

<WRWeb 19.4 webtask ****>

Surely, there must be an app for that! ****

The limits of friendship

60 minutes

Individual work

Introduction

Friendships can have a major impact on your health and well-being. As you may well know, having friends is good for your health. Friends can help you celebrate good times and provide support during bad times. Friends prevent loneliness and give you a chance to offer needed companionship, too. Friends can also:

- increase your sense of belonging and purpose;
- boost your happiness and reduce your stress;
- improve your self-confidence and self-worth;
- help you cope with traumas, such as divorced parents, serious illness, or the death of a loved one;
- encourage you to change or avoid unhealthy lifestyle habits, such as excessive drinking or lack of exercise.

In this pandemic more than ever, we all yearn for friendships that can see us through these unusual times. These friendships can be casual or deep; serious or funny. Learn more about this broad topic in this web task.

Exploration

A: Are your Internet friends real friends?

If you're an active Internet user – and who isn't? – you might have friends you've met through the Internet. Are these friendships the same as friends you see every day? Watch this video: <https://video.link/w/3BEZb>. Answer the following questions.

1. List all the research sources Julia Wilde from Domain.com refers to in this video.
2. Write down the main finding that each research institution reported.
3. What are 'IRL friends'?
4. Which finding(s) do you find the most compelling? Why?

B: Five levels of friendship

The following video explains five stages of friendship: <https://video.link/w/yJEZb>. While there is no widely accepted theory about the formation of friendship in social psychology just yet, there is a natural progression to it that's easy to see. Answer the following questions.

1. List the five levels of friendships.
2. 'Categorise' the friendships you have by matching each of them with the appropriate or corresponding level. This is not about who's got more friendships or the more friendships, the better; it's about identifying the levels.
3. Pick one of your friends and describe her/him, using appropriate vocabulary, phrases, and idioms from the video.



Photo: Rawpixel.com / Shutterstock.com

C: Social media

What impact do (interactive) social media sites and apps have on friendships?

1. List all the interactive social media sites and apps that you know.
2. For three of them, describe the target audience (e.g., age group, male/female, etcetera).
3. Rank them by total subscribers or users.
4. Rank each one by your preference: one to three thumbs up to indicate how much you like any one; one thumb sideways if you have no preference; one to three thumbs down to indicate how much you don't like any one of them.

Final task: There must be an(other) app for that!

Depending on how many students go to your school, you may be surrounded by dozens or hundreds of potential friends. You just have to seek them out. So let's make an app!

1. Read this article from collegeinfo geek.com: <https://collegeinfo geek.com/make-friends-college>
2. Based on what you read about college friendships, your task is to develop an idea for a mobile phone app for high school students.
 - This task is not about technological specifications!
 - Study the features of one or more of the social media/friendship sites or apps you know.
 - Compile a list of features *your* app would have. Yes, you may 'borrow' from other apps, but try to have at least two original features of your own!
 - Base the features on the 5 levels of friendship from the Exploration B task. In other words, the app should work for any level of friendship. Copy the names of the levels into your app; i.e., they are part of how you organise or structure your app.
 - Now write your sales pitch. Describe your app in no more than 150 words. This is the description you would find if you looked the app up in the app store.
 - Now for the cherry on top: give your app an apt name (i.e., a catchy name that sells). Also, design a logo that appeals to your target audience (high school students).