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(The Science of making friends)

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II. Find and choose good friends

1) You have to get a good hobby group. eg. if you like anime, you can join those who are fond of anime/video/comic, &c.

1- they are able to be identified with hobbies, appearance, and outgoing activities.

2- they can become a source of your good friend with outdoor activities, and meeting, &c.

1-to-1 guiding and internet societies is considered not a good way to making friend.

3- It's necessary to check the signs that show whether you're accepted by the mates.

A FRIENDSHIP is a sort of CHANCE- CHOICE. You need not to making friends from EVERYONE.

III. Good conversations - basic

1) addiction of your hobby and unable to check the feeling of your listener is not good.

It's better to consider the feeling of the willingness of the dialog between he/she and you.

2) Good interaction rules:

1) exchanging the information. bi-directional

2) find the same hobby between you and the listener.

3) asking the LISTENER, and take care of him/her.

NO Perseveration -)) a tendency to stick a thought not is uneasily changes.

If you PERSEVERE your talking topic, it'll making others boring. (ps-- as to me, it is uneasy to observe, or consider other's thought in face-to-face dialog)

You can answer your own querying to make others know you are ~~ii-~~ actively.

It's good to answer the relative questions to make the social meeting-skill insuffitomers to get with the topic changing in a dialog.

the querying- quering sentences can be ~~ep-~~ MOREE open. eg.

--- (X) which sci-fi ~~nev-~~ movie ~~you-~~ do you like?

(O) what movie do you like??

- the humor is better to let the listener know. If that one doesn't that point, it will make s/he boring.

- using nodding and other way to make the speaker understand you're listening to s/he really.

- the speaking voices volume should not be neither too loud nor too small.

- don't make the conversation be dominated by you with your topic.

It is not respectivity-showing to the others.

- don't make the dialogue like a investing.

- don't be a corrector (zhijiao)

- if you're not the one's close friend, don't talk something too private.

- don't mock others.

--III--

--HOW--

IV. Starting and entering a chat.

1. How to hit (dashan) others.

1) look at that one ~~with~~ gently.

2) can use the personal belongings beside you.

3) find the same habit/topic that is interested with that one.

4) detecting if the one is interested ~~with~~ in the conversation.

5) the introduction of myself is merely the LASTT procedure.

2. how to entering multiple-person conversations??

i. near them, but not close to them to be apparently.

ii) take care the topic(s) that are discussed.

iii) pretending that you're not supervised - them with wiath, phone or other personal belongings.

iv) in a short stopping of their cnvrsatiin, you can join a-and- attempted to giving discussing/comment.

v) the last step is self-interducng, ad shown before.

V) HOW to exting from a conversation?

1. If entry of outsiders occurred, the refuse (in any forms) will be estimated to be 50%.

dn't be too serious to watch at the refusing of you.

the reason incuding:

i) the topic is too professional for you.

ii) therea are a too private circle, and they don't wanna a #stranger joing them,

iii) the fame is not good enough for the social skill insufficien- ter, and they have to cntact with s/he.

42.--

2. the 3 reason t at you have to exit from the conversaatin:

1) you are refused at the beginning, or

2) in the mddle of the cnvstn.

3) you have somt ng iportant to d ,and you do have to leave them.

HOW TO ELAVHATE the interests of ybe conversationer.

i. checking the languages that they use if it's friendly or consi- dering you.

ii) body language - if they are'nt instereded in you, they will be ferer from you.

iii. tte sight from there eye is important- if they are interest- ed in you, they will be gently look at you.

3. (1) once you are not accepted by them, you have bo be keep calm, or they may mock you.

(2)-yea- When you know you are nt accepted at alk, the three method you

have to do sequently: (

i. look outside slowly .

ii. move from them slow.y.

iii) slowly moving out.

if you are not accepted in the middle of a conversation:

using the previous step, but you have to say goodbye and then leave.

IF YOU'RE WHOLLY ACCEPTED, the procedures:

- 1) wait for the short pause.
- 2) saying goodbye with an reasonable reason.
- 3) and then leave finally.

--VI Managing the electrical messages.

1. SNS, eg. Twitter, Youtube, Wikiped a, Blog, Virtual game and cetera.

2. the general to interact with internet tools:

1) NEVER talking a too private matters.

2) IF you have to connect to a stranger, you ought to have a reason why you have to talk to him/her.

3) two messages Rule:

if the receiver have no reply to you, DO NOT leave message of more than "2" times.

