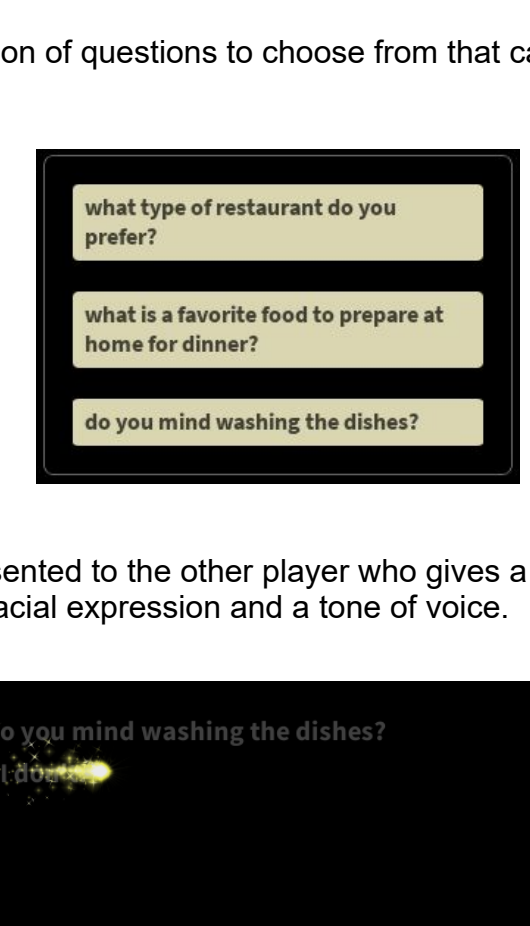


DEME^[1]

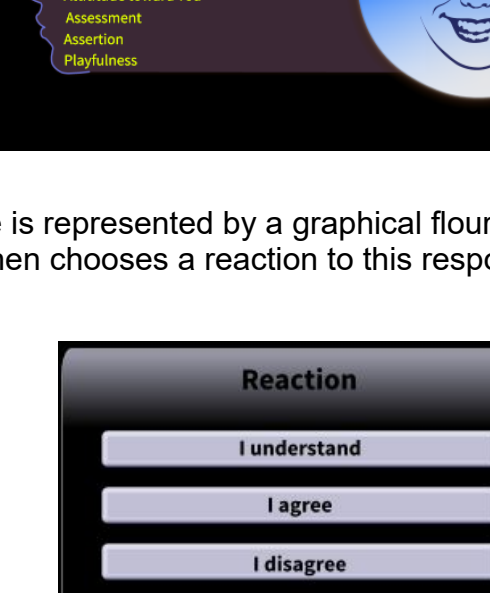
Increasing social isolation has led us to seek substitutes to satisfy the innate gregariousness we share as a species. The social pleasures that were available to people in the past are disappearing in contemporary society. Substitution activities such as compulsive engagement with online social and other media are ultimately unsatisfying.

This software is meant to address this social isolation. It is a catalyst for a conversation between two people -- a kind of online real first date. Other applications which fall into the category of "dating apps" generally rely foremost on a person's physical appearance without any attention to deeper qualities, but this software does the opposite. It is a non-sleazy date app.

