

# VRDC

## 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



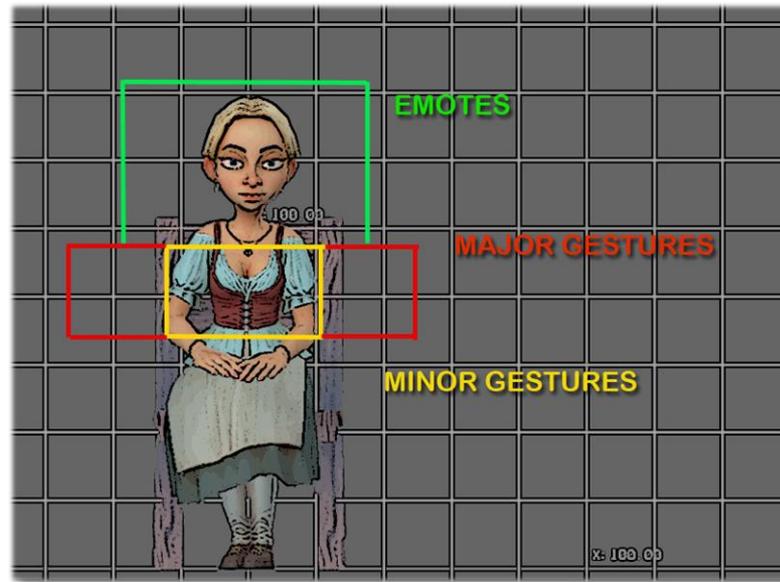
Core Gameplay: A Social Endeavor



Intuitive, Familiar Movements



Heightening Awareness



## Conveying Emphasis



# Seating Arrangement

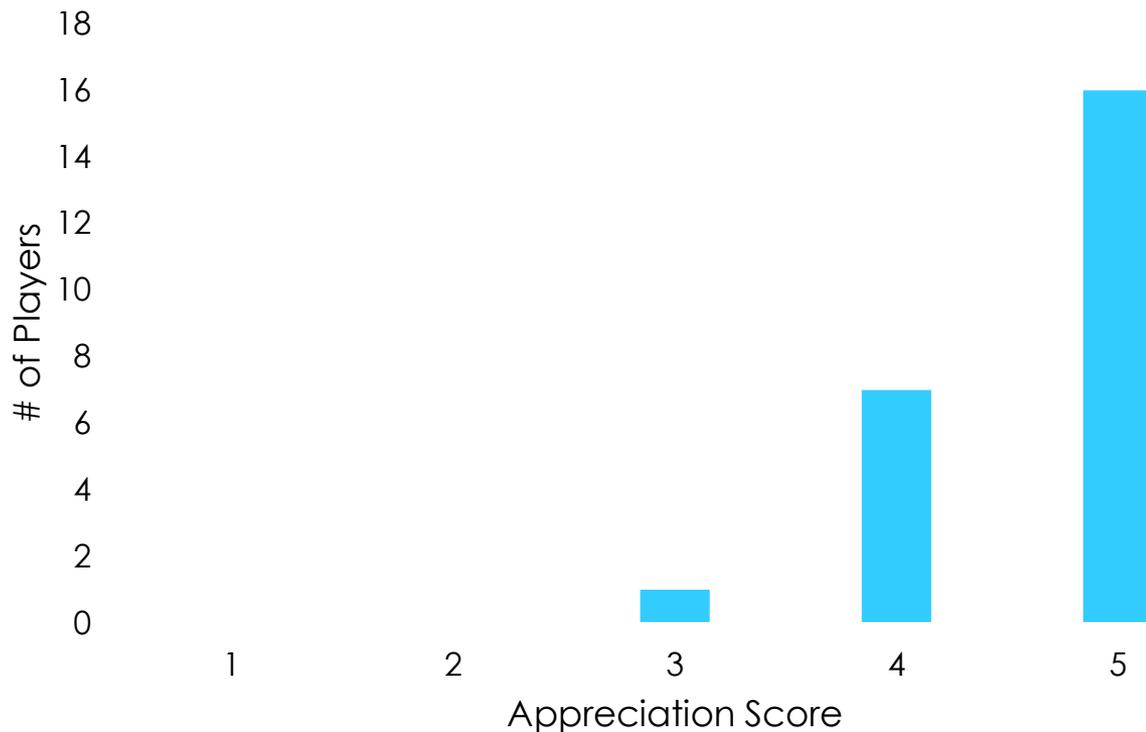


