



**JONATHAN
BLOW**

**FREE WILL IS
MORE COMPLEX**

1
00:00:04,630 --> 00:00:02,389
jonathan blow is a universally acclaimed

2
00:00:06,789 --> 00:00:04,640
video game designer and programmer who's

3
00:00:09,270 --> 00:00:06,799
best known as the creator of the video

4
00:00:11,110 --> 00:00:09,280
games braid and the witness jonathan is

5
00:00:12,549 --> 00:00:11,120
distinguished as a game designer in that

6
00:00:14,390 --> 00:00:12,559
he doesn't think video games should be

7
00:00:16,470 --> 00:00:14,400
considered escapism or shouldn't be

8
00:00:18,550 --> 00:00:16,480
designed to be escapes but rather they

9
00:00:20,550 --> 00:00:18,560
should be experiences to advise you in

10
00:00:22,790 --> 00:00:20,560
your everyday life in the same way that

11
00:00:25,990 --> 00:00:22,800
superlative literature does we touch on

12
00:00:28,230 --> 00:00:26,000
what creativity means free will physics

13
00:00:29,910 --> 00:00:28,240

at least with regard to wolfram's model

14

00:00:32,229 --> 00:00:29,920

and what consciousness has to do with

15

00:00:33,590 --> 00:00:32,239

video games and art in general click on

16

00:00:35,510 --> 00:00:33,600

the timestamp in the description if

17

00:00:36,950 --> 00:00:35,520

you'd like to skip this intro for those

18

00:00:38,630 --> 00:00:36,960

new to this channel my name is kurt

19

00:00:40,549 --> 00:00:38,640

jaimungal i'm a filmmaker with a

20

00:00:42,389 --> 00:00:40,559

background in mathematical physics

21

00:00:44,790 --> 00:00:42,399

dedicated to the exploitation of what

22

00:00:46,790 --> 00:00:44,800

are called theories of everything from a

23

00:00:48,470 --> 00:00:46,800

theoretical physics perspective but as

24

00:00:50,150 --> 00:00:48,480

well as delineating the possible

25

00:00:52,150 --> 00:00:50,160

connection consciousness has to the

26
00:00:54,069 --> 00:00:52,160
fundamental laws of nature provided

27
00:00:56,389 --> 00:00:54,079
these laws exist at all and are even

28
00:00:58,630 --> 00:00:56,399
knowable to us if you enjoy witnessing

29
00:01:00,389 --> 00:00:58,640
and engaging in conversation on the

30
00:01:02,310 --> 00:01:00,399
topics of psychology physics

31
00:01:03,830 --> 00:01:02,320
consciousness and so on then check the

32
00:01:05,830 --> 00:01:03,840
description for an invitation to the

33
00:01:07,429 --> 00:01:05,840
discord and the theories of everything

34
00:01:10,149 --> 00:01:07,439
subreddit there's also a link to the

35
00:01:13,190 --> 00:01:10,159
patreon that is patreon.com

36
00:01:14,950 --> 00:01:13,200
c-u-r-t j-a-i-m-u-n-g-a-l

37
00:01:16,950 --> 00:01:14,960
kercher mongol if you'd like to support

38
00:01:18,710 --> 00:01:16,960

this podcast as the patrons and the

39

00:01:20,469 --> 00:01:18,720

sponsors are the only reason i'm able to

40

00:01:22,310 --> 00:01:20,479

do this full-time it would be near

41

00:01:24,830 --> 00:01:22,320

impossible at least for me to have

42

00:01:27,270 --> 00:01:24,840

conversations on loop quantum gravity

43

00:01:29,670 --> 00:01:27,280

non-dualism consciousness even geometric

44

00:01:31,830 --> 00:01:29,680

unity with any sort of fidelity if not

45

00:01:34,149 --> 00:01:31,840

for your support thank you and that link

46

00:01:36,230 --> 00:01:34,159

again is patreon.com

47

00:01:38,230 --> 00:01:36,240

kurtjungle with regard to sponsors

48

00:01:40,230 --> 00:01:38,240

there are two algo is an end-to-end

49

00:01:41,830 --> 00:01:40,240

supply chain optimization software

50

00:01:43,590 --> 00:01:41,840

company with software that helps

51
00:01:45,749 --> 00:01:43,600
business users optimize sales and

52
00:01:47,910 --> 00:01:45,759
operations planning to avoid stockouts

53
00:01:50,310 --> 00:01:47,920
reduce returns and inventory write-downs

54
00:01:53,270 --> 00:01:50,320
while reducing inventory investment it's

55
00:01:55,270 --> 00:01:53,280
a supply chain ai that drives smart roi

56
00:01:57,670 --> 00:01:55,280
headed by a bright individual by the

57
00:02:00,230 --> 00:01:57,680
name of amjad hussein who's been a huge

58
00:02:02,230 --> 00:02:00,240
supporter of this podcast since near its

59
00:02:04,550 --> 00:02:02,240
inception the second sponsor is

60
00:02:06,789 --> 00:02:04,560
brilliant brilliant illuminates the soul

61
00:02:08,550 --> 00:02:06,799
of mathematics science and engineering

62
00:02:10,710 --> 00:02:08,560
through bite-sized interactive learning

63
00:02:12,790 --> 00:02:10,720

experiences that explore the laws that

64

00:02:14,630 --> 00:02:12,800

shape our world it elevates math and

65

00:02:16,630 --> 00:02:14,640

science from something to be feared to a

66

00:02:18,710 --> 00:02:16,640

delightful experience of guided

67

00:02:20,390 --> 00:02:18,720

discovery you can even learn group

68

00:02:22,229 --> 00:02:20,400

theory which is what's being referenced

69

00:02:25,910 --> 00:02:22,239

when people say that the standard model

70

00:02:27,910 --> 00:02:25,920

is based upon u_1 cross u_2 cross s_3

71

00:02:29,830 --> 00:02:27,920

those are technically called lead groups

72

00:02:32,630 --> 00:02:29,840

visit brilliant.org

73

00:02:34,630 --> 00:02:32,640

to get t-o-e for free and get 20 off the

74

00:02:36,550 --> 00:02:34,640

annual subscription i recommend that you

75

00:02:38,309 --> 00:02:36,560

don't stop before four lessons and i

76

00:02:39,990 --> 00:02:38,319

think you'll be greatly surprised at the

77

00:02:41,509 --> 00:02:40,000

ease at which you can now comprehend

78

00:02:43,670 --> 00:02:41,519

subjects that you previously had

79

00:02:45,110 --> 00:02:43,680

difficulty grocking thank you and enjoy

80

00:02:47,750 --> 00:02:45,120

this conversation with the world

81

00:02:49,910 --> 00:02:47,760

renowned jonathan blow before conducting

82

00:02:51,910 --> 00:02:49,920

the podcast i was asking jonathan about

83

00:02:53,509 --> 00:02:51,920

why he accepted this interview given

84

00:02:55,589 --> 00:02:53,519

that he's requested to be on many

85

00:02:57,509 --> 00:02:55,599

channels and says no to the majority of

86

00:02:59,190 --> 00:02:57,519

them

87

00:03:01,350 --> 00:02:59,200

um

88

00:03:03,350 --> 00:03:01,360

i think these days it's down to like

89

00:03:04,630 --> 00:03:03,360

what do i feel like is the motivation of

90

00:03:06,790 --> 00:03:04,640

the person

91

00:03:09,509 --> 00:03:06,800

doing the interview right like if it's

92

00:03:12,070 --> 00:03:09,519

somebody who

93

00:03:14,949 --> 00:03:12,080

you know just wants clicks or i mean

94

00:03:16,470 --> 00:03:14,959

it's worse actually to to tangent a

95

00:03:19,509 --> 00:03:16,480

little bit

96

00:03:22,470 --> 00:03:19,519

um i've had really bad experiences like

97

00:03:24,630 --> 00:03:22,480

at live physical conferences because

98

00:03:27,270 --> 00:03:24,640

those like i prepare a different speech

99

00:03:29,030 --> 00:03:27,280

to do every time i put

100

00:03:30,869 --> 00:03:29,040

a lot of last minute work into doing

101
00:03:32,309 --> 00:03:30,879
this thing and then i go have the

102
00:03:34,630 --> 00:03:32,319
interaction with the person running the

103
00:03:36,789 --> 00:03:34,640
conference and i realize oh

104
00:03:38,229 --> 00:03:36,799
this person just wants me here to like

105
00:03:40,630 --> 00:03:38,239
get some audience and doesn't really

106
00:03:43,830 --> 00:03:40,640
care about anything that i have you know

107
00:03:44,830 --> 00:03:43,840
and and those um

108
00:03:48,229 --> 00:03:44,840
that

109
00:03:50,630 --> 00:03:48,239
has it's just gotten me to be more to

110
00:03:54,390 --> 00:03:50,640
conserve my energy more i guess and try

111
00:03:55,990 --> 00:03:54,400
to use it in in cases where um

112
00:03:58,070 --> 00:03:56,000
where i feel like somebody just wants to

113
00:04:00,229 --> 00:03:58,080

legitimately have a conversation right

114

00:04:02,229 --> 00:04:00,239

as opposed to like you know whatever and

115

00:04:03,990 --> 00:04:02,239

so there's all sorts of emails that i

116

00:04:04,949 --> 00:04:04,000

get that i don't

117

00:04:06,869 --> 00:04:04,959

um

118

00:04:08,070 --> 00:04:06,879

i don't even reply to

119

00:04:09,509 --> 00:04:08,080

you know

120

00:04:11,110 --> 00:04:09,519

ranging from

121

00:04:12,550 --> 00:04:11,120

do you want to

122

00:04:14,070 --> 00:04:12,560

speak i mean these days it's usually

123

00:04:16,870 --> 00:04:14,080

online conferences right do you want to

124

00:04:18,870 --> 00:04:16,880

speak at our online conference to like

125

00:04:21,030 --> 00:04:18,880

i'm in high school and my teacher wants

126

00:04:22,550 --> 00:04:21,040

us to interview people right and it's

127

00:04:25,189 --> 00:04:22,560

like those are sweet

128

00:04:27,270 --> 00:04:25,199

there i mean maybe but also maybe not

129

00:04:29,749 --> 00:04:27,280

like because maybe it's just oh i just

130

00:04:31,430 --> 00:04:29,759

picked someone i don't know it could be

131

00:04:32,870 --> 00:04:31,440

a rule or that they're not genuinely

132

00:04:34,070 --> 00:04:32,880

interested in you

133

