WHAT IS CLAIMED IS:

1. A computer implemented method, comprising:

supplying, to a client device, one or more prompts for a first individual to provide a vote for a preference that relates to an activity during an ephemeral time period;

collecting the vote;

generating matches between the first individual and a pool of individuals based upon common votes and matching criteria;

supplying the matches to the client device;

collecting a match acceptance from the client device for a second individual; and

enabling network communication between the first individual and the second individual.

2. The computer implemented method of claim 1, wherein the vote is collected from a gesture applied to the client device.

3. The computer implemented method of any of the preceding claims, wherein the gesture is collected from a screen tap in a graphical user interface supplied to the client device.

4. The computer implemented method of any of the preceding claims, wherein enabling network communication includes enabling network communication between the first individual and the second individual for the ephemeral time period.

5. The computer implemented method of any of the preceding claims, wherein the common votes have a first weight, the matching criteria have a second weight, the first weight is greater than the second weight during the ephemeral time period causing the matches to be compatible and accelerated.

6. A system comprising:

one or more processors coupled to a memory, the one or more processors configured to:

supply, to a client device, one or more prompts for a first individual to provide a vote for a preference that relates to an activity during an ephemeral time period;

collect the vote;

generate matches between the first individual and a pool of individuals based upon common votes and matching criteria;

supply the matches to the client device;

collect a match acceptance from the client device for a second individual; and

enable network communication between the first individual and the second individual.

7. The system of claim 6, wherein the vote is collected from a gesture applied to the client device.

8. The system of claims 6 or 7, wherein the gesture is collected from a screen tap in a graphical user interface supplied to the client device.

9. The system of any of claims 6 to 8, wherein enabling network communication includes enabling network communication between the first individual and the second individual for the ephemeral time period.

10. The system of any of claims 6 to 9, wherein the common votes have a first weight, the matching criteria have a second weight, the first weight is greater than the second weight during the ephemeral time period causing the matches to be compatible and accelerated.

11. A non-transitory computer readable medium storing instructions for causing a computing system to:

supply, to a client device, one or more prompts for a first individual to provide a vote for a preference that relates to an activity during an ephemeral time period;

collect the vote;

generate matches between the first individual and a pool of individuals based upon common votes and matching criteria;

supply the matches to the client device;

collect a match acceptance from the client device for a second individual; and

enable network communication between the first individual and the second individual.

12. The non-transitory computer readable medium of claim 11, wherein the vote is collected from a gesture applied to the client device.

13. The non-transitory computer readable medium of claims 11 or 12, wherein the gesture is collected from a screen tap in a graphical user interface supplied to the client device.

14. The non-transitory computer readable medium of any of claims 11 to 13, wherein enabling network communication includes enabling network communication between the first individual and the second individual for the ephemeral time period.

15. The non-transitory computer readable medium of any of claims 11 to 14, wherein the common votes have a first weight, the matching criteria have a second weight, the first weight is greater than the second weight during the ephemeral time period causing the matches to be compatible and accelerated.

16. A computer implemented method, comprising:

supplying, to a client device, one or more prompts for a first individual to specify matching criteria for a potential introduction to a second individual, wherein the matching criteria includes a filter to sort a pool of individuals by a facial feature categorized by a facial recognition module;

collecting matching criteria from the client device;

generating matches between the first individual and a pool of individuals based upon the matching criteria;

supplying the matches to the client device;

collecting a match acceptance by the first individual of the second individual;

verifying attributes of the second individual to selectively establish a verified status; and

enabling network communication between the first individual and the second individual in response to the verified status.

17. The computer implemented method of claim 16, wherein the verified status is based upon a verified profile.

18. The computer implemented method of claim 17, wherein the verified profile includes a minimum number of profile parameters.

19. The computer implemented method of any of claims 17 to 18, wherein the verified profile includes parameters verified via a social network

20. The computer implemented method of any of claims 17 to 19, wherein the verified profile includes parameters verified via a computer network identity resource.

21. The computer implemented method of any of claims 16 to 20, wherein enabling network communication includes assigning a received message a priority value.

22. The computer implemented method of claim 21, wherein the priority value is associated with one of a plurality of discrete message priority categories.

23. The computer implemented method of any of claims 16 to 22, wherein enabling network communication includes supplying to a client device a designated emoticon, wherein selection of the designated emoticon overrides a communication restriction associated with enabling network communication.

24. The computer implemented method of claim 23, wherein the communication restriction is a requirement that a female initiate network communication.