## Stylized Avatars

# FINDINGS FROM USER TESTING

PARIS USER RESEARCH LAB + RSE USER RESEARCH LAB

## Appreciation of Avatars

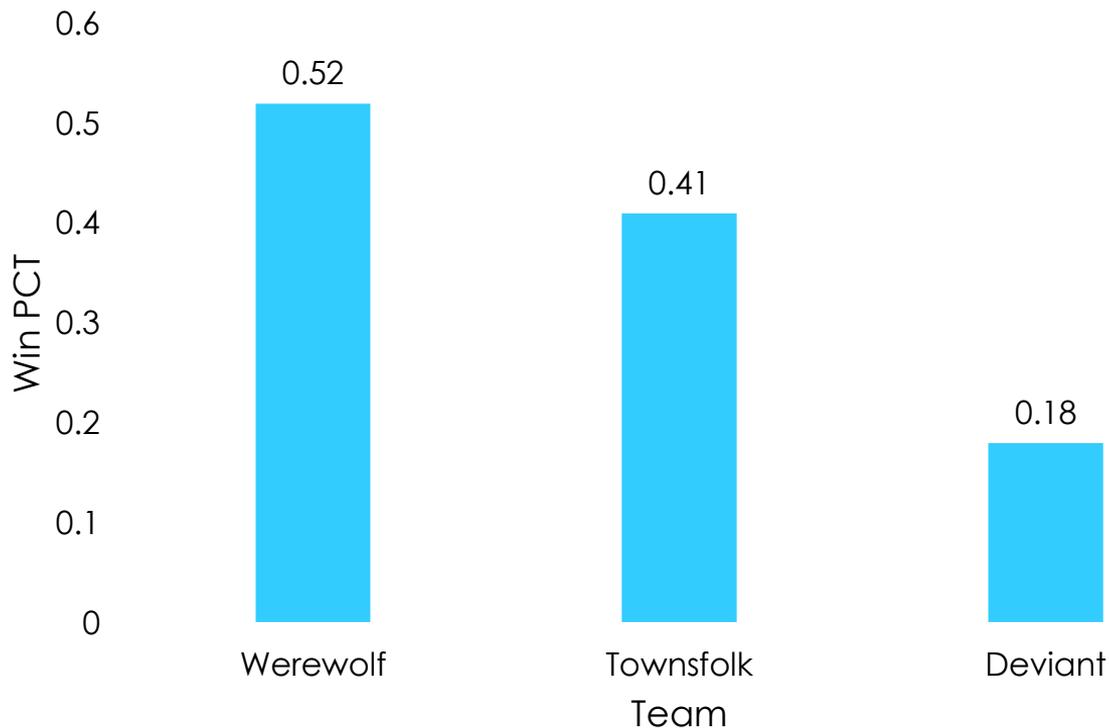


## OBSERVATIONS

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

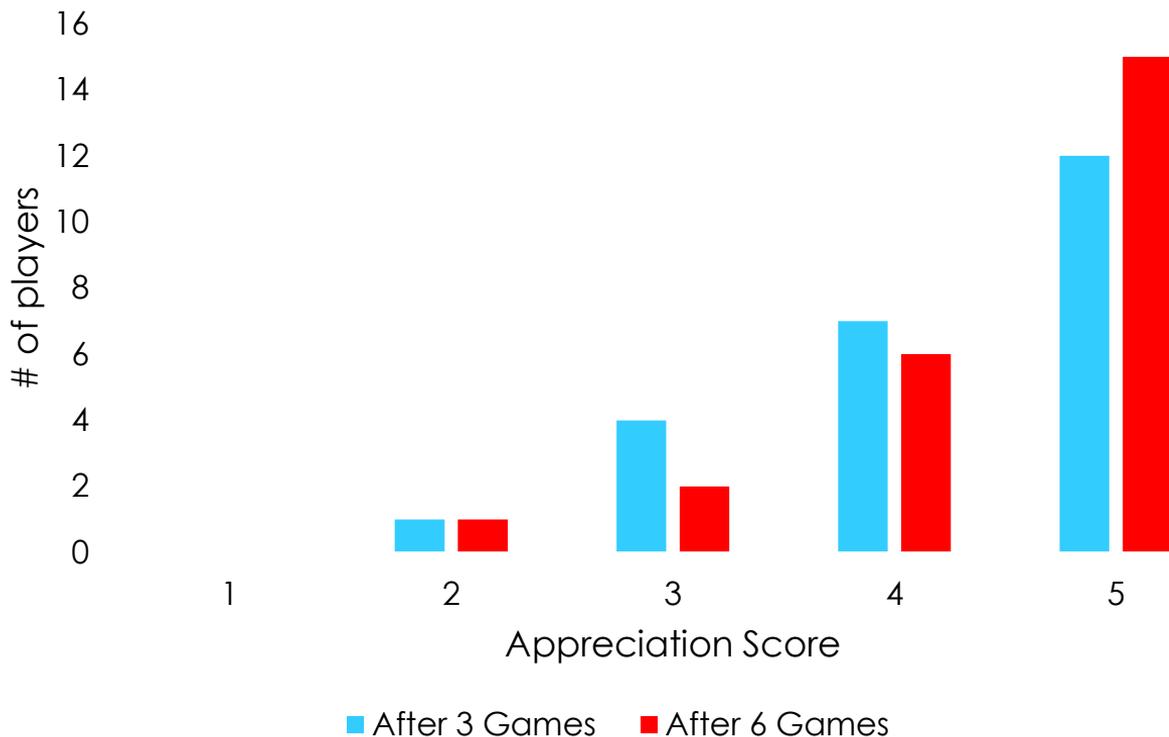