00:04:34,870 --> 00:04:34,080

yeah

134

00:04:36,790 --> 00:04:34,880

um

135

00:04:38,790 --> 00:04:36,800

it's hard to know like it's also just

136

00:04:39,510 --> 00:04:38,800

hard to know um

137

00:04:41,430 --> 00:04:39,520

but

138

00:04:46,870 --> 00:04:41,440

i do also there's one thing going on

139

00:04:51,590 --> 00:04:49,110

like i generally

140

00:04:53,909 --> 00:04:51,600

only want to

141

00:04:54,870 --> 00:04:53,919

do talks when i really have something to

142

00:04:56,550 --> 00:04:54,880

say

143

00:04:57,990 --> 00:04:56,560

which is interesting to see how this is

144

00:04:59,909 --> 00:04:58,000

gonna go because it's not like i have a

145

00:05:00,710 --> 00:04:59,919

particular idea

146

00:05:02,310 --> 00:05:00,720

uh

147

00:05:04,230 --> 00:05:02,320

for what

148

00:05:07,990 --> 00:05:04,240

what i want to get across right it's

149

00:05:10,230 --> 00:05:08,000

totally open conversation but um

150

00:05:13,590 --> 00:05:10,240

like i've just i've seen a lot of people

151
00:05:18,790 --> 00:05:16,390
this is a kind of an indus industry lens

152
00:05:20,230 --> 00:05:18,800
on things or something okay but you see

153
00:05:22,390 --> 00:05:20,240
people and

154
00:05:23,590 --> 00:05:22,400
they seem like smart people in a certain

155
00:05:25,590 --> 00:05:23,600
field

156
00:05:26,870 --> 00:05:25,600
but then you watch them for years or

157
00:05:28,550 --> 00:05:26,880
they're the people around you and

158
00:05:31,110 --> 00:05:28,560
they're just talking and talking and it

159
00:05:33,110 --> 00:05:31,120
eventually turns out

160
00:05:34,550 --> 00:05:33,120
they were like playing this talking game

161
00:05:36,469 --> 00:05:34,560
as opposed to

162
00:05:38,550 --> 00:05:36,479
like really being the people invested in

163
00:05:41,270 --> 00:05:38,560

like wanting to know and wanting to work

164

00:05:44,070 --> 00:05:41,280

hard and do the thing and so

165

00:05:47,110 --> 00:05:44,080

um i always i have this secondary reflex

166

00:05:48,230 --> 00:05:47,120

to like check that tendency in myself

167

00:05:50,469 --> 00:05:48,240

like hey

168

00:05:52,310 --> 00:05:50,479

is it really better

169

00:05:54,230 --> 00:05:52,320

if you maybe don't talk so much right

170

00:05:55,909 --> 00:05:54,240

now and just go

171

00:05:57,670 --> 00:05:55,919

um

172

00:05:58,790 --> 00:05:57,680

just go work on something and what do

173

00:06:00,790 --> 00:05:58,800

you mean when you say they're playing

174

00:06:02,870 --> 00:06:00,800

the talking game that they want to be a

175

00:06:03,990 --> 00:06:02,880

guru or a pundit of some sort more than

176

00:06:05,430 --> 00:06:04,000

they care about the message they're

177

00:06:07,749 --> 00:06:05,440

delivering they want to be someone who's

178

00:06:09,350 --> 00:06:07,759

seen as a message delivery yeah i mean i

179

00:06:10,790 --> 00:06:09,360

think that's a very fundamental human

180

00:06:12,790 --> 00:06:10,800

motivation right

181

00:06:15,590 --> 00:06:12,800

or or i mean not fundamental to

182

00:06:18,830 --> 00:06:15,600

everybody let's say common it's a

183

00:06:20,469 --> 00:06:18,840

it's a common thing that people do

184

00:06:23,189 --> 00:06:20,479

um

185

00:06:25,029 --> 00:06:23,199

either to get ahead societally or

186

00:06:27,270 --> 00:06:25,039

to just feel to themselves like they're

187

00:06:29,670 --> 00:06:27,280

succeeding right like we all sort of

188

00:06:32,309 --> 00:06:29,680

especially these days

189

00:06:34,309 --> 00:06:32,319

um in the us there's not a lot of like

190

00:06:35,670 --> 00:06:34,319

social prescription

191

00:06:37,510 --> 00:06:35,680

for

192

00:06:40,550 --> 00:06:37,520

how to

193

00:06:43,270 --> 00:06:40,560

who you're supposed to be right like the

194

00:06:46,070 --> 00:06:43,280

at least the culture that i grew up in

195

00:06:47,990 --> 00:06:46,080

um was just sort of like here you go go

196

00:06:50,309 --> 00:06:48,000

figure it out right go figure out what

197

00:06:51,990 --> 00:06:50,319

you're doing and

198

00:06:55,830 --> 00:06:52,000

um

199

00:06:55,840 --> 00:06:59,670

there's this thing that happens where

200

00:07:03,909 --> 00:07:01,589

people figure out their own angle on

201
00:07:05,670 --> 00:07:03,919
some particular thing and they think

202
00:07:07,430 --> 00:07:05,680
that they're

203
00:07:09,350 --> 00:07:07,440
it maybe looks like two people are doing

204
00:07:11,270 --> 00:07:09,360
the same thing so if i do video game

205
00:07:13,670 --> 00:07:11,280
stuff and i go to a conference and

206
00:07:15,189 --> 00:07:13,680
here's a guy giving a speech about

207
00:07:17,189 --> 00:07:15,199
something and here's another guy giving

208
00:07:20,870 --> 00:07:17,199
a speech about something and

209
00:07:23,350 --> 00:07:20,880
one of them may be doing this

210
00:07:24,550 --> 00:07:23,360
in order to be a pundit right

211
00:07:25,990 --> 00:07:24,560
and

212
00:07:27,990 --> 00:07:26,000
think but but he doesn't realize that's

213
00:07:29,990 --> 00:07:28,000

what he's doing right because he he just

214

00:07:31,749 --> 00:07:30,000

thinks he's being smart about the the

215

00:07:34,950 --> 00:07:31,759

topic and whatever but

216

00:07:38,230 --> 00:07:34,960

his way of figuring out

217

00:07:39,589 --> 00:07:38,240

how to orient in the world just

218

00:07:42,070 --> 00:07:39,599

somehow

219

00:07:43,749 --> 00:07:42,080

has more of this

220

00:07:47,589 --> 00:07:43,759

more of the pundit

221

00:07:49,830 --> 00:07:47,599

in pundit ingredient and less of the

222

00:07:51,270 --> 00:07:49,840

actual fascination with the fundamental

223

00:07:53,270 --> 00:07:51,280

material ingredient and it can be hard

224

00:07:54,550 --> 00:07:53,280

to tell those things apart and sometimes

225

00:07:56,869 --> 00:07:54,560

it takes time but then you see the

226

00:07:58,950 --> 00:07:56,879

trajectory of

227

00:08:02,070 --> 00:07:58,960

what happens over time and it it sort of

228

00:08:03,589 --> 00:08:02,080

it separates these things out right

229

00:08:05,510 --> 00:08:03,599

i don't know

230

00:08:07,350 --> 00:08:05,520

you know i've been following you for

231

00:08:09,350 --> 00:08:07,360

when i say following you i've known

232

00:08:11,350 --> 00:08:09,360

about you and have been a fan of you

233

00:08:13,110 --> 00:08:11,360

for

234

00:08:17,350 --> 00:08:13,120

more than 10 years

235

00:08:19,830 --> 00:08:17,360

all right i don't remember exactly what

236

00:08:21,430 --> 00:08:19,840

it was but you influenced me so i'm a

237

00:08:25,029 --> 00:08:21,440

filmmaker i always say i'm a filmmaker

238

00:08:26,629 --> 00:08:25,039

first more than i'm a podcaster or a

239

00:08:29,189 --> 00:08:26,639

or someone who dabbles in math and

240

00:08:30,950 --> 00:08:29,199

physics and so on i'm a filmmaker i'm

241

00:08:33,269 --> 00:08:30,960

more of a formal artist and what i mean

242

00:08:34,389 --> 00:08:33,279

by that is i i play with the form

243

00:08:36,550 --> 00:08:34,399

of art

244

00:08:38,469 --> 00:08:36,560

i'm interested in

245

00:08:40,870 --> 00:08:38,479

games that let's say

246

00:08:42,230 --> 00:08:40,880

they only consist of endings

247

00:08:44,710 --> 00:08:42,240

or

248

00:08:46,630 --> 00:08:44,720

sure yeah braid was a great example

249

00:08:49,430 --> 00:08:46,640

braid i love the ending particularly the

250

00:08:51,829 --> 00:08:49,440

last part of braid where not to spoil it

251

00:08:53,750 --> 00:08:51,839

spoiler alert where

252

00:08:55,990 --> 00:08:53,760

you reverse the direction of time and

253

00:08:57,190 --> 00:08:56,000

you see that you thought that you were

254

00:08:59,750 --> 00:08:57,200

saving this person but you were the

255

00:09:01,430 --> 00:08:59,760

villain from her perspective my films

256

00:09:02,949 --> 00:09:01,440

basically i try to play with the formal

257

00:09:05,430 --> 00:09:02,959

aspect and i realized as i was

258

00:09:09,269 --> 00:09:05,440

performing some introspection that

259

00:09:10,870 --> 00:09:09,279

plenty of that is owed to you

260

00:09:12,310 --> 00:09:10,880

that's always nice to hear you know i

261

00:09:14,870 --> 00:09:12,320

mean it

262

00:09:15,670 --> 00:09:14,880

what i do is hard it takes a lot of work

263

00:09:18,150 --> 00:09:15,680

right

264

00:09:20,150 --> 00:09:18,160

somehow i ended up in this medium

265

00:09:22,550 --> 00:09:20,160

that probably takes more work than any

266

00:09:24,230 --> 00:09:22,560

other medium like per thing produced at

267

00:09:25,670 --> 00:09:24,240

least the way that i do it

268

00:09:26,710 --> 00:09:25,680

um

269

00:09:28,550 --> 00:09:26,720

so

270

00:09:30,710 --> 00:09:28,560

uh it's really nice to hear that these

271

00:09:33,350 --> 00:09:30,720

things have an impact

272

00:09:35,190 --> 00:09:33,360

in one way or another you know

273

00:09:37,509 --> 00:09:35,200

yeah

274

00:09:39,269 --> 00:09:37,519

do you have a video game philosophy

275

00:09:43,110 --> 00:09:39,279

