Cooperation of Strangers
Competitive vs. Cooperative
The Shift Towards Team-Play

Steam Top Games by Current Player Count
Fail Squad at BlizzCon 2011
OSU vs. Michigan

http://www.youtube.com/watch?v=aSGIZBmGOsU&t=5m45s
Wii Tennis
Social Capital

- Sense of Belonging
- Networks (Bonding/Bridging)
- Diversity
- Feelings of Trust and Safety
- Values, Norms, Outlook in Life
- Reciprocity
- Citizen Power / Proactivity
- Participation
Bridging Social Capital
Bonding Social Capital

"Be together, not the same"
Play Together - Play Offline - Get Involved
Underlying factors – Predicted Path Model

[Diagram showing a model with factors such as Offline Activities (Physical Proximity), Playing Together (Familiarity), and Admin. Involvement (Social Proximity) connected to Communication Frequency and Self-Disclosure, which in turn connect to Bonding Social Capital and Bridging Social Capital.]