25. A system comprising:

one or more processors coupled to a memory, the one or more processors configured to:

supply, to a client device, one or more prompts for a first individual to specify matching criteria for a potential introduction to a second individual, wherein the matching criteria includes a filter to sort a pool of individuals by a facial feature categorized by a facial recognition module;

collect matching criteria from the client device;

generate matches between the first individual and a pool of individuals based upon the matching criteria;

supply the matches to the client device;

collect a match acceptance by the first individual of the second individual;

verify attributes of the second individual to selectively establish a verified status; and

enable network communication between the first individual and the second individual in response to the verified status.

26. The system of claim 25, wherein the verified status is based upon a verified profile.

27. The system of claim 26, wherein the verified profile includes a minimum number of profile parameters.

28. The system of any of claims 26 to 27, wherein the verified profile includes parameters verified via a social network

29. The system of any of claims 26 to 28, wherein the verified profile includes parameters verified via a computer network identity resource.

30. The system of any of claims 25 to 29, wherein enabling network communication includes assigning a received message a priority value.

31. The system of claim 30, wherein the priority value is associated with one of a plurality of discrete message priority categories.

32. The system of any of claims 25 to 31, wherein enabling network communication includes supplying to a client device a designated emoticon, wherein selection of the designated emoticon overrides a communication restriction associated with enabling network communication.

33. The system of claim 32, wherein the communication restriction is a requirement that a female initiate network communication.

34. A non-transitory computer readable medium storing instructions for causing a computing system to:

supply, to a client device, one or more prompts for a first individual to specify matching criteria for a potential introduction to a second individual, wherein the matching criteria includes a filter to sort a pool of individuals by a facial feature categorized by a facial recognition module;

collect matching criteria from the client device;

generate matches between the first individual and a pool of individuals based upon the matching criteria;

supply the matches to the client device;

collect a match acceptance by the first individual of the second individual;

verify attributes of the second individual to selectively establish a verified status; and

enable network communication between the first individual and the second individual in response to the verified status.

35. The non-transitory computer readable medium of claim 34, wherein the verified status is based upon a verified profile.

36. The non-transitory computer readable medium of claim 35, wherein the verified profile includes a minimum number of profile parameters.

37. The non-transitory computer readable medium of any of claims 35 to 36, wherein the verified profile includes parameters verified via a social network

38. The non-transitory computer readable medium of any of claims 35 to 37, wherein the verified profile includes parameters verified via a computer network identity resource.

39. The non-transitory computer readable medium of any of claims 34 to 38, wherein enabling network communication includes assigning a received message a priority value.

40. The non-transitory computer readable medium of claim 39, wherein the priority value is associated with one of a plurality of discrete message priority categories.

41. The non-transitory computer readable medium of any of claims 34 to 40, wherein enabling network communication includes supplying to a client device a designated emoticon, wherein selection of the designated emoticon overrides a communication restriction associated with enabling network communication.

42. The non-transitory computer readable medium of claim 41, wherein the communication restriction is a requirement that a female initiate network communication.

43. A computer implemented method, comprising:

receiving from a client device, via a network, a description of a social media event, wherein the description of the social media event specifies a video streaming event and support required to initiate the social media event;

broadcasting, via the network, the description of the social media event to a plurality of client devices;

collecting, via the network, support pledges from the plurality of client devices;

establishing final event details after the support required to initiate the social media event is received;

broadcasting, via the network, the final event details to the plurality of client devices;

receiving, from the client device via the network, the social media event;

broadcasting, via the network, the social media event to the plurality of client devices; and

supplying a dynamic leader board characterizing individuals generating the largest support for the social media event.

44. A system comprising:

one or more processors coupled to a memory, the one or more processors configured to:

receive from a client device, via a network, a description of a social media event, wherein the description of the social media event specifies a video streaming event and support required to initiate the social media event;

broadcast, via the network, the description of the social media event to a plurality of client devices;

collect, via the network, support pledges from the plurality of client devices;

establish final event details after the support required to initiate the social media event is received;

broadcast, via the network, the final event details to the plurality of client devices;

receive, from the client device via the network, the social media event;

broadcast, via the network, the social media event to the plurality of client devices; and

supply a dynamic leader board characterizing individuals generating the largest support for the social media event.

45. A non-transitory computer readable medium storing instructions for causing a computing system to:

receive from a client device, via a network, a description of a social media event, wherein the description of the social media event specifies a video streaming event and support required to initiate the social media event;

broadcast, via the network, the description of the social media event to a plurality of client devices;

collect, via the network, support pledges from the plurality of client devices;

establish final event details after the support required to initiate the social media event is received;

broadcast, via the network, the final event details to the plurality of client devices;

receive, from the client device via the network, the social media event;

broadcast, via the network, the social media event to the plurality of client devices; and

supply a dynamic leader board characterizing individuals generating the largest support for the social media event.