and if so can you just give the overview

276

00:09:45,990 --> 00:09:44,389

i am

277

00:09:47,990 --> 00:09:46,000

i'm not sure that i think about it

278

00:09:49,910 --> 00:09:48,000

exactly that way i mean i i think that i

279

00:09:51,030 --> 00:09:49,920

could give a good answer to that

280

00:09:54,790 --> 00:09:51,040

question

281

00:09:57,030 --> 00:09:54,800

if we go into it by more specific parts

282

00:09:58,949 --> 00:09:57,040

you know because what what i have is

283

00:10:01,030 --> 00:09:58,959

something that

284

00:10:03,590 --> 00:10:01,040

i've put together over

285

00:10:05,430 --> 00:10:03,600

decades as a result of a few different

286

00:10:07,190 --> 00:10:05,440

things right one is like

287

00:10:09,430 --> 00:10:07,200

how did i get into this

288

00:10:10,870 --> 00:10:09,440

it seems on the one hand it seems really

289

00:10:13,110 --> 00:10:10,880

natural that i ended up where i am but

290

00:10:14,069 --> 00:10:13,120

on the other hand it seems really weird

291

00:10:15,430 --> 00:10:14,079

um

292

00:10:17,829 --> 00:10:15,440

and so

293

00:10:19,430 --> 00:10:17,839

like whatever my motivations were

294

00:10:21,190 --> 00:10:19,440

originally

295

00:10:23,509 --> 00:10:21,200

gave me a certain

296

00:10:28,310 --> 00:10:23,519

angle on things right

297

00:10:31,829 --> 00:10:30,150

okay how about this you said in one of

298

00:10:33,590 --> 00:10:31,839

the interviews i believe it's a recent

299

00:10:35,110 --> 00:10:33,600

one a few months ago that one of your

300

00:10:37,670 --> 00:10:35,120

goals in life is to understand the

301
00:10:38,949 --> 00:10:37,680
universe maybe that's your dominant goal

302
00:10:42,230 --> 00:10:38,959
so firstly what does it mean to

303
00:10:42,240 --> 00:10:49,190
yeah you know i'm not actually

304
00:10:52,069 --> 00:10:51,190
this is a difficult question right i

305
00:10:53,990 --> 00:10:52,079
mean

306
00:10:55,590 --> 00:10:54,000
so so

307
00:10:57,509 --> 00:10:55,600
yeah

308
00:10:59,269 --> 00:10:57,519
no i mean what i would say in response

309
00:11:03,430 --> 00:10:59,279
to that question is

310
00:11:05,990 --> 00:11:03,440
um that was very very definitely

311
00:11:10,550 --> 00:11:08,630
a strong guiding motivator or maybe the

312
00:11:12,550 --> 00:11:10,560
only motivator when i was young before i

313
00:11:13,430 --> 00:11:12,560

was actually officially in games like

314

00:11:21,269 --> 00:11:13,440

when

315

00:11:25,190 --> 00:11:23,350

but i even then i knew it was a hard

316

00:11:26,470 --> 00:11:25,200

question and i knew that any answer that

317

00:11:37,670 --> 00:11:26,480

i

318

00:11:38,550 --> 00:11:37,680

myself up for a very very very hard

319

00:11:44,470 --> 00:11:38,560

thing

320

00:11:47,990 --> 00:11:46,790

i sort of got into doing game stuff

321

00:11:50,949 --> 00:11:48,000

almost

322

00:11:51,750 --> 00:11:50,959

as a temporary reprieve from that as

323

00:11:59,829 --> 00:11:51,760

like

324

00:12:07,910 --> 00:12:02,069

i'm ins there was a time in life when i

325

00:12:13,590 --> 00:12:10,550

uh to approach this problem without

326
00:12:16,230 --> 00:12:13,600
being completely destroyed therefore

327
00:12:17,190 --> 00:12:16,240
my job is actually

328
00:12:19,030 --> 00:12:17,200
um

329
00:12:20,389 --> 00:12:19,040
to go away for a little bit and get

330
00:12:21,350 --> 00:12:20,399
stronger

331
00:12:22,790 --> 00:12:21,360
and

332
00:12:24,790 --> 00:12:22,800
later

333
00:12:27,269 --> 00:12:24,800
i'll know something better about how to

334
00:12:28,710 --> 00:12:27,279
approach this right when you say this

335
00:12:30,310 --> 00:12:28,720
you mean the problem of understanding

336
00:12:31,350 --> 00:12:30,320
the universe

337
00:12:33,190 --> 00:12:31,360
and what do you mean that you'll be

338
00:12:34,949 --> 00:12:33,200

destroying yes and also how old were you

339

00:12:36,150 --> 00:12:34,959

when you had that thought so first so

340

00:12:37,190 --> 00:12:36,160

two questions how old were you when you

341

00:12:39,190 --> 00:12:37,200

had a thought what do you mean by you'll

342

00:12:40,949 --> 00:12:39,200

be destroyed by yourself this was uh you

343

00:12:43,350 --> 00:12:40,959

know around sometime when i was in

344

00:12:45,829 --> 00:12:43,360

college so i was probably

345

00:12:47,590 --> 00:12:45,839

i was probably like 20 years old or

346

00:12:49,509 --> 00:12:47,600

something like that

347

00:12:54,550 --> 00:12:49,519

um 19 maybe

348

00:12:58,230 --> 00:12:56,069

and i would say that that part of my

349

00:12:59,110 --> 00:12:58,240

personality at this time

350

00:13:00,470 --> 00:12:59,120

was

351
00:13:02,870 --> 00:13:00,480
so

352
00:13:05,110 --> 00:13:02,880
you know i knew looking around hey we

353
00:13:07,670 --> 00:13:05,120
have a world full of

354
00:13:11,030 --> 00:13:07,680
people who also kind of claim to want to

355
00:13:11,040 --> 00:13:17,509
but also seem to

356
00:13:22,069 --> 00:13:18,829
seem to be

357
00:13:23,910 --> 00:13:22,079
satisfied by

358
00:13:26,310 --> 00:13:23,920
obviously

359
00:13:27,430 --> 00:13:26,320
insufficient answers right

360
00:13:29,509 --> 00:13:27,440
um

361
00:13:30,310 --> 00:13:29,519
and

362
00:13:33,269 --> 00:13:30,320
well

363
00:13:35,430 --> 00:13:33,279

part of my personality was

364

00:13:37,350 --> 00:13:35,440

no we're not going to take insufficient

365

00:13:38,230 --> 00:13:37,360

answers right we're going to look at

366

00:13:39,670 --> 00:13:38,240

things

367

00:13:41,750 --> 00:13:39,680

and

368

00:13:43,910 --> 00:13:41,760

go all the way to the root of them like

369

00:13:45,910 --> 00:13:43,920

what happens if you play this out if you

370

00:13:48,230 --> 00:13:45,920

play this belief out to the end right or

371

00:13:50,710 --> 00:13:48,240

if you play this idea of how things are

372

00:13:51,829 --> 00:13:50,720

supposed to work out to the end and

373

00:13:53,750 --> 00:13:51,839

i would say i was a little bit

374

00:13:55,110 --> 00:13:53,760

overzealous in that because i was a

375

00:14:00,069 --> 00:13:55,120

little too young to do that kind of

376

00:14:05,189 --> 00:14:02,870

one thing i got very good at is

377

00:14:06,310 --> 00:14:05,199

which was probably largely true

378

00:14:08,389 --> 00:14:06,320

um

379

00:14:09,269 --> 00:14:08,399

was just playing an idea out and saying

380

00:14:11,350 --> 00:14:09,279

okay

381

00:14:13,189 --> 00:14:11,360

this thing if you really look at it

382

00:14:14,870 --> 00:14:13,199

already maps to this other thing which i

383

00:14:17,030 --> 00:14:14,880

already decided is meaningless and so

384

00:14:19,590 --> 00:14:17,040

this is meaningless too right and so you

385

00:14:20,389 --> 00:14:19,600

can look at everything

386

00:14:21,990 --> 00:14:20,399

and

387

00:14:24,870 --> 00:14:22,000

see that there's nothing there for you

388

00:14:26,069 --> 00:14:24,880

if what you really want is some kind of

389

00:14:27,910 --> 00:14:26,079

you know

390

00:14:29,269 --> 00:14:27,920

deep truth

391

00:14:40,470 --> 00:14:29,279

that

392

00:14:46,870 --> 00:14:41,509

it is

393

00:14:48,629 --> 00:14:46,880

realize that they do not

394

00:14:49,990 --> 00:14:48,639

that they are not

395

00:14:51,350 --> 00:14:50,000

representative of that truth or

396

00:14:52,470 --> 00:14:51,360

answering let's give some examples

397

00:14:54,629 --> 00:14:52,480

because right now it's extremely

398

00:14:56,150 --> 00:14:54,639

abstract i don't i mean the problem is

399

00:14:58,069 --> 00:14:56,160

it's going to be hard for me to give you

400

00:14:59,910 --> 00:14:58,079

accurate examples because this is 30

401
00:15:01,829 --> 00:14:59,920
years ago right and so

402
00:15:03,750 --> 00:15:01,839
i don't exactly remember the exact

403
00:15:05,590 --> 00:15:03,760
thought process that i had this process

404
00:15:07,509 --> 00:15:05,600
that i had it's more

405
00:15:09,670 --> 00:15:07,519
i remember these

406
00:15:13,910 --> 00:15:09,680
i remember what it felt like to be there

407
00:15:20,790 --> 00:15:17,670
you know i can look at any concept

408
00:15:23,590 --> 00:15:20,800
and very rapidly

409
00:15:26,310 --> 00:15:23,600
understand that it has nothing for me

410
00:15:29,189 --> 00:15:26,320
and so i'm just in this void where

411
00:15:30,870 --> 00:15:29,199
there's nothing for me anywhere

412
00:15:33,829 --> 00:15:30,880
right

413
00:15:35,990 --> 00:15:33,839

have you gotten over that

414

00:15:36,790 --> 00:15:36,000

not a hundred percent

415

00:15:43,110 --> 00:15:36,800

but

416

00:15:48,949 --> 00:15:46,710

just to take a break and get

417

00:15:53,189 --> 00:15:48,959

stronger and smarter and

418

00:15:56,150 --> 00:15:53,199

develop somehow develop a view

419

00:15:57,910 --> 00:15:56,160

that would enable me to

420

00:16:00,230 --> 00:15:57,920

just be in a better position to ask some

421

00:16:02,150 --> 00:16:00,240

of these questions right

422

00:16:04,870 --> 00:16:02,160

um

423

00:16:06,829 --> 00:16:04,880

okay so you're around 20 21 22.