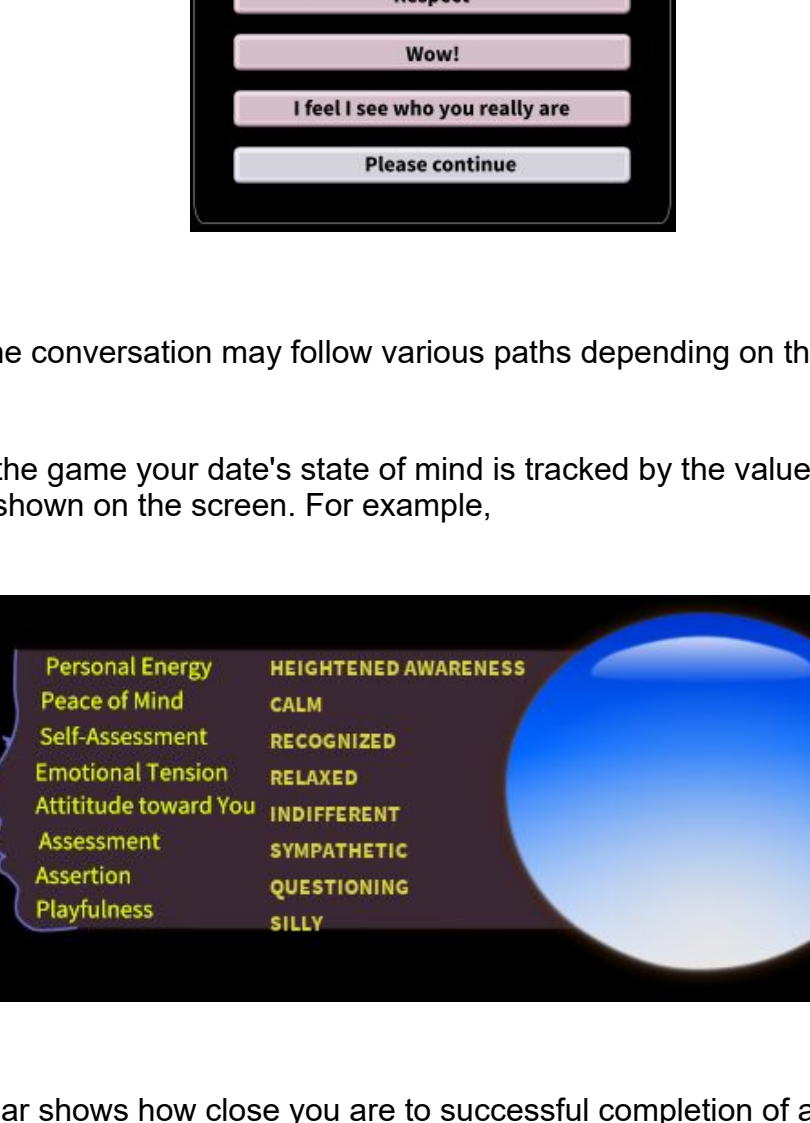
The game is played at one of four stages of increasing intimacy determined by the level of interaction on the previous date. The game begins by offering one player a menu of question categories



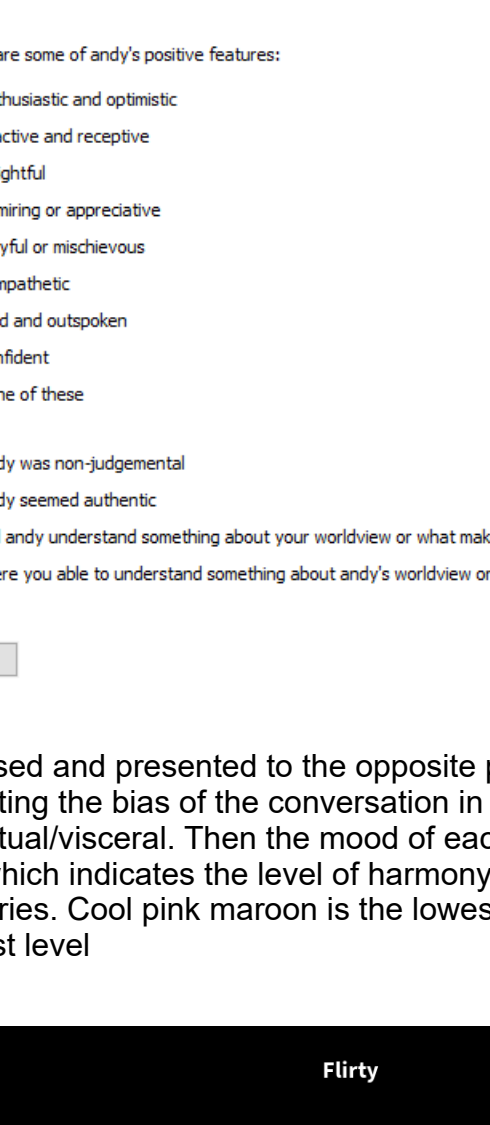
followed by a selection of questions to choose from that category.



