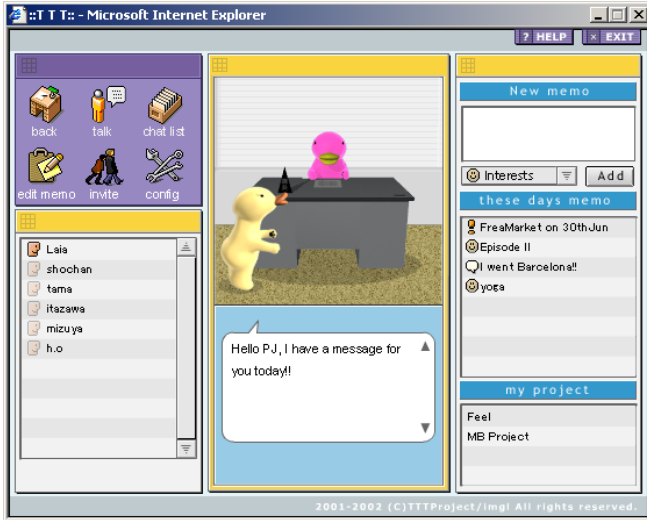


TTT:A Web community tool mediated by friends

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I. Introduction

TTT is a Web community tool that promotes new encounters mediated by friends.

Participating in a network community like BBS or a mailing list, you can find people who share the same interests as yourself. However, on the Internet, it is difficult to make friends with whom you can trust because conventional Web community tools lack the structures for creating trust between its members; an important required element of community building in the real world. Like a party or an exchange meeting, TTT makes it possible to extend human connections by utilizing what we believe is the source of "trust", that is, friendship. This paper illustrates how this system is designed.

II. Communication Design for TTT

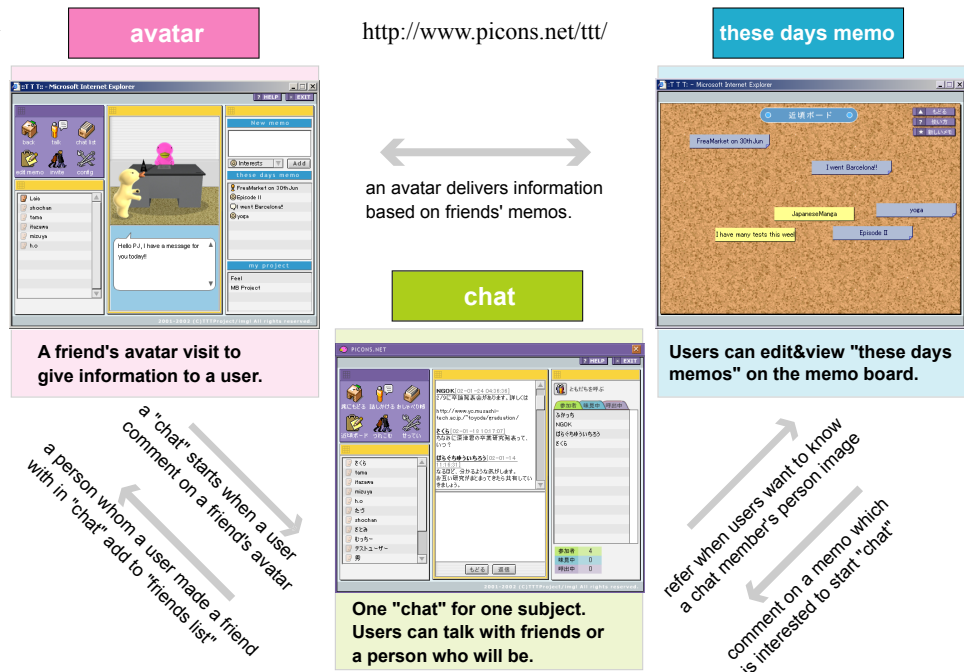
We modeled the processes of "trust building" and "encountering" based on everyday experience. The model was constructed from the following cases.

1. Letting an acquaintance know personal interests or news

-- My friend A and I often talk about recent news and mutual interests.

2. Information transmission via friends

-- One day I told A that I am recently interested in X. Then A told his friend B who has a similar interest that I am interested in X.



3. Encounters with people of similar interests and values

-- Through A, B and I had a chance to meet and talk about our interests. Consequently, we became friends and often talk about X and other personal news.

In the TTT system, personal news information called "recent memo" is shared among friends, and a community unit called a "chat" is built when someone comments on it. In addition, "recent memo" can be passed on to a friend's friend when mediated by a friend. Hence, the burden of trust creation is reduced, and we are able to meet people who have similar interests and concerns. Moreover, since the system is based on friendship in the real world, it is possible to actually meet and to talk to new friends offline. A community on TTT is certain to be a powerful because it unites the real world and the virtual world.

III. What are the differences from conventional communication tools?

- Using friendship information, we can achieve both "trust" and "new encounters".
- It is easy for users to start a conversation because the only requirement for participation is sharing personal news with friends.
- A unique avatar delivers information instead of users.

IV. Technologies

In order to perform real-time chat and add animation to our avatar within a web browser, we used Macromedia's ActionScript(client side) and PHP(server side).

VI. URL

<http://www.picons.net/ttt/>