

# Status Quo

**Litany**

Kin-Based			Non Kin-Based		Shared			
"Grandpa is afraid to tap wrong"	"Video call is just hi and bye"	"We only talk about grades and meals"	I'm just here for my volunteer hours"	"They sent some students but I don't know any of them"	"We have nothing in common to do together"	"Play is not serious, study first"	"I don't understand the rules, so I just watch"	"I'm afraid I'll get scammed"
"Grandma only uses WeChat"	"Even when family visits, I still feel alone"	"I don't want to bother them"	"What do I even say to someone else's grandparent?"	"Why would a young stranger want to hang out with me?"	"My parents think games harm your brain"	"They set it up for me, but I forget how to open it"	"No one here speaks my language"	"They think I can't do it because I'm old"
"We use different apps"	"I feel like a burden"				"Seniors do not play games"	"The screen is too small to read"	"The phone has too many apps"	My old friends are all gone now"

**Systematic Issues**

- Products built for one gen (tiny UI, English-only, login walls)
- IG programs track attendance, not quality
- No non-kin pairing pathways
- No shared daily window
- Helpers "do it for them"
- Volunteer programs = transactional

**Worldview**

- Respect = listen, not play
- Fun is earned, play comes after duty
- Teaching only flows downward
- Youth engage with elders out of obligation - volunteering is duty, not desire.
- Youth expect peer-style humor, elders expect role distance. These frames make playful equality feel risky.
- Better not to try than fail in front of someone
- A good elder is self-sufficient
- Cross-gen friendship has no script
- "Why would a stranger care about me? Real connection only happens with blood."

**Myth**

**冷清 (lěngqīng) - Chilly and Silent, the structural quiet of diaspora**

This place has gone quiet, and quiet here means no one is coming back. 冷清 is about a place, not a feeling. The 人气(Human presence) is missing. In diaspora, it doesn't fix itself - 面子(face) holds it in place. The quieter a room gets, the harder it is to break the silence.

# New CLA

**Litany**

Kin-Based	Non-kin Based	Shared (面子 dissolution + 人气)	
"Grandpa solved the puzzle before I did!"	"I came as a volunteer but I left as a friend"	"I stopped saying 'my partner from the program' - now she's just Auntie Chen"	"I forgot I was bad at tech, I was just playing"
"We played again after dinner, it's our thing now"	"She's not my grandma but she feels like one"	"We lost together and that was the funniest part"	"This room used to be so quiet. Now listen to it."
"I thought he'd be embarrassed - he just said 'again!'"	"We're not related but we have the same team name now"	"The first week was so awkward, by the third week we had inside jokes"	

**Systematic Level**

Dissolution Mechanics of 面子	Onboarding	Pathway 客人(guest)→自己人(us)	Ignition Threshold & 人气
Co-op over competition • Asymmetric roles (youth = pace, elders = strategy)	Both gens learn together • Tutorial matters	Recurring sessions	Track: laughter, spontaneous conversation, voluntary return, proximity shifts
Failure-is-funny design patterns	Practice rounds before stakes	Shared naming rituals (team names, inside jokes)	Ignition = when participants initiate contact outside program
Adjustable rules with player agency	Large text + audio + bilingual by default	Facilitators scaffold then fade	Multi-week shared goals sustain return play
	Tablets as crossover device	Cultural frequency tuning (dialect, food, festival)	
		Community centers as neutral ground	

**Worldview**

- In play, the new 面子 = showing up and trying
- Play is a form of Respect
- Teaching flows any direction
- Shared failure bonds faster than success
- 客人(guest)→自己人(us) through accumulation, not blood
- 热闹 is worth building on purpose

**Myth**

**热闹 (rènao) - Hot and Clamor, the emergent warmth of designed play**

The fire was not lit by family. It was lit by showing up, again and again, until strangers became 'us'. 热闹 shows up on its own when conditions align: shared cultural frequency, role fluidity, low-stakes vulnerability, and repetition. Play dissolves 面子(face). Non-kin 热闹 through repeated co-op play is the radical claim.