The question is presented to the other player who gives a freestyle response accompanied by a facial expression and a tone of voice.

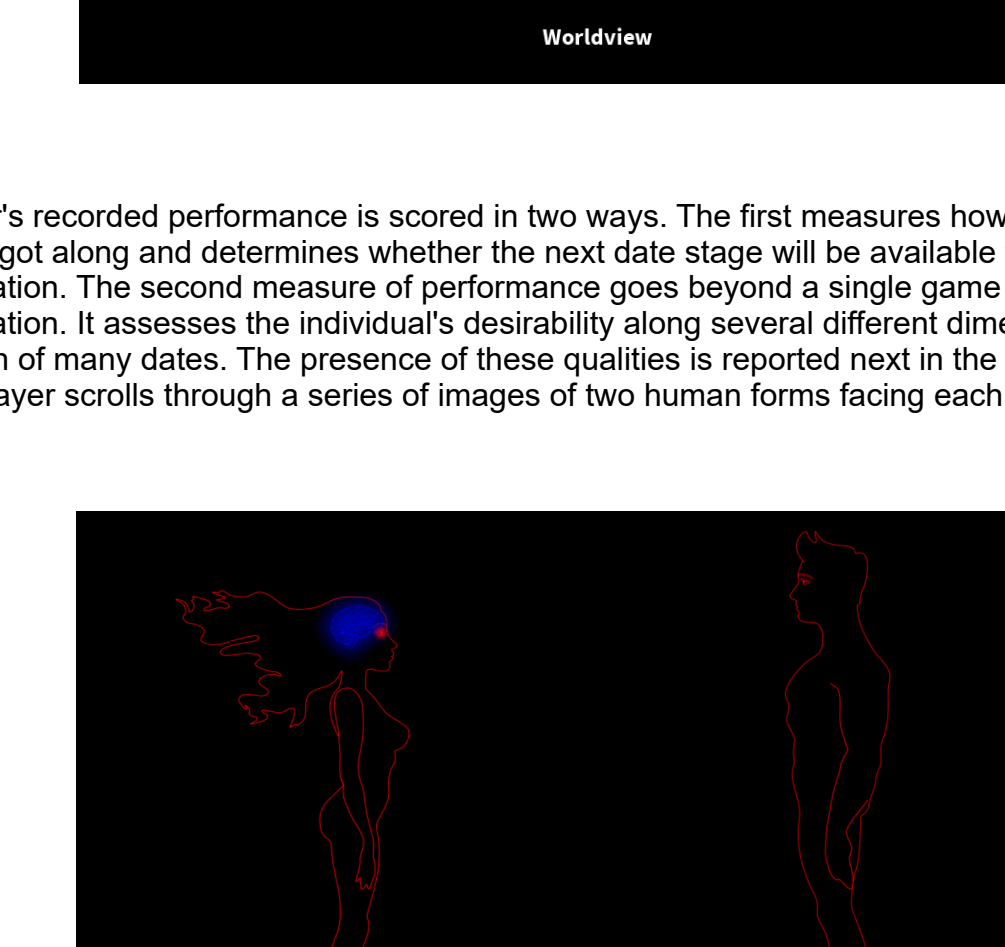


Here the tone of voice is represented by a graphical flourish accompanying the typed text. The first player then chooses a reaction to this response from the following menu.



From here the conversation may follow various paths depending on the reaction.