Exception- If you sent a invitation of making friend on a SNS, and the invitee doesn't accepted, you have to let it be. "friend making is merely a choice."

4) do not call to others without permit, nor come to that one's home without permission. eg.-

ps- in Taiwan, these kinds of behaviour is able to be fined or per considered illegal probably.

--))) it is better to ~~can~~ exchange the contacting info, first.

i. exchange infos.

ii. find the common interests.

iii. have give a suggestion to contact with w/ the

other party: eg. I find that you and me like the

programming languages, would you wanna contact with

me ~~and let's exchange Telegram acc.?~~

iv. evaluate the willingness of the other party to contact w/ me.

v. suggest to exchange your contact info. eg. I can give my e-mail addr. to you.

vi. finally, you can exchange the contacting info with him/her.

***** rule to using a telephone to ~~call~~ call *****

- i. ~~say~~ tell the person you want to talk with. eg. ~~---~~
- ii. tell ~~that~~ your name. eg. "Hello, I am Peter. Is Kate there?"
- iii. give a greeting (sio1-tsi03-mng7)
- iv. Ask the partner if this one is- have time to ~~call~~ talk with you.

(eg. Qing wen ni fangbian jiang dianhua ma?)

~~tsio3-mng7 li2 hong-pian7 kong2 tian7-ue7--ho5?~~

v. say the reason why you have to talk to the listener.

*** Principle to hang out up (Jieshu dianhua) the phone ***

i. await the short pause.

ii. give a simple and short reason to hang up the phone. eg. I have to go to the cram school or I have to arrange my room, etc."

iii. tell "I'm so glad to talk with you"

iv. tell that "see you next time", and "goodbye".

*** if you have to leave a voice message ***

i. tell the person you want to contact and the name of you.

ii. tell the reason that you call the person and the time & date you leave the msg.

iv. leave the phone num. and say "Goodbye".

== The rule to use the net safely ==

1. teenagers is not appropriate to making friends on the Net.

i) a teenager may be a hunter by other malicious persons.

ii) net pal \neq real friend!

iii) Give not personal contact info to strangers!

eg. real name, home addr., birth date, ID num. and the e-mail addr. that can identify what you belong to.

Besides, the id name used on the net is proper to

erase any gender info. Or some bad man or other person

will be ~~at~~ attracted and you will be in trouble.

iv) the privileges of any messages, photos, voices, etc.

should be well-set/v

vi. finally, you can exchange the contacting info with him/her.

***** rule to using a telephone to ~~make~~ call *****

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- iv. Ask the partner if this one is- have time to call- talk with you.

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- iv) the privileges of any messages, photos, voices, etc. should be well-set/v

v) never accept the invitation from strangers. (making friend invitation)

recommendationsto adults about net-dating

- i. Give no contact infos. to the counterpart at first time.
- ii. meet that man in a public location with MANY people there.
- iii. Never go to anywhere with that one alone.
- iv. if you go to a date by yourself on a car, you have go home by yourself. (I think that the author considered that return home with the other party is contains dangers.)
- v. Never get on the counterpart's car first time, and or let that person send you home.
- vi. You SHOULD let your families and your friends know the date and the ~~date~~ dating location.
- vii. Before and after the date, you should- telling the friend/family you have the date and if you are safe.

For dating rules and "protocol(code of conduct)", please

refer to other sepecific books.

--- If your kids are using internet, it is proper to check the status of the website and the activities of your kids kids internet us ges.

2. understand the slangs and ~~the~~ the abbrs. used on the Net.
in English: OMG= Oh My God; LOL=laugh out laod; POS=parent over shoulder (Jiazhanf zai ni beihou); PAW=parent are watching.

PS. Becareful for the cheating on the internet by on the SNS or dating websites, &c.

VII. show the good "elegance (fengdu)"

it is useful while- to show the elegance, incl. while playing ~~an online~~ an online game

#1 partnership

#2 fair game

#3 self-ctrlolling

How to sow the elegance:

#1 appreciate others

#2 follow the guidelines and principles ~~to~~ of the game. Important:

No cheating.

#3 share and give the turn to the next one.

#4 do not be a judger, ~~ner~~ nor a "instructor".

#5 dn't be too aggreessive.

#6 care the injurier while that one is hurt.

#7 If you are bored, do not leave directly, ~~and-~~ but give advice of the alternate games or options.