424

00:16:09,590 --> 00:16:06,839

something like that you

425

00:16:11,990 --> 00:16:09,600

had aspirations of answering some of the

426
00:16:14,150 --> 00:16:12,000
largest questions that there are and you

427
00:16:15,749 --> 00:16:14,160
realized you couldn't do so

428
00:16:17,110 --> 00:16:15,759
or the answers that were provided to you

429
00:16:18,949 --> 00:16:17,120
were

430
00:16:21,269 --> 00:16:18,959
you didn't find admissible it's not like

431
00:16:22,389 --> 00:16:21,279
i wanted to publicly answer something or

432
00:16:23,990 --> 00:16:22,399
like you know

433
00:16:26,150 --> 00:16:24,000
win the nobel prize for answering

434
00:16:27,509 --> 00:16:26,160
something it was it was just a very deep

435
00:16:28,629 --> 00:16:27,519
interior

436
00:16:45,350 --> 00:16:28,639
drive

437
00:16:49,430 --> 00:16:47,829
like saying saying wanting to know is

438
00:16:51,990 --> 00:16:49,440

not even right because it wasn't about

439

00:16:54,949 --> 00:16:52,000

knowing it was about

440

00:16:59,509 --> 00:16:57,189

like i'm here in the world

441

00:17:00,470 --> 00:16:59,519

as a human being and like what should i

442

00:17:03,189 --> 00:17:00,480

be

443

00:17:06,470 --> 00:17:03,199

doing or what where should my attention

444

00:17:07,990 --> 00:17:06,480

be going or like what is the you know

445

00:17:10,150 --> 00:17:08,000

what is the point of doing anything

446

00:17:11,429 --> 00:17:10,160

obviously i want the things that i do

447

00:17:12,710 --> 00:17:11,439

to be

448

00:17:15,669 --> 00:17:12,720

uh

449

00:17:18,710 --> 00:17:15,679

in concordance with

450

00:17:19,990 --> 00:17:18,720

something right or

451

00:17:23,189 --> 00:17:20,000

it's just it's very difficult to

452

00:17:25,429 --> 00:17:23,199

verbalize because it's very deep desire

453

00:17:27,750 --> 00:17:25,439

that i had at that age this sounds more

454

00:17:29,909 --> 00:17:27,760

about direction in life rather than well

455

00:17:31,669 --> 00:17:29,919

what is the origin of the universe what

456

00:17:34,310 --> 00:17:31,679

are the fundamental laws of physics and

457

00:17:40,070 --> 00:17:34,320

so on am i correct or is that

458

00:17:43,909 --> 00:17:41,990

i mean they're sort of the same thing

459

00:17:48,230 --> 00:17:43,919

right for somebody who feels this way

460

00:17:50,470 --> 00:17:49,669

all right let's explore that how are

461

00:17:52,549 --> 00:17:50,480

these

462

00:17:53,830 --> 00:17:52,559

similar

463

00:17:55,510 --> 00:17:53,840

for the

464

00:17:57,350 --> 00:17:55,520

average person listening i imagine they

465

00:17:59,190 --> 00:17:57,360

would think okay well the origin of life

466

00:18:00,870 --> 00:17:59,200

or the origin of the universe or the

467

00:18:02,070 --> 00:18:00,880

direction of time let's say the large

468

00:18:05,029 --> 00:18:02,080

mysteries

469

00:18:07,190 --> 00:18:05,039

that we have those seem unrelated to

470

00:18:10,150 --> 00:18:07,200

what should i do with my life

471

00:18:12,310 --> 00:18:10,160

so how are those two related well

472

00:18:13,510 --> 00:18:12,320

what should you do with your life

473

00:18:14,390 --> 00:18:13,520

right

474

00:18:18,470 --> 00:18:14,400

um

475

00:18:22,710 --> 00:18:20,789

so again you know as i mentioned i was i

476
00:18:23,909 --> 00:18:22,720
was raised in

477
00:18:25,190 --> 00:18:23,919
this

478
00:18:27,029 --> 00:18:25,200
social

479
00:18:29,110 --> 00:18:27,039
situation where it's like well you you

480
00:18:30,150 --> 00:18:29,120
figure out the answer to that yourself

481
00:18:31,430 --> 00:18:30,160
right

482
00:18:34,150 --> 00:18:31,440
um

483
00:18:35,750 --> 00:18:34,160
and so what

484
00:18:37,430 --> 00:18:35,760
what is my answer to that is it going to

485
00:18:39,510 --> 00:18:37,440
be a high quality answer or is it going

486
00:18:41,190 --> 00:18:39,520
to be a low quality answer am i just

487
00:18:43,909 --> 00:18:41,200
going to do whatever

488
00:18:44,789 --> 00:18:43,919

right um there are some very obvious

489

00:18:47,430 --> 00:18:44,799

things

490

00:18:49,830 --> 00:18:47,440

even as a kid i knew i didn't want to do

491

00:18:52,230 --> 00:18:49,840

so like do i want to go put on a suit

492

00:18:54,950 --> 00:18:52,240

and work at a company

493

00:18:57,990 --> 00:18:54,960

every day and like make money

494

00:18:59,350 --> 00:18:58,000

and then feel accomplished because

495

00:19:00,950 --> 00:18:59,360

i

496

00:19:03,350 --> 00:19:00,960

have a

497

00:19:05,270 --> 00:19:03,360

big title and a lot of money or whatever

498

00:19:06,150 --> 00:19:05,280

and very clearly the answer to that was

499

00:19:07,029 --> 00:19:06,160

no

500

00:19:11,270 --> 00:19:07,039

right

501
00:19:12,789 --> 00:19:11,280
and so it's like well what is what is a

502
00:19:14,150 --> 00:19:12,799
high quality answer what is a good

503
00:19:16,230 --> 00:19:14,160
answer and

504
00:19:19,029 --> 00:19:16,240
um

505
00:19:21,350 --> 00:19:19,039
i just had this this feeling

506
00:19:25,110 --> 00:19:21,360
that i needed to pursue

507
00:19:30,070 --> 00:19:27,430
actually true regardless of how far away

508
00:19:32,470 --> 00:19:30,080
it is or how difficult that was

509
00:19:33,990 --> 00:19:32,480
right and by actually true in this sense

510
00:19:40,549 --> 00:19:34,000
i mean

511
00:19:45,909 --> 00:19:43,430
well i don't know right right um that's

512
00:19:47,590 --> 00:19:45,919
like part of what makes it hard

513
00:19:50,230 --> 00:19:47,600

if you could if you could nail it down

514

00:19:53,110 --> 00:19:50,240

very specifically like oh it's it's

515

00:19:55,029 --> 00:19:53,120

purple and it's like you know three feet

516

00:19:56,070 --> 00:19:55,039

long and two feet high

517

00:19:57,510 --> 00:19:56,080

um

518

00:19:58,470 --> 00:19:57,520

then maybe that's not that hard of a

519

00:20:00,390 --> 00:19:58,480

problem

520

00:20:01,990 --> 00:20:00,400

right yeah it's almost it's like a meta

521

00:20:03,990 --> 00:20:02,000

truth problem some people say i want to

522

00:20:05,909 --> 00:20:04,000

know the set of true statements the set

523

00:20:07,909 --> 00:20:05,919

of answers but then you also want to

524

00:20:09,430 --> 00:20:07,919

know well what does it mean to be true

525

00:20:11,270 --> 00:20:09,440

does it mean true in an objective sense

526
00:20:13,669 --> 00:20:11,280
so you can measure it and then you can

527
00:20:17,990 --> 00:20:13,679
falsify it and yeah repeat it

528
00:20:21,990 --> 00:20:20,310
there are places where language can

529
00:20:24,070 --> 00:20:22,000
actually start to confuse things right

530
00:20:27,430 --> 00:20:24,080
because we use the same word to mean

531
00:20:31,430 --> 00:20:27,440
different things and often those things

532
00:20:33,190 --> 00:20:31,440
have some semblance to each other right

533
00:20:35,270 --> 00:20:33,200
um

534
00:20:37,350 --> 00:20:35,280
like when you say you know what is the

535
00:20:39,190 --> 00:20:37,360
set of true statements or whatever i'm

536
00:20:41,590 --> 00:20:39,200
like okay

537
00:20:42,390 --> 00:20:41,600
i i could imagine wanting to know that

538
00:20:43,990 --> 00:20:42,400

but

539

00:20:46,950 --> 00:20:44,000

that doesn't necessarily bear much

540

00:20:49,190 --> 00:20:46,960

relation to what i was feeling at this

541

00:20:53,909 --> 00:20:49,200

young age it was more like

542

00:21:02,549 --> 00:20:56,870

like if you imagine

543

00:21:02,559 --> 00:21:06,070

uh

544

00:21:10,950 --> 00:21:08,950

like you had to make one choice and like

545

00:21:13,510 --> 00:21:10,960

dedicate your life in some direction and

546

00:21:15,110 --> 00:21:13,520

then you were gonna go that way

547

00:21:16,230 --> 00:21:15,120

like that choice is final and you're

548

00:21:17,590 --> 00:21:16,240

going to go that way so it's a very

549

00:21:20,070 --> 00:21:17,600

important choice it's not really the way

550

00:21:22,310 --> 00:21:20,080

life is usually but just imagine that

551
00:21:25,830 --> 00:21:22,320
right

552
00:21:29,270 --> 00:21:27,430
most

553
00:21:31,990 --> 00:21:29,280
important thing that you could dedicate

554
00:21:35,430 --> 00:21:33,750
that's what i was feeling

555
00:21:38,789 --> 00:21:35,440
right

556
00:21:42,070 --> 00:21:38,799
um so that's and to me like i associated

557
00:21:43,190 --> 00:21:42,080
that with the idea of truth in some way

558
00:21:46,789 --> 00:21:43,200
um

559
00:21:50,070 --> 00:21:48,470
that doesn't necessarily have that much

560
00:21:52,149 --> 00:21:50,080
to do with like the

561
00:21:54,390 --> 00:21:52,159
the set of true statements where true

562
00:21:57,190 --> 00:21:54,400
statement is defined as like

563
00:21:59,029 --> 00:21:57,200

satisfies some kind of boolean algebra

564

00:22:00,390 --> 00:21:59,039

you know when you substitute the things

565

00:22:02,710 --> 00:22:00,400

or whatever

566

00:22:03,590 --> 00:22:02,720

it's just a very it's different

567

00:22:05,510 --> 00:22:03,600

um

568

00:22:07,350 --> 00:22:05,520

although i do think it's not completely

569

00:22:08,870 --> 00:22:07,360

separate like the the reason we call

570

00:22:11,590 --> 00:22:08,880

this other thing

571

00:22:14,710 --> 00:22:11,600

truth is because

572

00:22:16,470 --> 00:22:14,720

there is a relation right right right

573

00:22:18,950 --> 00:22:16,480

it's just hard to pin down

574

00:22:21,990 --> 00:22:18,960

what made you go into video games

575

00:22:24,830 --> 00:22:22,000

i you know i was just very fascinated by

576

00:22:27,590 --> 00:22:26,549

um

577

00:22:29,350 --> 00:22:27,600

even

578

00:22:32,149 --> 00:22:29,360

it it's weird because these things

579

00:22:33,750 --> 00:22:32,159

happened one step at a time and they're

580

00:22:35,510 --> 00:22:33,760

again they're obvious in retrospect i

581

00:22:38,630 --> 00:22:35,520

think also technology has been

582

00:22:40,310 --> 00:22:38,640

developing a lot right and so from today

583

00:22:42,549 --> 00:22:40,320