Throughout the game your date's state of mind is tracked by the values of eight parameters shown on the screen. For example,

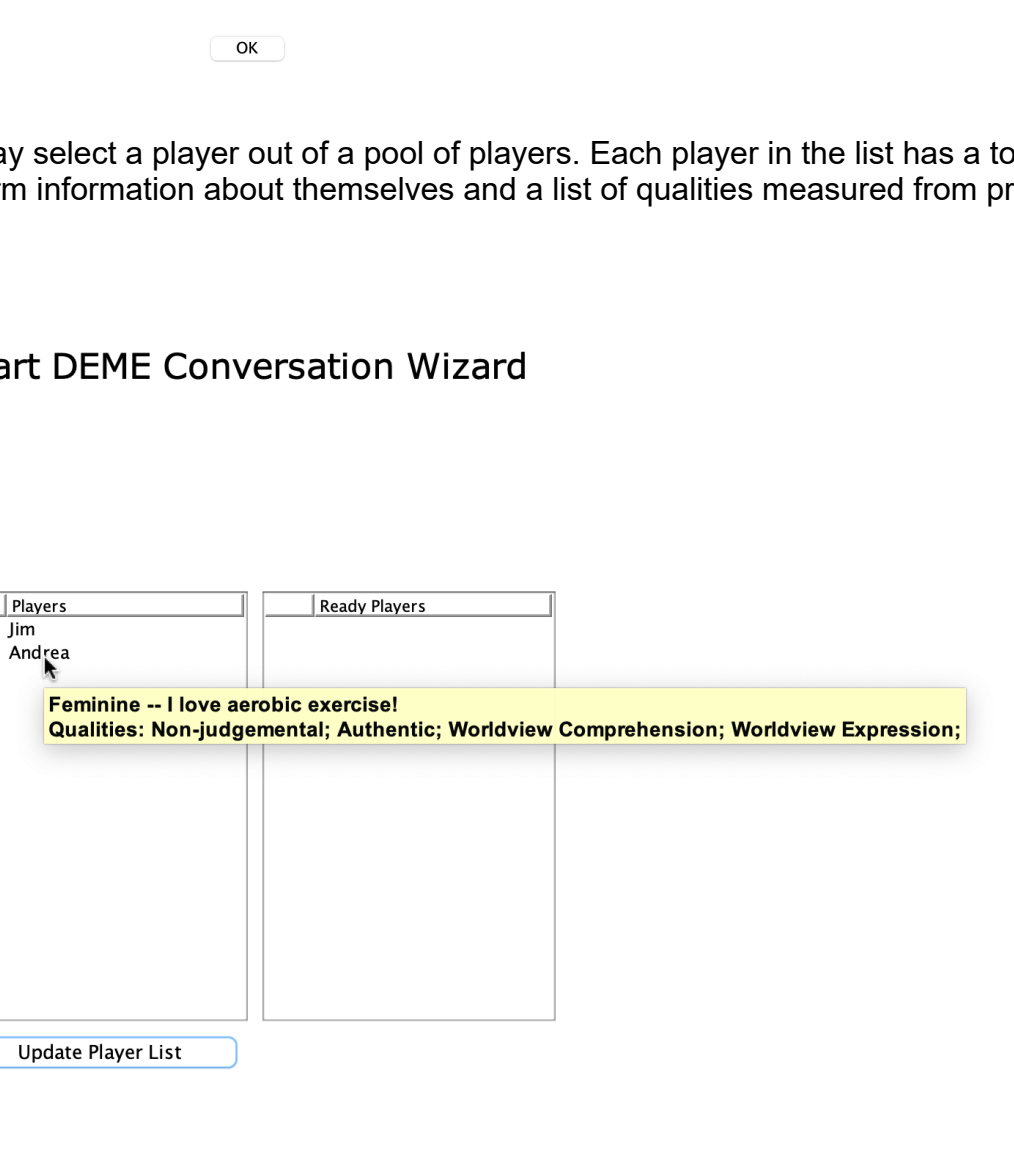


A progress bar shows how close you are to successful completion of a game. Progress is measured differently for different date stages.^[2]

