

People

Meeting other attendees, friend requests, and what others can see about you.

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Seeing other attendees

Events are worth more when you meet somebody at them. Involvo has a networking view for each event, showing other people who came.

Event Network

Connect with other participants from Atelier de
Voluntariat Urban

6 participants



2



1

AG

Ana G.

+ Add Friend



2



1

VC

Vlad C.

+ Add Friend



Who can see it

You need to be taking part in that event yourself. The networking view is for people at the event, not for anyone browsing it.

Guest registrations do not include networking. If you registered without an account, you can attend perfectly well, but this part is not available — see [Do I need an account?](#)

Checking in is what puts you on it

The networking view lists the people who checked in. Being approved and confirmed does not put you there on its own.

Checking in also opens up what other attendees can see about you: someone's details beyond their name become available to the others once they have checked in themselves.

If you would rather not meet people at a particular event, not checking in keeps you off that view. Treat that as how the app presents the list, though, rather than as a privacy control — what other people can see about you is governed separately, and that is the page to read if it matters to you.

See [Check in and check out](#).

What other attendees see about you

Other attendees see your first name and your last name shortened, not written out. They do not see your email address or your phone number, and they do not see the answers you gave on the registration form.

The event's organizing team sees more — your full name and your email address. They need it to run the event, check people in, and contact you.

For the whole picture, see [What other people can see about you](#).

From there

If you want to stay in touch with somebody after the event, you can send them a friend request — which has a step you should know about first. See [How friend requests work](#).

How friend requests work

Friend requests on Involvo work differently from most platforms, and the difference is deliberate.

You cannot simply send one. To send someone a friend request, you have to correctly answer five questions **they** chose and answered about themselves.

Why it works this way

On an ordinary platform, adding someone costs nothing, so the people who send the most requests are the ones you would least like to hear from. Anyone can be added by a stranger who saw them once.

Requiring five correct answers means a request has to come from someone who actually knows you. It is not a security system, and it is not unbreakable — it is a filter that makes indiscriminate adding pointless.

Sending a request

Open the person's profile and start a friend request. You will be shown their five questions, each with a small set of possible answers. Answer all five as **they** would have answered about themselves.

Get all five right and the request is sent. They can then accept or decline as normal — passing the questions does not make you their friend, it only gets you the right to ask.

Getting one wrong

You have **three attempts** per person.

Fail all three and you can no longer send that person a friend request. That block is permanent. It does not expire, and it is not lifted if they later change their questions.

It applies only in that direction and only to that person: you can still request anyone else, and they can still send *you* a request.

One thing that does not count against you: if they change their questions between the moment you opened the quiz and the moment you answered, that submission is discarded rather than counted as a failure. Only a genuinely wrong answer uses an attempt.

If somebody has not set their questions up

You will not be able to send them a request at all until they do. It is not a block, and nothing is held against you — there is simply nothing to answer yet.

Your own questions

The same applies in reverse: nobody can add you until you have chosen your five. See [Your network questions](#).

Your network questions

Your network questions are the five questions someone has to answer correctly before they can send you a friend request. You choose which five, and you set the answers.

Until you have set them, nobody can add you as a friend. There is no default set and no way around it, so this is worth doing early if you want people you meet at events to be able to find you afterwards.

Choosing them

Pick exactly five from the available questions, and answer each one as it is true of you. The answers are chosen from a small set of options rather than typed, so answering is quick for the other person.

Network questions

2 of 5 selected

☒ Which describes you better?

- ☒ I enjoy meeting new people
- ☐ I prefer building deeper connections with a few people
- ☐ Both
- ☐ Neither

☒ What sounds more like your free time?

- ☒ Going out and exploring new places
- ☐ Staying in and enjoying hobbies or relaxing
- ☐ Both
- ☐ Neither

☐ When working with others, you prefer...

☐ Which motivates you more?

The point is to pick questions that someone who genuinely knows you would get right, and someone who does not would have to guess at. A question with an obvious answer protects nothing. A question you would not expect a real friend to know makes you unreachable.