things look obvious that didn't look

584

00:22:44,549 --> 00:22:42,559

obvious to me at the time so

585

00:22:47,669 --> 00:22:44,559

when i was even like

586

00:22:50,789 --> 00:22:47,679

seven years old or something i really

587

00:22:52,630 --> 00:22:50,799

liked playing arcade games you know like

588

00:22:54,470 --> 00:22:52,640

from the late 70s early 80s that you

589

00:22:58,789 --> 00:22:54,480

would

590

00:23:00,789 --> 00:22:58,799

them

591

00:23:02,710 --> 00:23:00,799

like in

592

00:23:04,149 --> 00:23:02,720

the corner store or whatever they would

593

00:23:05,750 --> 00:23:04,159

have a couple

594

00:23:07,750 --> 00:23:05,760

arcade games and i really liked playing

595

00:23:10,149 --> 00:23:07,760

those and then um

596

00:23:12,470 --> 00:23:10,159

when i got into the sixth grade so then

597

00:23:14,549 --> 00:23:12,480

i was about ten they happened to have a

598

00:23:18,950 --> 00:23:14,559

computer class at the school where i was

599

00:23:21,510 --> 00:23:20,390

i was probably a little bit lucky like i

600

00:23:23,110 --> 00:23:21,520

don't know if every school had that at

601
00:23:24,630 --> 00:23:23,120
that time

602
00:23:27,669 --> 00:23:24,640
and um

603
00:23:29,510 --> 00:23:27,679
but i i mean i guess i signed up for it

604
00:23:31,750 --> 00:23:29,520
but but from the first day of that class

605
00:23:33,029 --> 00:23:31,760
i was just really excited and really

606
00:23:33,909 --> 00:23:33,039
hyped right

607
00:23:36,149 --> 00:23:33,919
um

608
00:23:37,830 --> 00:23:36,159
i just like loved being in that class

609
00:23:40,549 --> 00:23:37,840
and doing the stuff

610
00:23:45,350 --> 00:23:43,110
and it wasn't like i had this memory of

611
00:23:48,230 --> 00:23:45,360
or i have this memory of um

612
00:23:49,750 --> 00:23:48,240
i went back like in fifth grade

613
00:23:51,110 --> 00:23:49,760

it was it was like going from elementary

614

00:23:52,549 --> 00:23:51,120

school to middle school and at one point

615

00:23:53,990 --> 00:23:52,559

i went back to visit my elementary

616

00:23:55,430 --> 00:23:54,000

school and i talked to my math teacher

617

00:23:57,669 --> 00:23:55,440

who was sort of my favorite teacher

618

00:23:59,430 --> 00:23:57,679

there and i was like oh man you got to

619

00:24:00,870 --> 00:23:59,440

check it out they have these computers

620

00:24:02,390 --> 00:24:00,880

and you can like do all this stuff and

621

00:24:04,470 --> 00:24:02,400

to me that was like

622

00:24:05,909 --> 00:24:04,480

the thing that was exciting about math

623

00:24:07,750 --> 00:24:05,919

but more so

624

00:24:09,590 --> 00:24:07,760

but from talking to the teacher i

625

00:24:10,870 --> 00:24:09,600

remember even at that age i was like

626

00:24:12,710 --> 00:24:10,880

reading him

627

00:24:14,870 --> 00:24:12,720

socially and i was like wait

628

00:24:17,430 --> 00:24:14,880

he's not as excited about this as i am

629

00:24:19,590 --> 00:24:17,440

he doesn't like understand why this

630

00:24:22,230 --> 00:24:19,600

has the stuff of math but better he's

631

00:24:23,029 --> 00:24:22,240

just like oh you know that's cool

632

00:24:25,029 --> 00:24:23,039

so

633

00:24:26,549 --> 00:24:25,039

i realized even then that not everybody

634

00:24:28,470 --> 00:24:26,559

was into this

635

00:24:30,310 --> 00:24:28,480

um but one of the first things i did in

636

00:24:31,190 --> 00:24:30,320

that class was make a

637

00:24:33,990 --> 00:24:31,200

very

638

00:24:35,350 --> 00:24:34,000

stupid video game um it was actually it

639

00:24:37,029 --> 00:24:35,360

was almost like a slot machine or

640

00:24:38,310 --> 00:24:37,039

something where

641

00:24:40,149 --> 00:24:38,320

you know it was written in the basic

642

00:24:42,070 --> 00:24:40,159

programming language which is what these

643

00:24:44,470 --> 00:24:42,080

were commodore vic-20 computers from the

644

00:24:46,149 --> 00:24:44,480

1980s so you would turn them on you

645

00:24:48,230 --> 00:24:46,159

could program them right away you didn't

646

00:24:49,909 --> 00:24:48,240

need to like run things to program them

647

00:24:51,430 --> 00:24:49,919

which was one of the things that made

648

00:24:52,470 --> 00:24:51,440

personal computers of that time very

649

00:24:53,510 --> 00:24:52,480

accessible

650

00:24:56,870 --> 00:24:53,520

and

651
00:25:00,549 --> 00:24:59,269
you know i'm i didn't have ideas about

652
00:25:02,070 --> 00:25:00,559
what to make

653
00:25:03,669 --> 00:25:02,080
but

654
00:25:05,669 --> 00:25:03,679
i i knew that i could make something

655
00:25:07,909 --> 00:25:05,679
simple and so it was a thing that like

656
00:25:09,990 --> 00:25:07,919
counted a number up from like

657
00:25:11,510 --> 00:25:10,000
1 to 100 and then started over and it

658
00:25:13,990 --> 00:25:11,520
would say you know

659
00:25:15,430 --> 00:25:14,000
stop the counter at like 37 it would

660
00:25:17,669 --> 00:25:15,440
pick a different number every time and

661
00:25:19,029 --> 00:25:17,679
you had to like try to hit it right so

662
00:25:21,750 --> 00:25:19,039
that's what i was doing when i was 10

663
00:25:26,870 --> 00:25:24,390

now how did video games this let's say

664

00:25:29,350 --> 00:25:26,880

aside when you were 20 21 you called it

665

00:25:33,110 --> 00:25:29,360

a reprieve how did it aid your

666

00:25:38,070 --> 00:25:35,190

so this is something that i've

667

00:25:39,510 --> 00:25:38,080

this understanding of

668

00:25:41,269 --> 00:25:39,520

this answer that i'm about to give is

669

00:25:42,789 --> 00:25:41,279

something that i built up in retrospect

670

00:25:46,950 --> 00:25:42,799

so it's not it's not exactly something

671

00:25:46,960 --> 00:25:52,390

the the fascinating thing about games is

672

00:25:56,549 --> 00:25:54,470

about video games specifically right and

673

00:25:59,190 --> 00:25:56,559

so i'm not actually that into other

674

00:26:00,950 --> 00:25:59,200

kinds of games like i'm not super into

675

00:26:02,710 --> 00:26:00,960

board games or card games or whatever

676

00:26:04,870 --> 00:26:02,720

which other people are um the thing

677

00:26:07,430 --> 00:26:04,880

about a video game is

678

00:26:10,950 --> 00:26:07,440

um you know it's running on a computer

679

00:26:12,470 --> 00:26:10,960

at a relatively interactive rate and

680

00:26:14,870 --> 00:26:12,480

even if it's whether it's it could be

681

00:26:16,390 --> 00:26:14,880

running slow like a turn-based game or

682

00:26:18,470 --> 00:26:16,400

you're marching a guy around a board or

683

00:26:20,390 --> 00:26:18,480

it could be running fast like one of

684

00:26:22,710 --> 00:26:20,400

these action games where you run around

685

00:26:25,029 --> 00:26:22,720

all over the place right but either

686

00:26:26,710 --> 00:26:25,039

case what is happening is

687

00:26:28,710 --> 00:26:26,720

there is a recurrence

688

00:26:29,990 --> 00:26:28,720

of

689

00:26:32,390 --> 00:26:30,000

a certain

690

00:26:34,870 --> 00:26:32,400

series of steps and the steps are

691

00:26:36,950 --> 00:26:34,880

we read the input from whoever's playing

692

00:26:40,149 --> 00:26:36,960

right or across the network or whatever

693

00:26:42,070 --> 00:26:40,159

right we do some simulation which is we

694

00:26:44,630 --> 00:26:42,080

have some state of the

695

00:26:46,870 --> 00:26:44,640

of the objects in the world of our game

696

00:26:48,630 --> 00:26:46,880

and based on the input plus whatever

697

00:26:51,029 --> 00:26:48,640

those objects were doing which is like

698

00:26:53,029 --> 00:26:51,039

the simplified laws of physics of that

699

00:26:55,110 --> 00:26:53,039

game we go from the state of the world

700

00:26:57,590 --> 00:26:55,120

at time zero to the state of the world

701
00:27:00,549 --> 00:26:57,600
at time one right and then and then the

702
00:27:02,950 --> 00:27:00,559
third part is we output that to a screen

703
00:27:05,029 --> 00:27:02,960
and the speaker or something and then we

704
00:27:07,430 --> 00:27:05,039
go back and do that over again right and

705
00:27:09,350 --> 00:27:07,440
so

706
00:27:13,430 --> 00:27:09,360
to

707
00:27:14,310 --> 00:27:13,440
uh

708
00:27:15,909 --> 00:27:14,320
i mean

709
00:27:17,430 --> 00:27:15,919
so there are different kinds of games

710
00:27:19,029 --> 00:27:17,440
that

711
00:27:20,710 --> 00:27:19,039
more or less

712
00:27:23,350 --> 00:27:20,720
conform to what i'm about to say but at

713
00:27:25,590 --> 00:27:23,360

least for certain kinds of games

714

00:27:27,990 --> 00:27:25,600

to make them you're essentially

715

00:27:29,430 --> 00:27:28,000

designing a smaller simpler universe

716

00:27:31,909 --> 00:27:29,440

than the one

717

00:27:35,029 --> 00:27:31,919

that we currently inhabit right

718

00:27:38,870 --> 00:27:37,269

that lets you

719

00:27:40,950 --> 00:27:38,880

maybe understand some things in a

720

00:27:43,190 --> 00:27:40,960

certain way that that other people don't

721

00:27:44,630 --> 00:27:43,200

have a lens on right so you know in math

722

00:27:45,990 --> 00:27:44,640

or physics or something if you have a

723

00:27:47,830 --> 00:27:46,000

really hard problem that you don't

724

00:27:49,510 --> 00:27:47,840

understand maybe you look at a

725

00:27:51,110 --> 00:27:49,520

simplified idealized version of the

726

00:27:53,430 --> 00:27:51,120

problem and

727

00:27:54,789 --> 00:27:53,440

you see something about it right

728

00:27:56,950 --> 00:27:54,799

um and so

729

00:27:58,789 --> 00:27:56,960

that's part of what's fascinating to me

730

00:28:00,630 --> 00:27:58,799

about games there's actually

731

00:28:01,990 --> 00:28:00,640

a few

732

00:28:04,149 --> 00:28:02,000

part of what i've been doing over my

733

00:28:05,590 --> 00:28:04,159

career is find these different things

734

00:28:08,070 --> 00:28:05,600

that i think are interesting and like

735

00:28:11,750 --> 00:28:08,080

put them together into one thing but

736

00:28:14,549 --> 00:28:11,760