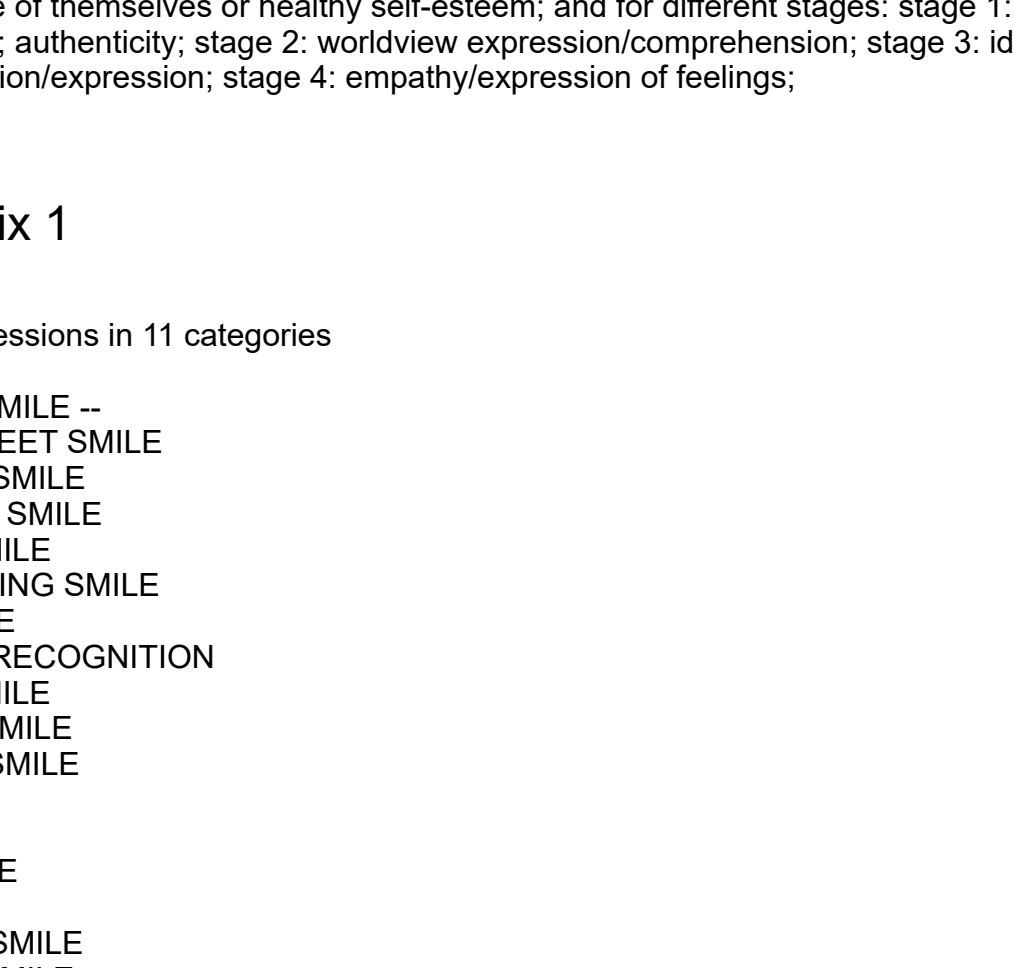
After the main part of the game is over there are a series of end screens which assess the date in various ways. The first screen offers each player a chance to give their subjective impressions of the date in terms of various parameters. For example,



These results are processed and presented to the opposite player. Next an assessment of the interaction is given indicating the bias of the conversation in terms of mind/mental, heart/emotional or instinctual/visceral. Then the mood of each player is described. Next the harmony star is shown, which indicates the level of harmony between the players in each of the eight question categories. Cool pink maroon is the lowest level of harmony and yellow fading to red is the highest level