46. A computer implemented method, comprising:

supplying to a user at a client device a prompt to contact a matched individual;

monitoring a proposed communication from the user to the matched individual;

comparing the proposed communication to a set of effective communication policies to selectively identify an effective communication policy violation;

supplying a warning to the user in response to the effective communication policy violation;

receiving a signal from the user to send a completed communication to the matched individual; and

enabling network routing of the completed communication from the client device to the matched individual.

47. The computer implemented method of claim 46, further comprising supplying communication suggestions likely to produce a communication that satisfies the set of effective communication policies.

48. The computer implemented method of claims 46 or 47, wherein the set of effective communication policies include a list of ineffective words.

49. The computer implemented method of any of claims 46 to 48, wherein the set of effective communication policies include a list of ineffective emoticons.

50. The computer implemented method of any of claims 46 to 49, wherein the set of effective communication policies include a list of ineffective phrases.

51. A system, comprising:

one or more processors coupled to a memory, the one or more processors configured to:

supply to a user at a client device a prompt to contact a matched individual;

monitor a proposed communication from the user to the matched individual;

compare the proposed communication to a set of effective communication policies to selectively identify an effective communication policy violation;

supply a warning to the user in response to the effective communication policy violation;

receive a signal from the user to send a completed communication to the matched individual; and

enable network routing of the completed communication from the client device to the matched individual.

52. The system of claim 51, further comprising supplying communication suggestions likely to produce a communication that satisfies the set of effective communication policies.

53. The system of claims 51 or 52, wherein the set of effective communication policies include a list of ineffective words.

54. The system of any of claims 51 to 53, wherein the set of effective communication policies include a list of ineffective emoticons.

55. The system of any of claims 51 to 54, wherein the set of effective communication policies include a list of ineffective phrases.

56. A non-transitory computer readable medium storing instructions for causing a computing system to:

supply to a user at a client device a prompt to contact a matched individual;

monitor a proposed communication from the user to the matched individual;

compare the proposed communication to a set of effective communication policies to selectively identify an effective communication policy violation;

supply a warning to the user in response to the effective communication policy violation;

receive a signal from the user to send a completed communication to the matched individual; and

enable network routing of the completed communication from the client device to the matched individual.

57. The non-transitory computer readable medium of claim 56 storing instructions for causing the computer system to supply communication suggestions likely to produce a communication that satisfies the set of effective communication policies.

58. The non-transitory computer readable medium of claims 56 or 57, wherein the set of effective communication policies include a list of ineffective words.

59. The non-transitory computer readable medium of any of claims 56 to 58, wherein the set of effective communication policies include a list of ineffective emoticons.

60. The non-transitory computer readable medium of any of claims 56 to 59, wherein the set of effective communication policies include a list of ineffective phrases.

WHAT IS CLAIMED IS:

1. A computer implemented method, comprising:

supplying to a client device data for display in a graphical user interface, the data including a prompt to a user of the client device to send an electronic communication to a matched individual;

monitoring electronic communications originating at the client device to identify a first electronic communication from the user to the matched individual;

comparing the first electronic communication to a set of effective communication policies to selectively identify an effective communication policy violation, wherein the set of effective communication policies is based upon statistical analysis of prior communications in a dating application and a segmenting of the prior communications into statistically effective communications and statistically ineffective communications;

in response to the effective communication policy violation, preventing transmission of the first electronic communication and supplying to the client device data for display in the graphical user interface, the data including a first prompt to the user of the client device to alter the first electronic communication and a second prompt to the user of the client device to override the effective communication policy violation;

when data is received indicative of a selection by the user of the client device to alter the first electronic communication:

monitoring electronic communications originating at the client device to identify a second electronic communication from the user to the matched individual;

determining that the second electronic communication comprises an effective communication by comparing the second electronic communication to the set of effective communication policies;

receiving data indicative of a selection by the user of the client device to send the second electronic communication to the matched individual; and

enabling network routing of the second electronic communication from the client device to the matched individual; and

when data is received indicative of a selection by the user of the client device to override the effective communication policy violation, enabling network routing of the first electronic communication from the client device to the matched individual.

2. The computer implemented method of claim 1 further comprising supplying communication suggestions likely to produce an electronic communication that satisfies the set of effective communication policies.

3. The computer implemented method of claim 1 wherein the set of effective communication policies include a list of ineffective words.

4. The computer implemented method of claim 1 wherein the set of effective communication policies include a list of ineffective emoticons.

5. The computer implemented method of claim 1 wherein the set of effective communication policies include a list of ineffective phrases.

6. The computer implemented method of claim 1 comprising modifying one or more effective communication policies in the set of effective communication policies based on the second electronic communication and the determination that the second electronic communication comprises an effective communication.

7. The computer implemented method of claim 1 comprising supplying, to the client device, a warning to the user of the client device in response to the effective communication violation.