that's one of them for sure and so

737

00:28:16,389 --> 00:28:14,559

the thing is um

738

00:28:19,190 --> 00:28:16,399

if i want to write some fiction for

739

00:28:21,990 --> 00:28:19,200

example and i want to say

740

00:28:22,950 --> 00:28:22,000

there's a world and

741

00:28:24,630 --> 00:28:22,960

it works

742

00:28:26,630 --> 00:28:24,640

there's like magic or something and the

743

00:28:27,510 --> 00:28:26,640

magic works a certain way

744

00:28:29,190 --> 00:28:27,520

right

745

00:28:31,750 --> 00:28:29,200

you can just say that

746

00:28:34,389 --> 00:28:31,760

and if you're rhetorically convincing

747

00:28:35,269 --> 00:28:34,399

then people will like your fiction right

748

00:28:37,269 --> 00:28:35,279

but

749

00:28:40,710 --> 00:28:37,279

the thing that you said about how the

750

00:28:42,230 --> 00:28:40,720

things in that world work

751
00:28:45,269 --> 00:28:42,240
doesn't really have to hold together

752
00:28:47,110 --> 00:28:45,279
beyond some very cursory level of

753
00:28:49,269 --> 00:28:47,120
inspection you just you just have to you

754
00:28:50,710 --> 00:28:49,279
know especially these days people don't

755
00:28:53,110 --> 00:28:50,720
think that much about what they see or

756
00:28:54,789 --> 00:28:53,120
read in in the older days it used to be

757
00:28:56,310 --> 00:28:54,799
a little more um

758
00:28:58,789 --> 00:28:56,320
but you just have to pass that level of

759
00:29:00,070 --> 00:28:58,799
inspection and then it's like a good

760
00:29:02,950 --> 00:29:00,080
book or whatever

761
00:29:04,630 --> 00:29:02,960
um in games that's not really true

762
00:29:07,590 --> 00:29:04,640
in games if you want to if you want

763
00:29:11,110 --> 00:29:07,600

things to work a certain way

764

00:29:13,029 --> 00:29:11,120

you have to actually make them work

765

00:29:15,750 --> 00:29:13,039

that way down to the core and you have

766

00:29:17,990 --> 00:29:15,760

to come up with some consistent

767

00:29:18,950 --> 00:29:18,000

system by which this kind of thing

768

00:29:20,389 --> 00:29:18,960

happens

769

00:29:21,830 --> 00:29:20,399

and

770

00:29:23,430 --> 00:29:21,840

now now there's categories of games

771

00:29:26,070 --> 00:29:23,440

where that's not true so we have these

772

00:29:28,149 --> 00:29:26,080

like older you know point-and-click

773

00:29:29,830 --> 00:29:28,159

adventures or whatever which are

774

00:29:31,510 --> 00:29:29,840

basically a bunch of if statements for

775

00:29:33,029 --> 00:29:31,520

the programmers out there but for the

776

00:29:35,110 --> 00:29:33,039

games that aren't if statements for the

777

00:29:36,950 --> 00:29:35,120

games that actually

778

00:29:37,830 --> 00:29:36,960

decide what happens

779

00:29:41,190 --> 00:29:37,840

by

780

00:29:43,590 --> 00:29:41,200

simulating some state of some world

781

00:29:44,950 --> 00:29:43,600

then it's actually a very fascinating

782

00:29:47,510 --> 00:29:44,960

pursuit

783

00:29:49,510 --> 00:29:47,520

to try to find

784

00:29:52,830 --> 00:29:49,520

a way

785

00:29:55,430 --> 00:29:52,840

to make certain kinds of things happen

786

00:29:57,990 --> 00:29:55,440

um that doesn't

787

00:30:01,750 --> 00:29:58,000

that isn't self-contradictory or doesn't

788

00:30:09,430 --> 00:30:01,760

you know destroy itself right and

789

00:30:14,870 --> 00:30:11,990

it's not arbitrary in some sense right

790

00:30:18,389 --> 00:30:14,880

like you

791

00:30:22,230 --> 00:30:20,870

what happens in that simulation because

792

00:30:25,350 --> 00:30:22,240

most decisions that you would make

793

00:30:27,110 --> 00:30:25,360

especially if you're inexperienced would

794

00:30:28,470 --> 00:30:27,120

result in things that cannot actually be

795

00:30:30,950 --> 00:30:28,480

made because they don't make sense

796

00:30:33,590 --> 00:30:30,960

they're not consistent right

797

00:30:35,830 --> 00:30:33,600

but if you

798

00:30:38,470 --> 00:30:35,840

if you come to it with an idea and then

799

00:30:41,110 --> 00:30:38,480

you explore how things actually work and

800

00:30:45,029 --> 00:30:42,630

use that to

801
00:30:46,710 --> 00:30:45,039
modify your idea and aim your idea in a

802
00:30:47,750 --> 00:30:46,720
slightly different direction and use

803
00:30:49,430 --> 00:30:47,760
that slightly different direction of

804
00:30:50,789 --> 00:30:49,440
your idea to go back and inform you

805
00:30:52,230 --> 00:30:50,799
about what to explore about what the

806
00:30:54,389 --> 00:30:52,240
possibilities are about where you could

807
00:30:56,230 --> 00:30:54,399
take this system there's this nice back

808
00:30:58,310 --> 00:30:56,240
and forth that you can engage in that

809
00:30:59,990 --> 00:30:58,320
eventually takes you to places that are

810
00:31:03,509 --> 00:31:00,000
very interesting

811
00:31:03,519 --> 00:31:08,470
um

812
00:31:13,430 --> 00:31:10,950
well you know so to go to go back to

813
00:31:16,630 --> 00:31:13,440

braid which was the first game that that

814

00:31:18,950 --> 00:31:16,640

i released that was um

815

00:31:23,269 --> 00:31:18,960

that was a big popular game

816

00:31:25,509 --> 00:31:23,279

um that came out in about 2008 right um

817

00:31:27,190 --> 00:31:25,519

a lot of the decisions

818

00:31:29,590 --> 00:31:27,200

that i was making when i was designing

819

00:31:33,269 --> 00:31:29,600

that were like how does time behave

820

00:31:35,190 --> 00:31:33,279

right like this game is about

821

00:31:38,710 --> 00:31:35,200

going to different worlds and time is

822

00:31:40,470 --> 00:31:38,720

different in those worlds but

823

00:31:41,990 --> 00:31:40,480

okay that's a very broad statement right

824

00:31:43,350 --> 00:31:42,000

what do you actually do when you sit

825

00:31:44,710 --> 00:31:43,360

down to make the game

826

00:31:49,909 --> 00:31:44,720

well

827

00:31:52,630 --> 00:31:51,350

and there's actually multiple layers of

828

00:31:55,190 --> 00:31:52,640

constraints there's a there's an

829

00:31:58,230 --> 00:31:55,200

artistic layer of constraints like

830

00:32:00,630 --> 00:31:58,240

does this idea of how time should behave

831

00:32:02,630 --> 00:32:00,640

fit with what i'm trying to do

832

00:32:05,430 --> 00:32:02,640

aesthetically with the rest of the game

833

00:32:06,870 --> 00:32:05,440

and then there's um

834

00:32:09,029 --> 00:32:06,880

like technically

835

00:32:11,509 --> 00:32:09,039

we'll call it a technical problem the

836

00:32:13,190 --> 00:32:11,519

system's design problem of

837

00:32:19,830 --> 00:32:13,200

um

838

00:32:25,669 --> 00:32:21,590

like how do you

839

00:32:27,430 --> 00:32:25,679

how do you make a system how it's it's

840

00:32:29,190 --> 00:32:27,440

you have to keep stepping back from it

841

00:32:30,630 --> 00:32:29,200

because you would think the problem is

842

00:32:32,310 --> 00:32:30,640

how do you make a system that does what

843

00:32:34,630 --> 00:32:32,320

i want but like i said that

844

00:32:36,630 --> 00:32:34,640

doesn't work so it's like how do i

845

00:32:38,470 --> 00:32:36,640

correctly engage in or successfully

846

00:32:40,950 --> 00:32:38,480

engage in a process

847

00:32:42,870 --> 00:32:40,960

where i start with an idea for a system

848

00:32:44,870 --> 00:32:42,880

and what i want and iterate back and

849

00:32:47,830 --> 00:32:44,880

forth on those things until i have a

850

00:32:50,230 --> 00:32:47,840

final what i want that mostly coincides

851
00:32:51,830 --> 00:32:50,240
with a final what am i able to build

852
00:32:53,750 --> 00:32:51,840
that then

853
00:32:55,669 --> 00:32:53,760
fits with the rest of this thing right

854
00:32:56,710 --> 00:32:55,679
and so so to try to get more concrete

855
00:33:03,750 --> 00:32:56,720
about it

856
00:33:08,149 --> 00:33:05,909
it's hard it's hard to to give

857
00:33:09,110 --> 00:33:08,159
because the problem is this permeates

858
00:33:12,870 --> 00:33:09,120
every

859
00:33:15,830 --> 00:33:12,880
like when you're experienced and you

860
00:33:17,909 --> 00:33:15,840
know what you're doing so it's like

861
00:33:19,430 --> 00:33:17,919
every decision is made this way but a

862
00:33:21,110 --> 00:33:19,440
lot of the decisions that i do from

863
00:33:22,710 --> 00:33:21,120

moment to moment are so small that they

864

00:33:24,630 --> 00:33:22,720

can't really be explained absent the

865

00:33:26,149 --> 00:33:24,640

context of all these other things

866

00:33:27,830 --> 00:33:26,159

um

867

00:33:29,350 --> 00:33:27,840

like the examples that i'm that are

868

00:33:31,269 --> 00:33:29,360

coming to mind right away are actually

869

00:33:33,190 --> 00:33:31,279

examples more of

870

00:33:35,190 --> 00:33:33,200

of something else that's more about

871

00:33:36,149 --> 00:33:35,200

design

872

00:33:37,990 --> 00:33:36,159

when you said that you had this

873

00:33:39,750 --> 00:33:38,000

constraint so you want to play with time

874

00:33:41,590 --> 00:33:39,760

and braid but then you also want it to

875

00:33:43,269 --> 00:33:41,600

make sense aesthetically can you give me

876

00:33:46,630 --> 00:33:43,279

an example of what would and wouldn't

877

00:33:54,710 --> 00:33:48,470

uh do you mean aesthetically for the

878

00:33:58,710 --> 00:33:57,269

part of the idea of the game

879

00:34:00,789 --> 00:33:58,720

is not just

880

00:34:02,470 --> 00:34:00,799

that it's fictionally

881

00:34:03,909 --> 00:34:02,480

about

882

00:34:05,350 --> 00:34:03,919

playing with time this actually does

883

00:34:07,110 --> 00:34:05,360

kind of dovetail into the previous

884

00:34:08,310 --> 00:34:07,120

question that i feel like i i wish i

885

00:34:10,869 --> 00:34:08,320

knew how to answer better at that right

886

00:34:12,869 --> 00:34:10,879

very great um

887

00:34:14,310 --> 00:34:12,879

like it's supposed to be about actually

888

00:34:15,510 --> 00:34:14,320

how time

889

00:34:17,109 --> 00:34:15,520

is different

890

00:34:19,109 --> 00:34:17,119

