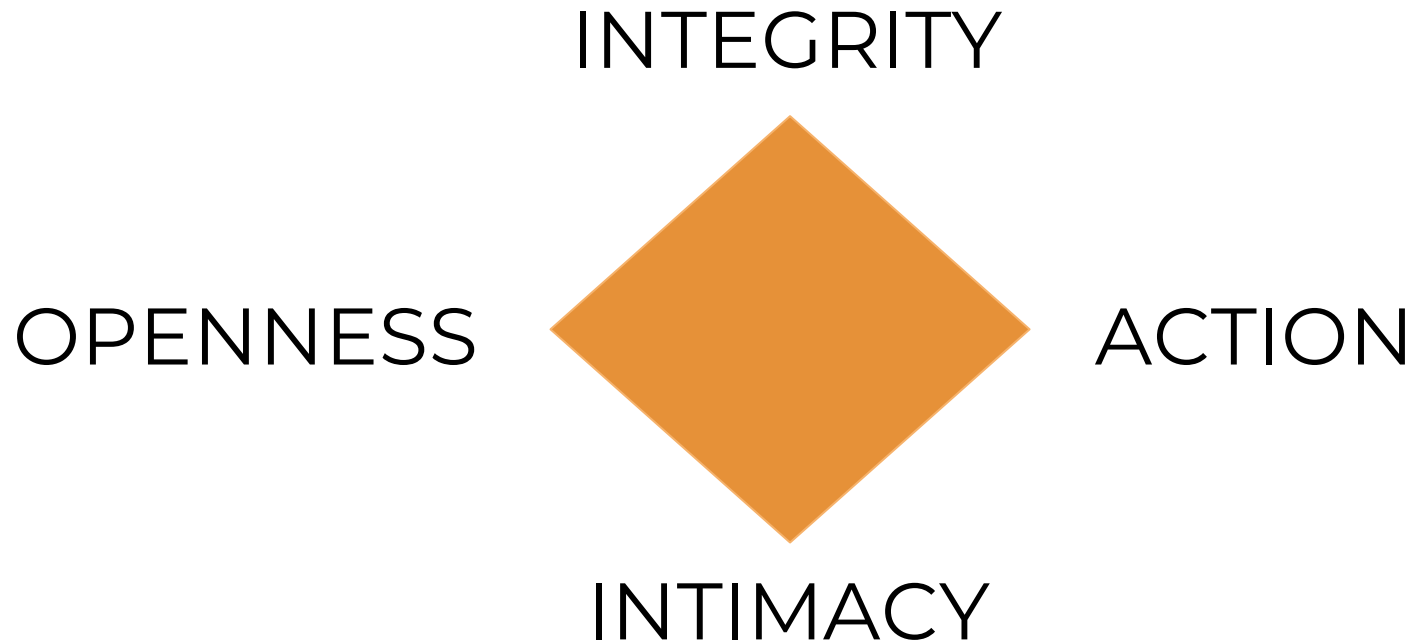


TRUST - facilitating cooperation



HOME

CORE TENETS TO CREATE TRUST



INTEGRITY

being honest and having strong moral principles



ACTION

the process of doing something that lasts through some time and consists of more than one act