## OBSERVATIONS

Informed minority wins more frequently than uninformed majority

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

## Appreciation

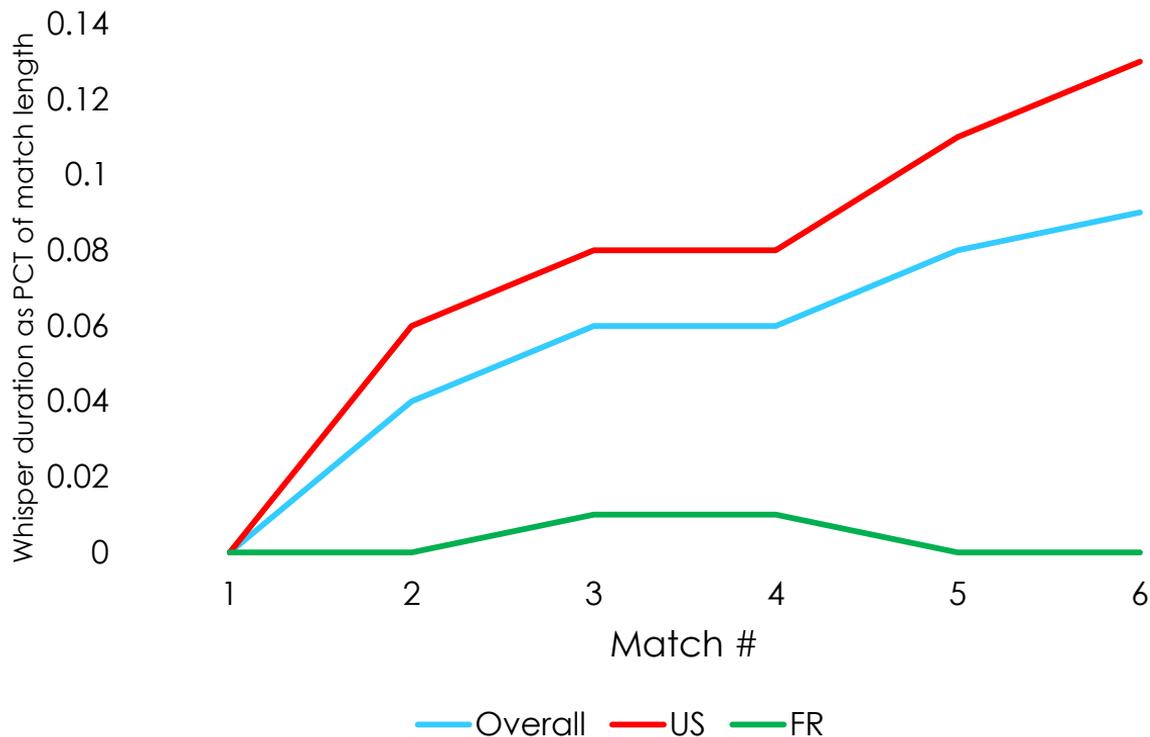


## OBSERVATIONS

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)