Changing them

You can change your questions and answers **once a week**. The window resets every Wednesday at 00:00 UTC.

The limit exists because the questions would otherwise be trivial to defeat by changing them constantly, and because someone part-way through answering should not have the answers moved.

What changing them does not do

It does not unblock anyone. If somebody has already used up their three attempts against you, they stay blocked even after you replace every question and answer. Changing your questions is not a way to give someone another chance.

It also does not affect people who are already your friends. They stay your friends.

What happens to someone answering them

They get three attempts. After three wrong ones they can never send you a request again. See [How friend requests work](#) for the full picture from their side.

Your profile and QR code

Your profile is what someone sees when they look you up on Involvo — after an event, or when deciding whether to accept your friend request.

Sharing it

Two ways, both useful in person:

- **Your QR code**, which someone scans with their phone to open your profile.
- **Your profile link**, which you can copy and send.

My QR code



Ion Popescu

Scan this to open my profile

 Download QR code



Both do the same thing: they take someone straight to your profile. That is quicker than getting them to search your name at an event where several people share it.

Sharing your profile is not the same as adding someone. It gets them to the right page; they still have to answer your network questions to send a request. See [Your network questions](#).

What is on it

Your name, your picture, and the things you have chosen to make visible.

Some parts of a profile — your Impact Points, the topics you go to most, an overview of your activity — are not shown to everyone. They are available to your friends, and even then not automatically. See [What other people can see about you](#).

A note on giving it out

A QR code is a fast way to hand someone your profile, which is exactly what makes it worth a moment's thought at a busy event. There is no harm in someone opening your profile — the network questions still stand between them and a friend request — but share it with people you actually spoke to, rather than leaving it on display.

What other people can see about you

Different people see different things about you on Involvo. This page goes through who sees what.

Your name and contact details

Other people at an event you attended see your first name and your last name shortened. They do not see your email address, your phone number, or the answers you gave on that event's registration form.

The organizing team of an event you join sees your full name and your email address. They need it to run the event and contact you. This is the main place your real contact details go, and it is per event — joining one event does not hand your details to any other organizer.

Everyone else sees your profile, which is your name and what you have chosen to put on it.

Whether you appear at an event

The networking view for an event lists people who checked in, so checking in is what puts you in front of the other attendees. Being approved or confirmed does not.

What checking in reliably changes is your profile: the details other attendees can see about you beyond your name open up once you have checked in yourself.

Not checking in keeps you off that view, but treat it as how the app presents the list rather than a guarantee about your data. If you want to limit what people can see about you, use the controls below rather than relying on skipping check-in. See [Seeing other attendees](#).

Your activity

Your activity is what you have been doing on Involvo — events you marked as interesting, applications that were approved, attendance you confirmed, event teams you joined.

Only your friends can see it. Not the public, not other attendees, not people who have merely opened your profile.

And by default your friends see **the topic of an event rather than its name** — "a Health event" rather than the event's title. You can change that per event if you would rather a particular one showed its real name. The cautious setting is the default; you opt into being more specific, not out of it.

Your friends list

Only your friends can see who your friends are.

Your profile statistics

Your Impact Points, the topics you attend most, and your activity overview are not part of the public profile. They are available to friends, and even for a friend they are not simply on display — seeing them costs Impact Stars unless that person's plan includes it.

Your feedback on an event

Feedback you leave is **not anonymous**. The organizer of that event can see who wrote it, along with your name and email address. See [After the event: feedback](#).

What you control

- **Whether you check in** — this decides whether other attendees can see you at an event at all.
- **Your network questions** — these decide who can even ask to be your friend. See [Your network questions](#).
- **Per-event activity display** — title or topic, for each event your friends can see.
- **Who your friends are** — since almost everything above that is not public is friends-only.

What you do not control

Organizers of events you join get your name and email. That is not optional; it is what taking part in someone's event involves. If you would rather an organizer did not have your details, the point to decide that is before you register, not afterwards.