~~buyao~~ buyao shu buqi (you ~~shoul~~n't not be tampered while los ng a game.

#9 while the game is ended, saying "It's a ~~deef~~ good game" is proper to s ow the elegance.

VIII. How to enjoyfriend meeting?

1. the elements: Who, What, Where, When and how

(1) the friends invited ~~sould~~ know that each others is also invited.

(2) they are hav ng the same hobbies.

2. What to do - if you have ~~seal~~ ^{social} diffuculty, it is batter to hold an activity than a talking. You ~~shoul~~ make the activity also agreed by the invitees.

(3) the meeting can be held in your house or other suitablee places.

(4) check you have common free time, and the time is proper to less than 3 hrs, except cncert, movie, ball game-watching, &c.

(4) the way to let every invitees to get to the place matters.

*** before you ~~invier~~ invite others to your home, you ~~sold~~ ^{should} ***

#1 Plan it before several days ago.

#2 ~~eh~~ Make sure the room/space is clean and arranged well.

#3 hide the objects that ~~yu~~ don't want to show others.

#4 because the emotions can be changed uncertainly, the alternative

*** of activities sould be ready.

*** How to begin the meeting ***

1. greeting, 2. invite them entering your home and give them the way.
3. introducing friends. 4. prepare the food and drinks first. 5. check let your friends know the spaces and where they are approved to enter.
6. Asking "what you wanna do" to your friend and respect what they want.

** in the process of the meeting **

1. let the guests choose the activities 2. use half of the time to exchange the infos. 3. give support to your friends.

** how to end the meeting ***

1. wait the pause, 2. give the reason that the meetings could be halted.
3. send the friends to the doors and saying goodbye &c.

VI.-

VII. solve the argument.

1. keep calm
2. listen the opinion of the counterpart.
3. repeat what the other party said, to show the conscience.
4. Explain what you thought.
5. apologize
6. attempt to solve the problem..

VIII. Deal with the mocking/

A proverb says "Sticks and stones may break my bones, but names will never hurt me."

a bullier have the tendency to mock or bully these- these who are social-isolated. "bullying these who are not intelligent deficient but weird is considered not more evil."

"ALL teenagers and youths have got mocked."

Is not good to not response to the mocking from others, or to be triggered strongly by the ~~com~~ mocking.

THE BETTER WAYS:

#1. oral response: "eg. "So what?", "Does it matter?" or "I do not care, &c."

#2. non-oral responses: shrugging, shaking hand-head, rolling ^u

rolling your eyes (ping2-peh8-jin5), &c.

#3 leave them.

If the mocker are violent, ~~and~~, or that one have higher ~~su~~ power or authority, the ways s own above is inproper touse.

Embrassment feedback is a way to adjust ~~ea~~ one's appearance or al-titu-
de better.

XI How to Deal with net-bullying

#1. don't jump in ~~ea~~ flaming.

#2 find friends supportting you.

#3 block bulliers.

#4 lurk for a while.

#5 keep the ~~evideneee~~exhibitions. (zhengwu).

~~56~~ if in nassesary, find a ~~duitt~~ an adult (if you are a teenager)

#6 or report to a police or related organization.

#7--

XII Reducing the rumeurs.

- It's ~~imep~~ impossible to diminish the rumours.

someone may be spreading the rumours to make ~~the~~ ^{his/her} position in a group higher.

RULES:

u

v

- Don't deny it. and don't qery the rumour-maker.

- ~~Keep away from the rumour-maker smartly.~~

- Don't show anger or rage to the rumour.

- Show that you are astonished to the rumour, to make it more untrusta-
ble.

- ~~Smartly spread self-~~ your own rumour,

XIII. Avoid the body bullying.

the difinition: vandalise the personal belongings and hurt you.

~~---dnitt---~~ Do-not

- Prevent yourself from being t o close to the bullier.

- If the bullier nears you, keep yourself in a low profile (baochi di-
diao)

- Do not provoke (tiaoxin; chhiang3-siann1) ~~her~~ nor correct the bullier.

Do be treat the buloier as your friend, and If yu have to be close to

the bullier, be with friends or the authority person.

- If necessary, ~~ensi~~ consult to the adult or thhe person with authority.

How to make your reputation higher

- be in a low profile .
- ~~be~~ adjust to follow the social rukes.
- ~~be-e-~~ change your appearance.
- accept the reputation you got before.
- find a group that accept you.