OPENNESS

appreciation for feelings, expression, and reflection

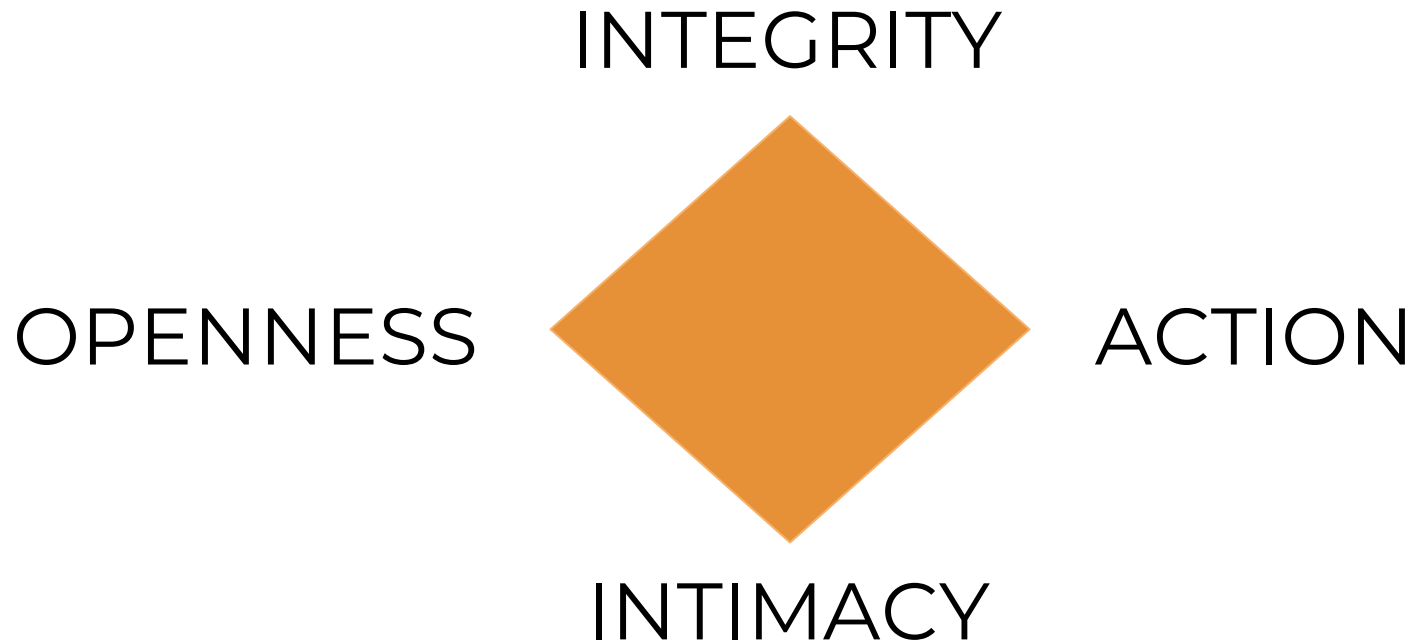


INTIMACY

a close and familiar relationship with a person/group



CORE TENETS TO CREATE TRUST



CORE TENETS TO CREATE TRUST



“I wrote you a giant list of concerns and then
you actually changed your media pages to
reflect my concerns.

I knew then that no matter what else, **you**
took the community seriously.”

01/27/2020

most of the mods i've ever interacted with felt more like sentinels on high who occasionally descend unto the masses to issue warnings and pass judgment, not actual members of the community

KINDNESS DESIGN

RULES - social systems that shape and influence behaviour



RESPECT - boundaries between devs, players, and more



NORMS - acceptable ways of communication



TRUST - facilitating cooperation



HOME - coziness for warm, personal experiences among members

Creative Projects Visual arts, music, writing, and anything else you are working on that you'd like to share. Moderators: Toady One, ThreeToe	57069 Posts 2506 Topics
General Discussion Discussions, commentary, reviews, news, friendly debates. Moderators: Toady One, ThreeToe	1106410 Posts 5960 Topics
Life Advice Have a question for your friends here? We can help! Moderators: Toady One, ThreeToe	29205 Posts 3197 Topics
Forum Games and Roleplaying You can participate in the only multiplayer games B12 is likely to have anything to do with here. Feel free to start one of your own. Moderators: Toady One, ThreeToe	1294782 Posts 9206 Topics
Child Boards: Roll To Dodge, Mafia	


Communication \neq Connection



Similar Goals
+
Repeated Interactions
+
Density Management
=
CONNECTION


and maybe friendship??





>  — HEAR YE, HEAR YE! —

 news-and-announcem... 

▼  — DD CONTESTS —

contest-info

contest-prizes

art-contest

mod-contest

crafting-contest

>  — DARKEST COMMUNITY —

fan-art


spoilers



 42


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CONCLUSION.