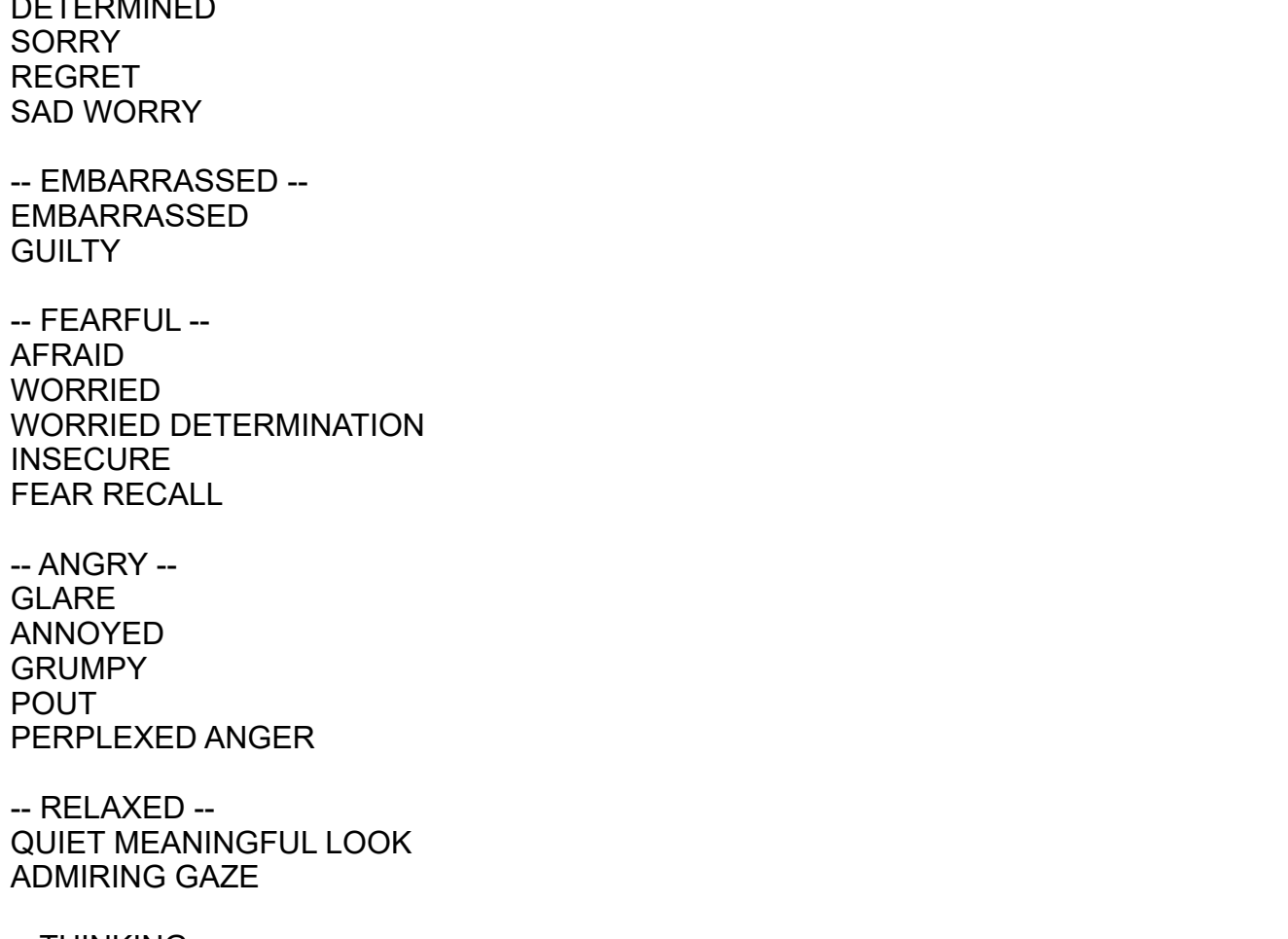
A player's recorded performance is scored in two ways. The first measures how well the two players got along and determines whether the next date stage will be available for this player combination. The second measure of performance goes beyond a single game or player combination. It assesses the individual's desirability along several different dimensions over the span of many dates. The presence of these qualities is reported next in the game ending. Each player scrolls through a series of images of two human forms facing each other.