and it's supposed to be about

891

00:34:21,109 --> 00:34:19,119

understanding the

892

00:34:22,149 --> 00:34:21,119

interesting details that arise there

893

00:34:24,310 --> 00:34:22,159

right so

894

00:34:27,669 --> 00:34:24,320

you go from world to world in that game

895

00:34:29,270 --> 00:34:27,679

and time changes how it behaves in each

896

00:34:31,349 --> 00:34:29,280

world and

897

00:34:33,270 --> 00:34:31,359

that leads to puzzles right but so

898

00:34:37,030 --> 00:34:33,280

firstly the puzzles that you solve in

899

00:34:37,909 --> 00:34:37,040

each world should have to do

900

00:34:40,710 --> 00:34:37,919

with

901
00:34:43,510 --> 00:34:40,720
the particular way that time behaves

902
00:34:44,790 --> 00:34:43,520
there right like if i could do a puzzle

903
00:34:46,470 --> 00:34:44,800
on world four

904
00:34:49,190 --> 00:34:46,480
but i also could have done that puzzle

905
00:34:50,710 --> 00:34:49,200
in world two

906
00:34:51,909 --> 00:34:50,720
it doesn't really belong on world four

907
00:34:54,230 --> 00:34:51,919
because world four is about

908
00:34:55,909 --> 00:34:54,240
understanding this other thing right

909
00:34:57,589 --> 00:34:55,919
okay like what the way time behaves

910
00:34:59,910 --> 00:34:57,599
there right

911
00:35:01,430 --> 00:34:59,920
um to give an example again to try to

912
00:35:02,950 --> 00:35:01,440
try to be more concrete in the beginning

913
00:35:04,710 --> 00:35:02,960

of this game

914

00:35:06,710 --> 00:35:04,720

you learn that you can just

915

00:35:08,230 --> 00:35:06,720

rewind like you would rewind a video you

916

00:35:10,870 --> 00:35:08,240

can rewind your gameplay anytime you

917

00:35:12,470 --> 00:35:10,880

want and that's unlimited

918

00:35:13,910 --> 00:35:12,480

and then later as you go through the

919

00:35:15,670 --> 00:35:13,920

different worlds there are different

920

00:35:17,750 --> 00:35:15,680

elaborations on that so in the next

921

00:35:19,990 --> 00:35:17,760

world you can rewind but then some

922

00:35:21,910 --> 00:35:20,000

things don't ever rewind they always

923

00:35:25,030 --> 00:35:21,920

just go forward right and and that gives

924

00:35:28,230 --> 00:35:25,040

you sort of two classes of things um in

925

00:35:31,589 --> 00:35:30,150

you can rewind but also even when you're

926
00:35:32,470 --> 00:35:31,599
not rewinding

927
00:35:34,470 --> 00:35:32,480
um

928
00:35:37,190 --> 00:35:34,480
space and time are

929
00:35:40,069 --> 00:35:37,200
like projected onto each other so time

930
00:35:42,790 --> 00:35:40,079
passes as you walk this way and it goes

931
00:35:44,550 --> 00:35:42,800
backwards as you walk this way right

932
00:35:46,230 --> 00:35:44,560
and so forth like there's there's just

933
00:35:47,589 --> 00:35:46,240
variations that occur as you move

934
00:35:49,270 --> 00:35:47,599
through the game

935
00:35:52,230 --> 00:35:49,280
um now

936
00:35:54,550 --> 00:35:52,240
so i said puzzles

937
00:35:56,390 --> 00:35:54,560
but even the word puzzle is misleading

938
00:35:58,710 --> 00:35:56,400

because

939

00:36:02,950 --> 00:35:58,720

the point of it isn't really to be hard

940

00:36:05,589 --> 00:36:04,230

um

941

00:36:08,150 --> 00:36:05,599

inspire

942

00:36:11,109 --> 00:36:08,160

an understanding

943

00:36:14,710 --> 00:36:12,870

of the things that this particular world

944

00:36:16,230 --> 00:36:14,720

in the game is about

945

00:36:20,069 --> 00:36:16,240

right

946

00:36:23,270 --> 00:36:20,079

it's um so if if the way time behaves

947

00:36:25,030 --> 00:36:23,280

in in world four is that it

948

00:36:26,710 --> 00:36:25,040

goes forward or backward as you walk

949

00:36:28,390 --> 00:36:26,720

right or left

950

00:36:30,550 --> 00:36:28,400

um

951
00:36:32,870 --> 00:36:30,560
well that basic rule leads to

952
00:36:34,710 --> 00:36:32,880
consequences like what

953
00:36:36,150 --> 00:36:34,720
what are in the same way that if you do

954
00:36:37,990 --> 00:36:36,160
some math and you start with a

955
00:36:39,670 --> 00:36:38,000
particular equation and you can like

956
00:36:40,790 --> 00:36:39,680
start factoring that and combining it

957
00:36:43,030 --> 00:36:40,800
with other things to see what the

958
00:36:45,750 --> 00:36:43,040
consequences are right starting with

959
00:36:47,829 --> 00:36:45,760
that idea it leads to some consequences

960
00:36:49,349 --> 00:36:47,839
right paired with the initial conditions

961
00:36:50,950 --> 00:36:49,359
of these are the kinds of objects in the

962
00:36:52,069 --> 00:36:50,960
game and whatever right

963
00:36:53,910 --> 00:36:52,079

and so

964

00:36:55,589 --> 00:36:53,920

those consequences are interesting and

965

00:36:58,790 --> 00:36:55,599

the goal of a puzzle in this kind of a

966

00:37:01,589 --> 00:36:58,800

game is to

967

00:37:03,190 --> 00:37:01,599

illustrate a consequence in such a way

968

00:37:05,670 --> 00:37:03,200

that hopefully

969

00:37:07,910 --> 00:37:05,680

um when you've seen the consequence it

970

00:37:10,630 --> 00:37:07,920

makes the puzzle

971

00:37:12,150 --> 00:37:10,640

understandable and solvable whereas when

972

00:37:13,990 --> 00:37:12,160

you haven't seen the consequence the

973

00:37:17,109 --> 00:37:14,000

puzzle is not understandable so it's not

974

00:37:17,990 --> 00:37:17,119

like an arbitrary

975

00:37:20,870 --> 00:37:18,000

um

976
00:37:23,990 --> 00:37:20,880
you know difficult to perform thing it's

977
00:37:27,589 --> 00:37:24,000
like has an idea behind it right it

978
00:37:29,829 --> 00:37:27,599
serves as a pointer to point at

979
00:37:32,710 --> 00:37:29,839
a certain kind of idea

980
00:37:34,310 --> 00:37:32,720
like oh

981
00:37:35,670 --> 00:37:34,320
you know

982
00:37:39,349 --> 00:37:35,680
when

983
00:37:40,630 --> 00:37:39,359
um

984
00:37:43,030 --> 00:37:40,640
you know

985
00:37:44,710 --> 00:37:43,040
when you walk left well you thought you

986
00:37:45,910 --> 00:37:44,720
had stomped on this monster's head

987
00:37:48,069 --> 00:37:45,920
before

988
00:37:49,510 --> 00:37:48,079

and in some other level he would be gone

989

00:37:51,109 --> 00:37:49,520

and you could get past him but now

990

00:37:52,710 --> 00:37:51,119

because you have to walk left to go up

991

00:37:54,950 --> 00:37:52,720

here

992

00:37:57,990 --> 00:37:54,960

he's in your way now you can't do that

993

00:38:00,950 --> 00:37:58,000

right um that sounds very silly

994

00:38:03,670 --> 00:38:00,960

like in of its own right but the point

995

00:38:05,510 --> 00:38:03,680

of all of this right so human beings

996

00:38:07,349 --> 00:38:05,520

actually

997

00:38:09,270 --> 00:38:07,359

um

998

00:38:11,270 --> 00:38:09,280

find this kind of thing delightful and

999

00:38:13,510 --> 00:38:11,280

i'm talking about it in a very sterile

1000

00:38:15,190 --> 00:38:13,520

way but

1001

00:38:17,670 --> 00:38:15,200

human beings um

1002

00:38:25,510 --> 00:38:17,680

there is this well it actually it's a

1003

00:38:30,470 --> 00:38:28,470

we like to come to understandings of

1004

00:38:31,990 --> 00:38:30,480

things that we didn't understand before

1005

00:38:33,190 --> 00:38:32,000

and there there are many reasons for

1006

00:38:36,069 --> 00:38:33,200

that right

1007

00:38:38,390 --> 00:38:36,079

and so the art at least the the one of

1008

00:38:39,910 --> 00:38:38,400

the personal arts that i've gotten into

1009

00:38:41,270 --> 00:38:39,920

is

1010

00:38:45,109 --> 00:38:41,280

how do we

1011

00:38:47,750 --> 00:38:46,950

this way

1012

00:38:50,069 --> 00:38:47,760

of

1013

00:38:51,510 --> 00:38:50,079

setting up ideas and curating them so

1014

00:38:53,270 --> 00:38:51,520

that

1015

00:38:55,829 --> 00:38:53,280

people have

1016

00:38:58,230 --> 00:38:55,839

a rewarding experience having these

1017

00:39:00,069 --> 00:38:58,240

realizations right so it's not just like

1018

00:39:01,750 --> 00:39:00,079

how do we make games with tricky puzzles

1019

00:39:02,950 --> 00:39:01,760

and then you feel smart when you solve

1020

00:39:05,670 --> 00:39:02,960

them which is like

1021

00:39:08,150 --> 00:39:05,680

what i think is the

1022

00:39:09,829 --> 00:39:08,160

like through the game industry

1023

00:39:11,349 --> 00:39:09,839

generally there's some idea that that's

1024

00:39:13,190 --> 00:39:11,359

what a puzzle game is that's not really

1025

00:39:14,630 --> 00:39:13,200

what i do

1026

00:39:17,510 --> 00:39:14,640

yeah

1027

00:39:18,870 --> 00:39:17,520

so now why is that interesting or

1028

00:39:21,030 --> 00:39:18,880

important right

1029

00:39:24,390 --> 00:39:21,040

aside from well i mean if you can make a

1030

00:39:26,470 --> 00:39:24,400

positive time for people that

1031

00:39:27,990 --> 00:39:26,480

legitimately

1032

00:39:30,310 --> 00:39:28,000

uh

1033

00:39:31,510 --> 00:39:30,320

gives them things to think about then

1034

00:39:33,829 --> 00:39:31,520

that's

1035

00:39:36,390 --> 00:39:33,839

interesting right but then there's a

1036

00:39:38,550 --> 00:39:36,400

more you know tying back to

1037

00:39:40,829 --> 00:39:38,560

my desire to understand the universe

1038

00:39:43,510 --> 00:39:40,839

originally right

1039

00:39:46,710 --> 00:39:43,520

um what people do when they play this

1040

00:39:50,230 --> 00:39:48,390

is they're trying to understand a

1041

00:39:52,069 --> 00:39:50,240

universe but it's like a smaller simpler

1042

00:39:54,950 --> 00:39:52,079

universe than the real one right and

1043

00:39:58,550 --> 00:39:54,960

it's one it's one that was made by human

1044

00:40:01,109 --> 00:39:58,560

beings and is therefore um

1045

00:40:06,390 --> 00:40:05,349

less grand in many dimensions but

1046

00:40:08,829 --> 00:40:06,400

but

1047

00:40:11,430 --> 00:40:08,839

because it is embedded in our actual

1048

00:40:13,829 --> 00:40:11,440

universe it can reflect things from the

1049

00:40:14,630 --> 00:40:13,839

actual universe back at the player

1050

00:40:17,030 --> 00:40:14,640

and