KINDNESS DESIGN

RULES - social systems that shape and influence behaviour



RESPECT - boundaries between devs, players, and more



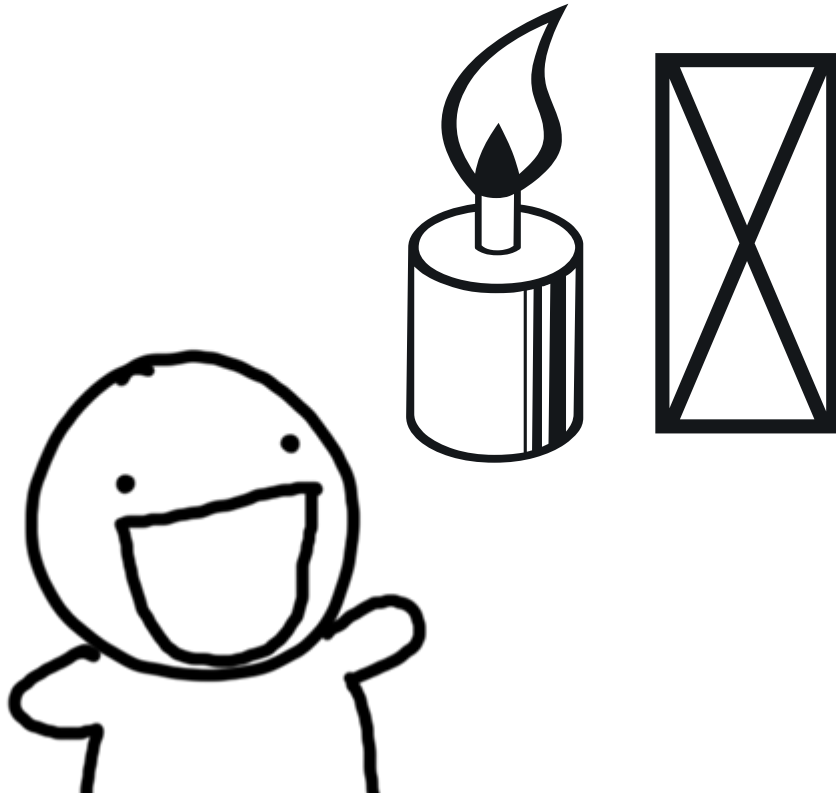
NORMS - acceptable ways of communication

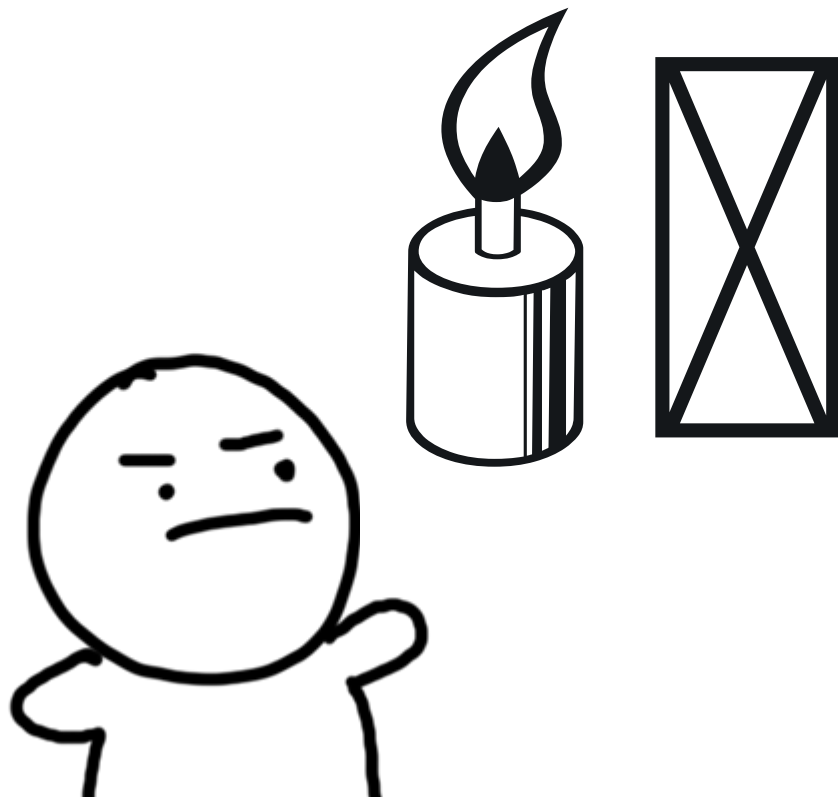


TRUST - facilitating cooperation



HOME - coziness for warm, personal experiences among members









Love youuu thank you for being there

I love you too!!

And of course, I want to be there for
you as you were for me



10000 Light Years Away





THANK YOU!

@TheVTran