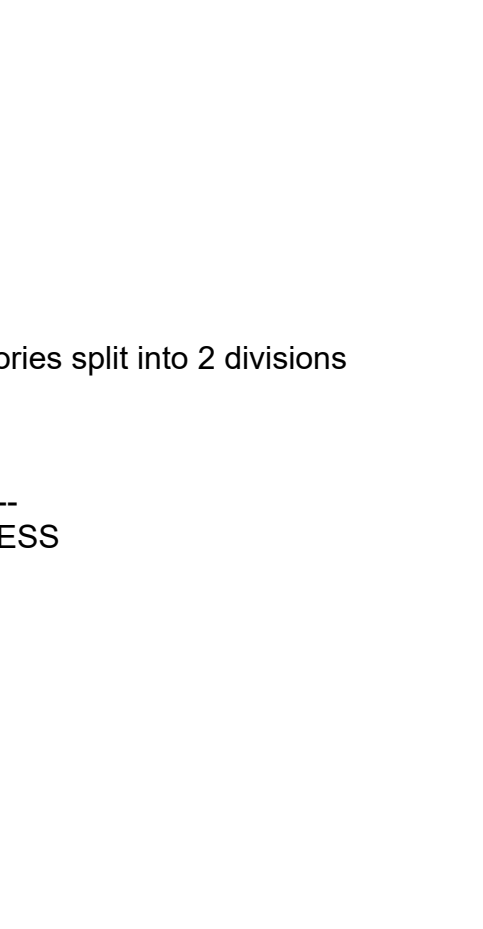
There is one image for each quality the player displayed. Emblems on the human forms are indicative of these various qualities.^[3]

Note that these images are not necessarily of a man and a woman. There is provision for any combination of male and female players.

Finally a set of vertical progress bars show the cumulative level of each of these qualities over previous dates. The next date stage available with the current player is indicated.

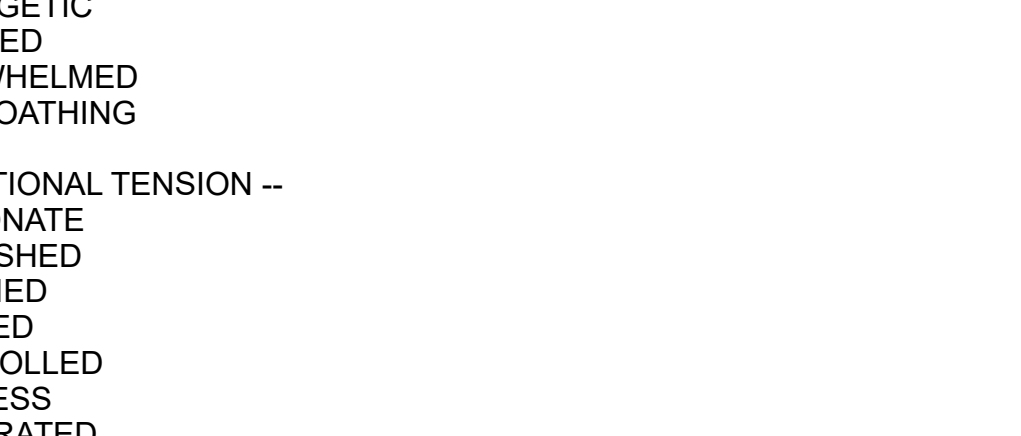


The game is initially started by joining a server and entering some information about yourself.



Then you may select a player out of a pool of players. Each player in the list has a tooltip with some freemform information about themselves and a list of qualities measured from previous games.

Start DEME Conversation Wizard



Addenda (see below): list of facial expressions; list of tones of voice;

1. Dyadic Emotology Map Elucidator

2. The criteria for progress at each stage are the following. stage 1: express themselves honestly and freely, non-judgemental and not-judged, continued engagement. stage 2: understanding opinions, acceptance of agreement and disagreement. stage 3: sharing feelings, stories about their lives, hopes and dreams. stage 4: deep conversation, healing emotional scars, communicate hurts/failures and desires/needs.

