

inPlace

inPlace is a social media that prioritizes face to face human interactions over digital interactions. inPlace believes in the infinite potential of face to face human connections to change both humans and humanity.

It works by finding people in physical proximity to you and encouraging you to meet them in person. Just turn it on in any crowded place, such as lectures or performances, and it will find others also looking for someone to meet. inPlace finds and bridges the gaps between the digital world and the physical world, bringing your online social skills to the real world.

inPlace places the focus back to the here and now, reminding us of the importance of living in the moment and in place. It reminds us to appreciate the spontaneity and excitement of reality.



How inPlace works

1. Turn on inPlace at any event with many people
2. Talk anonymously about your thoughts and ideas
3. inPlace applies its NLP algorithm to the conversations to group participants within the conversation based on their engagement with one another.
4. inPlace presents your match and encourages you to meet them right away
5. Meet your new friend!

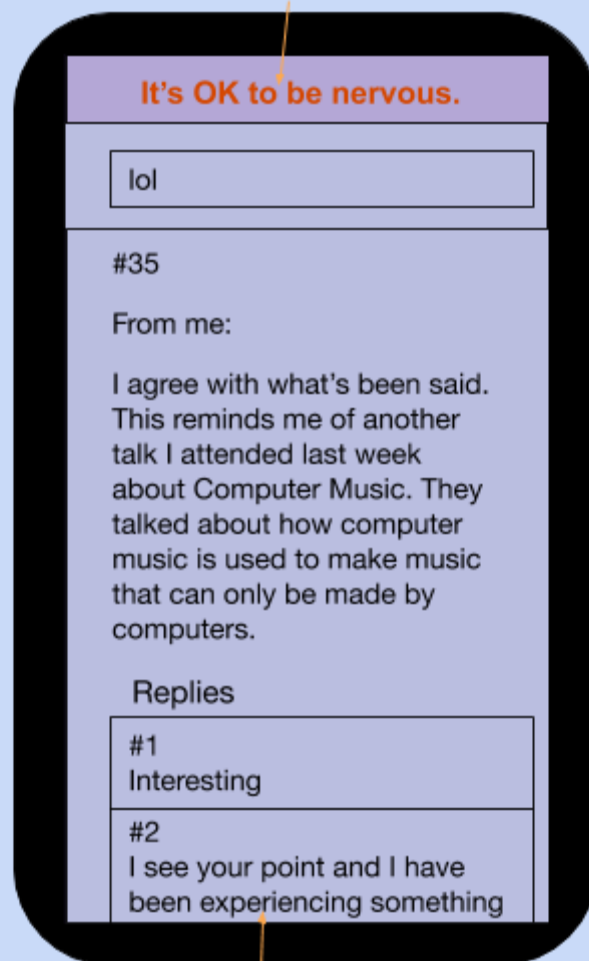
Who inPlace is for:

If you

- find yourself spending too much time **staring at a screen**
- feel **Anxious** when approaching new people
- **Don't Know** where to find people to talk to
- are **Tired** of keeping all your thoughts shut in your mind?

inPlace is the perfect social tool you need. inPlace offers you the opportunity to find people you can talk to, liberating you from your screen and helping you meet people in real life.

inPlace urges you on: inPlace is more than a recommender. inPlace gives you the confidence to socialize and reminds you of the importance of live interaction.



inPlace places the choice in your hands. If you don't agree with the algorithm, you can send a request to meet with another anonymous person. Your social life isn't controlled by inPlace; inPlace is only a tool to find friends.

Manifesto

By Alex Lee

The rise of the modern capitalist system has led to a number of designs that place profitability as its primary motive rather than virtue or eudaimonia. As discussed in the lecture and sections, a prime example of the profit-primacy approach would be the design of social media. Social networks such as Facebook or Twitter often hold anti-eudaimonistic designs that harm human flourishing, either with “social designs” causing anxiety and social atomization and anomie or with “antisocial designs” facilitating cyberbullying and unconstrained discourse. While it may seem that anti-eudaimonistic features are an inescapable part of intimate social networks (as opposed to content-sharing websites such as TikTok and Youtube, which operates under a different value framework), I wish to turn it around by designing a social media based upon eudaimonia. My design, inPlace, seeks to combine the advantages of both online and offline socializing. inPlace operates under two phases. In the first phase, users chat anonymously on a forum that is started for the event. inPlace find people that may share similar interests with you, people who you are likely to be friends with. “Antisocial” features are used in order to allow each people to meet another objectively and to alleviate the anxiety of meeting a new person. In the second phase, once users gain a level of familiarity with each other, “social” features are introduced such that interaction can happen in person rather than digitally. A machine learning algorithm calculates users’ engagement with each other and returns a match to each user based on who they were most engaged with. The first phase then provides a robust foundation for their conversations to continue and their relationship to further grow.

In every human connection lies the union and conflict of two people’s thoughts and ideas and with this lies the potential for unprecedented innovations. Promoting these interactions over superficial or confrontational socialization, as found in many social networks, can work to benefit humanity as a whole. This engagement of ideas can also be more meaningful to the individual than the oft stress-inducing navigation of social

dilemmas. inPlace is inspired by my personal experiences on campus. Often had I attended a talk that deeply affected my worldview and perspectives on the world. Yet with no place to share my thoughts, I went back to distract myself with apps on my phone. With inPlace, each one of these frustrations can be transformed into opportunities to meet more likeminded people.

inPlace represents a return of social media from its current profit-centered model based upon distraction and hijacking of its user's attention to one that promotes users' wellbeing and social health. With its focus on encouraging face to face and meaningful interactions, inPlace is designed for eudaimonia.