8. The computer implemented method of claim 7 wherein the warning comprises an indication that the first communication is unlikely to elicit a response from the matched individual.

9. The computer implemented method of claim 1 further comprising:

performing statistical analysis of the prior communications to determine whether each of the prior communications is a statistically effective communication or a statistically ineffective

communication; and

determining the set of effective communication policies by the segmenting the prior communications into the statistically effective communications and the statistically ineffective communications.

10. The computer implemented method of claim 1 wherein the set of effective communication policies include policies for identifying a likelihood of a reply to an electronic communication, and wherein the effective communication policy violation comprises a communication that is unlikely to solicit a reply.

11. A system, comprising:

one or more processors; and

a computer-readable storage medium storing instructions which, when executed by the one or more processors, cause the one or more processors to perform operations comprising:

supplying to a client device data for display in a graphical user interface, the data including a prompt to a user of the client device to send an electronic communication to a matched individual;

monitoring electronic communications originating at the client device to identify a first electronic communication from the user to the matched individual;

comparing the first electronic communication to a set of effective communication policies to selectively identify an effective communication policy violation, wherein the set of effective communication policies is based upon statistical analysis of prior communications in a dating application and a segmenting of the prior communications into statistically effective communications and statistically ineffective communications;

in response to the effective communication policy violation, preventing transmission of the first electronic communication and supplying to the client device data for display in the graphical user interface, the data including a first prompt to the user of the client device to alter the first electronic communication and a second prompt to the user of the client device to override the effective communication policy violation;

when data is received indicative of a selection by the user of the client device to alter the first electronic communication:

monitoring electronic communications originating at the client device to identify a second electronic communication from the user to the matched individual;

determining that the second electronic communication comprises an effective communication by comparing the second electronic communication to the set of effective communication policies;

receiving data indicative of a selection by the user of the client device to send the second electronic communication to the matched individual; and

enabling network routing of the second electronic communication from the client device to the matched individual; and

when data is received indicative of a selection by the user of the client device to override the effective communication policy violation, enabling network routing of the first electronic communication from the client device to the matched individual.

12. The system of claim 11, further comprising supplying, by the one or more processors, communication suggestions likely to produce an electronic communication that satisfies the set of effective communication policies.

13. The system of claim 11, wherein the set of effective communication policies include a list of ineffective words, ineffective emoticons, or ineffective phrases.

14. The system of claim 11, further comprising modifying, by the one or more processors, one or more effective communication policies in the set of effective communication policies based on the second electronic communication and the determination that the second electronic communication comprises an effective communication.

15. The system of claim 11, wherein the set of effective communication policies include policies for identifying a likelihood of a reply to an electronic communication, and wherein the effective communication policy violation comprises a communication that is unlikely to solicit a reply.

16. A non-transitory computer-readable storage medium storing instructions which, when executed by one or more processors, cause the one or more processors to perform operations comprising:

supplying to a client device data for display in a graphical user interface, the data including a prompt to a user of the client device to send an electronic communication to a matched individual;

monitoring electronic communications originating at the client device to identify a first electronic communication from the user to the matched individual;

comparing the first electronic communication to a set of effective communication policies to selectively identify an effective communication policy violation, wherein the set of effective communication policies is based upon statistical analysis of prior communications in a dating application and a segmenting of the prior communications into statistically effective communications and statistically ineffective communications;

in response to the effective communication policy violation, preventing transmission of the first electronic communication and supplying to the client device data for display in the graphical user interface, the data including a first prompt to the user of the client device to alter the first electronic communication and a second prompt to the user of the client device to override the effective communication policy violation;

when data is received indicative of a selection by the user of the client device to alter the first electronic communication:

monitoring electronic communications originating at the client device to identify a second electronic communication from the user to the matched individual;

determining that the second electronic communication comprises an effective communication by comparing the second electronic communication to the set of effective communication policies;

receiving data indicative of a selection by the user of the client device to send the second electronic communication to the matched individual; and

enabling network routing of the second electronic communication from the client device to the matched individual; and

when data is received indicative of a selection by the user of the client device to override the effective communication policy violation, enabling network routing of the first electronic communication from the client device to the matched individual.

17. The non-transitory computer-readable medium of claim 16, further comprising supplying, by the one or more processors, communication suggestions likely to produce an electronic communication that satisfies the set of effective communication policies.

18. The non-transitory computer-readable medium of claim 16, wherein the set of effective communication policies include a list of ineffective words, ineffective emoticons, or ineffective phrases.

19. The non-transitory computer-readable medium of claim 16, wherein the set of effective communication policies include policies for identifying a likelihood of a reply to an electronic communication, and wherein the effective communication policy violation comprises a communication that is unlikely to solicit a reply.