3. The qualities measured are: enthusiasm, optimism or joie de vivre; reactive, receptive or open to possibilities; insightful or recognizing the other's inner self; admiring or appreciative; playful or mischievous; empathetic or sympathetic; bold, courageous or outspoken; confident, definite, sure of themselves or healthy self-esteem; and for different stages: stage 1: non-judgemental; authenticity; stage 2: worldview expression/comprehension; stage 3: ideal comprehension/expression; stage 4: empathy/expression of feelings;

Appendix 1

Facial Expressions in 11 categories

- LITTLE SMILE --
- BITTERSWEET SMILE
- HOPEFUL SMILE
- INNOCENT SMILE
- PROUD SMILE
- QUESTIONING SMILE
- PRISM SMILE
- SMILE OF RECOGNITION
- SLIGHT SMILE
- AMUSED SMILE
- DEVIIOUS SMILE
- SMILE --
- REAL SMILE
- GRIN
- PLEASED SMILE
- EXCITED SMILE
- DAZED SMILE
- SLEEPY APPRAISING SMILE
- LAUGHING
- LAUGHING HYSTERICALLY
- SHY SMILE
- SMILE OF GRATITUDE
- HAPPY ANXIETY
- SURPRISED --
- SURPRISED
- PUZZLED
- AWE
- HAPPY SURPRISE
- RAPT ATTENTION
- DISGUSTED --
- FEARFUL DISGUST
- SAD DISGUST
- MOCK DISGUST
- SAD --
- SAD
- DEPRESSED
- COMMISERATING
- DISTRESSED
- PLEADING
- FRUSTRATED
- DETERMINED
- SORRY
- REGRET
- SAD WORRY
- EMBARRASSED --
- EMBARRASSED
- GUILTY
- FEARFUL --
- AFRAID
- WORRIED
- WORRIED DETERMINATION
- INSECURE
- FEAR RECALL
- ANGRY --
- GLARE
- ANNOYED
- GRUMPY
- POUT
- PERPLEXED ANGER
- RELAXED --
- QUIET MEANINGFUL LOOK
- ADMIRING GAZE
- THINKING --
- THINKING
- SPECULATIVE
- COY
- SUPPRESSED PASSION
- SENSING
- UNCERTAINTY
- SUPERIOR --
- HAUGHTY
- TOUGH
- PUNK

Tones of voice in 8 categories split into 2 divisions

--- (how i'm feeling) ---

-- PERSONAL ENERGY --

- HEIGHTENED AWARENESS
- ENTHUSIASTIC
- SERIOUS
- MELANCHOLY SMILE
- GLOOMY
- DEMORALIZED
- HURT
- PEACE OF MIND --
- CONFIDENT
- CALM
- CAUTIOUS
- CONCERNED
- CONFUSED
- URGENT
- FEARFUL
- SELF-ASSESSMENT --
- IMPACTFUL
- STELLAR
- RECOGNIZED
- APOLOGETIC
- ASHAMED
- OVERWHELMED
- SELF-LOATHING
- EMOTIONAL TENSION --
- PASSIONATE
- REFRESHED
- SATISFIED
- RELAXED
- CONTROLLED
- RESTLESS
- FRUSTRATED

--- (how i'm feeling about the other player) ---

-- ATTITUDE TOWARD OTHER --

- ADMIRING
- AFFECTIONATE
- FRIENDLY
- INDIFFERENT
- UNTRUSTING
- IRRITATED
- ANGRY
- ASSESSMENT --
- DEEPLY MOVED
- PRAISING
- RESPECTFUL
- GRATEFUL
- ENCOURAGING
- SYMPATHETIC
- WILLING TO BELIEVE
- CRITICAL
- ASSERTION --
- AGGRESSIVE
- COMMANDING
- DETERMINED
- PERSUASIVE
- DIPLOMATIC
- HOPEFUL
- QUESTIONING
- SHY
- COMPLIANT
- PLAYFULNESS --
- DEEPLY HEARTFELT
- INNOCENT
- TEASING
- AMUSED
- CONFIDING
- MISCHIEVOUS
- REBELLIOUS
- SILLY
- MOCKING

Appendix 2

Keyboard Shortcuts

- tab = scroll through tone-of-voice menus
- esc = prematurely end the conversation with optional message

Display Settings

For best results set your monitor brightness to 100%