



FOMO: The Social Connection Game



AcrossRCA: Being Digital | Social 2040

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FOMO:

FOMO is a card game from the future. It is the newest 'Social Media Platform' in 2040. Designed as an interactive multi-player card game, it helps the players to socialize, make friends and create meaningful bonds with each other. In the digital landscape of 'Social Media', FOMO stands out with its physical experience and playful interactions, enabling players to cultivate meaningful bonds.

Goal

The objective of the game is to cultivate meaningful and long-lasting connections with others. Set in the backdrop of 2040, a world dominated by digital and virtual technologies, face-to-face interaction has become a scarcity. FOMO emerges as a powerful tool, encouraging individuals to forge deep bonds by sharing their stories and fears of missing out. Players are invited to envision themselves in the future, imagining the FOMOs they might have in 2040.



How to Play



1.

The Content Cards are arranged on the table to form a grid.



2.

Each player draws a card from a shuffled deck of Topic Cards.



3.

They choose a topic from the card that they fear missing out on. They



4.

They choose a set of 4 content cards to represent the chosen topic.



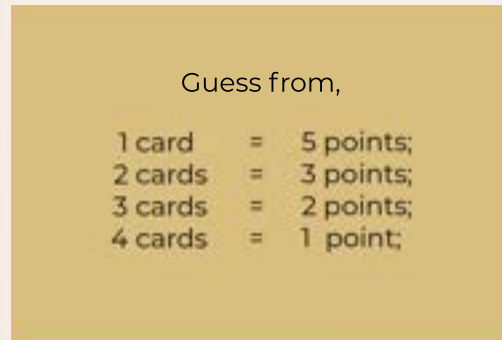
5.

The players take turns. Player 1 reveals the first content card of their choice one at a time.



6.

The other players are expected to guess the topic chosen by Player 1. Each player gets



7.

If they can guess just one card they get 5 points, if they guess it after 2 cards are revealed they get 3 points, If it's from 3 cards they get 2 points and if it's from 4 cards they get just 1 point.



8.

The turn continues to the next player.