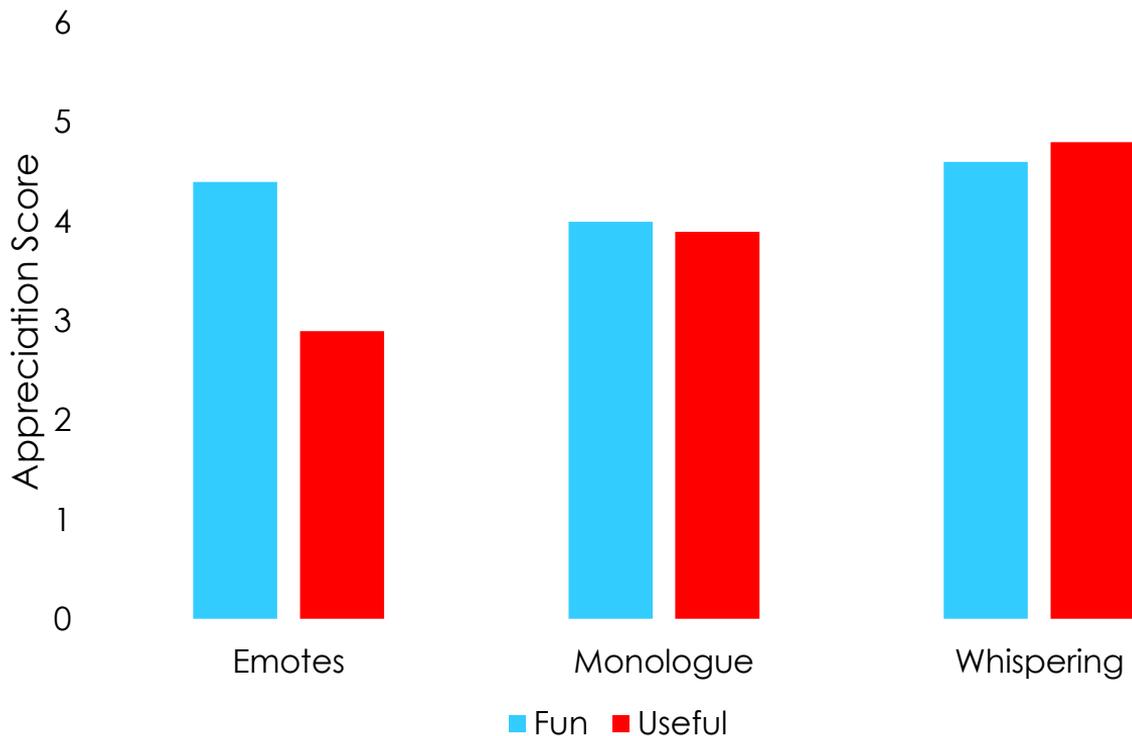
## Whisper Usage



## 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

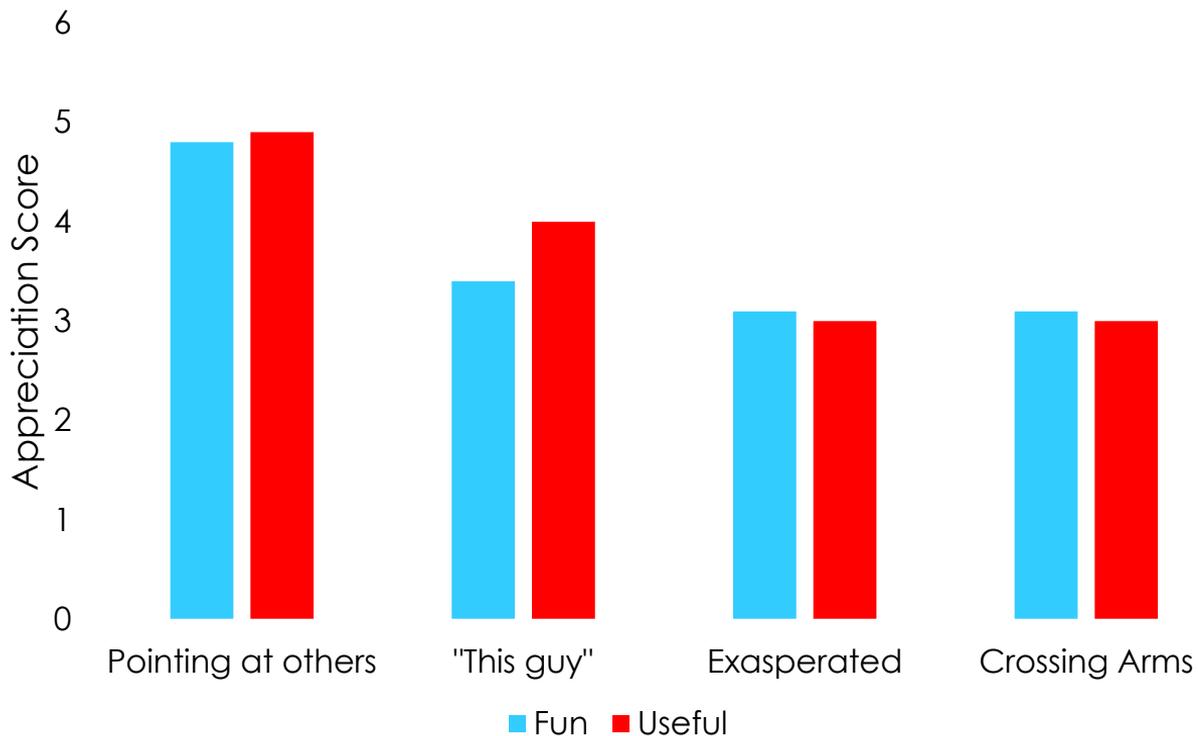


## OBSERVATIONS

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!**