

高中是社会认同和心智发展的重要时期。在中国，高中生正在面临来自同伴压力的严重社交问题。本研究致力于帮助社交能力不足但渴望收获友谊的高中生（比如那个在角落里静静看着你们玩耍的新同学），为他们提供摆脱孤独，融入学校社区的解决方案。小组在查阅相关文献之后，发现人与人之间的相似性对友谊的建立有着显著的影响。因此，我们将研究的重点放在了高中生的个人特征是如何影响行为模式并反映在学生之间的友谊上。

通过设计相关问题并发布问卷，我们收集到了 134 份画像。我们计算了数据的相关系数、IQR 等统计数值并且进行了数据对比。最终研究结论不足以让我们产出高社交高中生画像。但是我们发现了高社交人群在同样的场合会有相似的行为模式。而这种行为模式是个人特征所产生的。所以我们决定去改善高中生的行为模式来帮助他们收获友谊，而这也成为了我们实践的方向。

通过调查，我们发现改善青少年行为模式可能的有两个解决方案：情景游戏与社交技能训练项目。他们各自的优势分别是娱乐性和互动性。而我们决定兼具前两者的优势，制作了一个交互视频，并上传到了哔哩哔哩网站。在交互视频中，用户需要帮助一个转学生在各种社交场合做出不同的选择，从而让他更好的适应新学校的生活。我们还发布了公众号文章进行宣传。

截至目前，视频播放量达 609 次。用户们在反馈中表示，虽然游戏有一定难度，但是他们愿意不断试错，去找出正确的选择。这与我们的初衷不谋而合。未来我们会继续宣传这个互动视频，目标播放量为 1000 次。同时，我们还会在公众号上发布游戏解析、原理和如何与同伴交往的指南。我们还希望通过举办一场线上讨论，让用户自由分享对于社交准则的意见和看法。

High school is an important period for social identity and mental development. In China, peer pressure causes social problems among students. This research aims to help high school students who are weak in social skills but eager to establish connections get rid of loneliness and integrate into schools and student groups. The research focuses on how homophily and heterogeneity of people affect their making connections.

A database of 134 portraits is collected and established based on a designed survey. We calculated the correlation coefficient, IQR, and other statistical values. The conclusion:

1) The longer leisure time students are willing to spend with their friends, the more friends they will have. 2) The similarity in academic achievement and physical appearance have limited influence on friendship. 3) Common hobbies, especially sports and music preferences, are instrumental in establishing friendships. This conclusion means that we cannot directly give advice on how to choose social targets, thus improving their social skills has become the main direction of our implementation.

By combining the advantages of video games and social skill training programs, we made an interactive video and uploaded it on bilibili.com. Users are expected to help a transfer student make decisions under various social scenes to adapt to the new life in school. Besides, we also published articles on our official account for popularizing.

So far, the video has been played 573 times, and users have commented that although the game is difficult, they are willing to do trials and errors to find the right choice. In the future, we will aim for a target of 1000 view as well as release the game analysis, principles, and tips on how to interact with peers. We also hope to host an online discussion where users can freely share their opinions on social norms.