1051

00:40:19,190 --> 00:40:17,040

that is actually very powerful

1052

00:40:21,750 --> 00:40:19,200

um and it can do this in a way that

1053

00:40:23,190 --> 00:40:21,760

other media can't really do or have a

1054

00:40:26,390 --> 00:40:23,200

hard time

1055

00:40:28,550 --> 00:40:26,400

doing right so

1056

00:40:31,109 --> 00:40:28,560

in in fiction again if you want to

1057

00:40:38,470 --> 00:40:31,119

reflect back

1058

00:40:41,910 --> 00:40:40,230

i mean you can do that like it's just

1059

00:40:43,349 --> 00:40:41,920

it's a different kind of reflection i

1060

00:40:45,349 --> 00:40:43,359

almost don't know what more to say about

1061

00:40:47,910 --> 00:40:45,359

it but but in this type of thing where

1062

00:40:49,750 --> 00:40:47,920

you have a system operating and evolving

1063

00:40:52,150 --> 00:40:49,760

over time right

1064

00:40:54,550 --> 00:40:52,160

um

1065

00:40:55,829 --> 00:40:54,560

like like in fiction you can illustrate

1066

00:40:58,710 --> 00:40:55,839

something that

1067

00:41:01,349 --> 00:40:58,720

might or could happen and you can talk

1068

00:41:03,270 --> 00:41:01,359

about generally how things happen

1069

00:41:04,230 --> 00:41:03,280

right like patterns like archetypal

1070

00:41:06,390 --> 00:41:04,240

patterns

1071

00:41:07,190 --> 00:41:06,400

well just i don't know you know

1072

00:41:11,349 --> 00:41:07,200

like

1073

00:41:14,790 --> 00:41:12,630

you know

1074

00:41:17,750 --> 00:41:14,800

by the end there was a big war and it

1075

00:41:19,510 --> 00:41:17,760

went badly for the people who

1076

00:41:21,829 --> 00:41:19,520

you know

1077

00:41:23,829 --> 00:41:21,839

played a part in bringing it about and

1078

00:41:26,550 --> 00:41:23,839

and stuff right and

1079

00:41:28,630 --> 00:41:26,560

um and so there's this big human theme

1080

00:41:30,630 --> 00:41:28,640

about the way things play out over a

1081

00:41:31,670 --> 00:41:30,640

long period of time

1082

00:41:32,870 --> 00:41:31,680

um

1083

00:41:35,270 --> 00:41:32,880

that that's the kind of thing that you

1084

00:41:36,870 --> 00:41:35,280

can talk about in fiction right um in in

1085

00:41:40,309 --> 00:41:36,880

a video game

1086

00:41:43,990 --> 00:41:41,990

you actually

1087

00:41:45,589 --> 00:41:44,000

have things playing out over time

1088

00:41:46,470 --> 00:41:45,599

actually right

1089

00:41:48,630 --> 00:41:46,480

and so

1090

00:41:49,510 --> 00:41:48,640

the way that you can reflect

1091

00:41:51,510 --> 00:41:49,520

back

1092

00:41:54,870 --> 00:41:51,520

aspects of our universe

1093

00:41:59,109 --> 00:41:57,270

by actually

1094

00:42:01,589 --> 00:41:59,119

doing the thing that the universe does

1095

00:42:03,510 --> 00:42:01,599

as opposed to talking about it

1096

00:42:05,670 --> 00:42:03,520

and that's actually pretty powerful

1097

00:42:07,829 --> 00:42:05,680

right and so so to step back maybe i'm

1098

00:42:10,150 --> 00:42:07,839

skipping a step or two here but what's

1099

00:42:12,630 --> 00:42:10,160

very interesting to me about the ability

1100

00:42:14,870 --> 00:42:12,640

to work in this art form is

1101
00:42:16,470 --> 00:42:14,880
um not just that you're giving people a

1102
00:42:18,950 --> 00:42:16,480
hopefully positive interesting

1103
00:42:22,870 --> 00:42:18,960
experience where they got to

1104
00:42:26,150 --> 00:42:24,230
tricks or

1105
00:42:27,510 --> 00:42:26,160
puzzles that seemed impossible and then

1106
00:42:29,190 --> 00:42:27,520
and then they solved them and they got

1107
00:42:30,950 --> 00:42:29,200
this great feeling that they solved them

1108
00:42:31,750 --> 00:42:30,960
right it's that

1109
00:42:42,150 --> 00:42:31,760
a

1110
00:42:44,710 --> 00:42:42,160
um

1111
00:42:48,230 --> 00:42:44,720
and these are things like

1112
00:42:52,630 --> 00:42:49,910
you know like the the universe is a

1113
00:42:55,510 --> 00:42:52,640

process of change or

1114

00:42:59,109 --> 00:42:56,790

or uh

1115

00:43:02,230 --> 00:42:59,119

play like even um

1116

00:43:05,030 --> 00:43:02,240

you know ideas about about divine play

1117

00:43:06,230 --> 00:43:05,040

of form and whatever right

1118

00:43:07,670 --> 00:43:06,240

um and

1119

00:43:10,069 --> 00:43:07,680

the thing is when you show somebody a

1120

00:43:12,550 --> 00:43:10,079

simplified universe that is doing that

1121

00:43:13,670 --> 00:43:12,560

and i have i have to emphasize it is

1122

00:43:15,510 --> 00:43:13,680

doing that

1123

00:43:17,109 --> 00:43:15,520

because it borrows it from the bigger

1124

00:43:17,910 --> 00:43:17,119

universe that we're in

1125

00:43:19,910 --> 00:43:17,920

um

1126

00:43:22,390 --> 00:43:19,920

it can't do it by itself or at least i

1127

00:43:29,190 --> 00:43:22,400

don't if i ever knew how to how to make

1128

00:43:33,589 --> 00:43:32,790

you give people a feeling for that thing

1129

00:43:34,470 --> 00:43:33,599

right

1130

00:43:39,270 --> 00:43:34,480

for

1131

00:43:42,069 --> 00:43:39,280

you you let people experience a bit of

1132

00:43:42,370 --> 00:43:42,079

of divine play of

1133

00:43:44,309 --> 00:43:42,380

um

1134

00:43:45,670 --> 00:43:44,319

[Music]

1135

00:43:48,390 --> 00:43:45,680

of this

1136

00:43:50,390 --> 00:43:48,400

delight that the universe has in

1137

00:43:52,470 --> 00:43:50,400

changing one situation into a new

1138

00:43:55,910 --> 00:43:52,480

situation right

1139

00:44:01,030 --> 00:43:57,510

and

1140

00:44:03,030 --> 00:44:01,040

right or if people do that enough they

1141

00:44:04,630 --> 00:44:03,040

can get a feel for this thing in a

1142

00:44:06,309 --> 00:44:04,640

different way than they could from other

1143

00:44:09,270 --> 00:44:06,319

places and i think that's

1144

00:44:11,109 --> 00:44:09,280

very interesting

1145

00:44:13,270 --> 00:44:11,119

with your puzzles do you try to make it

1146

00:44:15,190 --> 00:44:13,280

such that the mechanics of the puzzle or

1147

00:44:18,309 --> 00:44:15,200

the method that you solve it

1148

00:44:20,069 --> 00:44:18,319

indicates something thematically

1149

00:44:22,230 --> 00:44:20,079

or is it simply

1150

00:44:24,550 --> 00:44:22,240

while you're understanding more about

1151
00:44:26,630 --> 00:44:24,560
the mechanism of the universe so here's

1152
00:44:29,430 --> 00:44:26,640
an example in braid

1153
00:44:31,270 --> 00:44:29,440
there was the ring now i'm recalling 15

1154
00:44:32,870 --> 00:44:31,280
years or however long ago yeah so there

1155
00:44:34,230 --> 00:44:32,880
was a ring and

1156
00:44:35,750 --> 00:44:34,240
what i got the sense of was that it was

1157
00:44:37,510 --> 00:44:35,760
almost like it weighted you down in the

1158
00:44:39,589 --> 00:44:37,520
same way that some people feel like

1159
00:44:41,510 --> 00:44:39,599
marriage does that for them or at least

1160
00:44:43,190 --> 00:44:41,520
horrible marriages do that for them and

1161
00:44:44,950 --> 00:44:43,200
time

1162
00:44:46,470 --> 00:44:44,960
there was a spatial temporal aspect

1163
00:44:49,190 --> 00:44:46,480

where the closer you are to that ring

1164

00:44:50,470 --> 00:44:49,200

the slower time was

1165

00:44:51,990 --> 00:44:50,480

okay

1166

00:44:53,589 --> 00:44:52,000

so that

1167

00:44:54,870 --> 00:44:53,599

in a sense you could have done that with

1168

00:44:56,309 --> 00:44:54,880

any object you could have done that with

1169

00:44:58,309 --> 00:44:56,319

the box you could have done that with

1170

00:45:00,550 --> 00:44:58,319

the player's character itself you could

1171

00:45:02,230 --> 00:45:00,560

have done that with an enemy but in

1172

00:45:03,430 --> 00:45:02,240

chess you instead you chose a ring

1173

00:45:07,109 --> 00:45:03,440

because

1174

00:45:09,910 --> 00:45:07,119

thematically

1175

00:45:12,230 --> 00:45:09,920

the theme thing plays a different role

1176

00:45:14,150 --> 00:45:12,240

than it does in other media right so

1177

00:45:15,190 --> 00:45:14,160

again if you're gonna go write fiction

1178

00:45:16,870 --> 00:45:15,200

or

1179

00:45:18,870 --> 00:45:16,880

do a film

1180

00:45:21,990 --> 00:45:18,880

right um

1181

00:45:24,550 --> 00:45:22,000

because you're telling a story

1182

00:45:26,069 --> 00:45:24,560

like the theme of the story is part of

1183

00:45:28,150 --> 00:45:26,079

what

1184

00:45:31,829 --> 00:45:28,160

gives the story

1185

00:45:34,710 --> 00:45:31,839

coherence right or whatever right and

1186

00:45:36,390 --> 00:45:34,720

and when we think about theme

1187

00:45:37,910 --> 00:45:36,400

in those contexts we think about

1188

00:45:39,030 --> 00:45:37,920

fictional

1189

00:45:40,790 --> 00:45:39,040

elements

1190

00:45:43,430 --> 00:45:40,800

that

1191

00:45:44,309 --> 00:45:43,440

cohere with each other i guess right

1192

00:45:47,349 --> 00:45:44,319

yeah

1193

00:45:48,790 --> 00:45:47,359

um okay

1194

00:45:52,550 --> 00:45:48,800

in games

1195

00:45:54,550 --> 00:45:52,560

when i do them um i feel like okay

1196

00:45:56,309 --> 00:45:54,560

there's a certain kind of storytelling

1197

00:45:58,150 --> 00:45:56,319

that

1198

00:46:01,349 --> 00:45:58,160

people in film

1199

00:46:03,430 --> 00:46:01,359

or people who write novels

1200

00:46:05,109 --> 00:46:03,440

already do they've got that covered

1201

00:46:07,190 --> 00:46:05,119

right i don't really need to do that

1202

00:46:09,750 --> 00:46:07,200

right what i should be thinking about is

1203

00:46:13,589 --> 00:46:09,760

what i can do over here that that their

1204

00:46:15,589 --> 00:46:13,599

media don't really do right or can't do

1205

00:46:18,550 --> 00:46:15,599

work or can't do or

1206

00:46:20,790 --> 00:46:18,560

maybe even are just 30 less effective at

1207

00:46:23,190 --> 00:46:20,800

doing like whatever right

1208

00:46:26,710 --> 00:46:24,390

um and that's actually it's a

1209

00:46:28,550 --> 00:46:26,720

fascinating process of exploration to

1210

00:46:30,870 --> 00:46:28,560

try to discover that because

1211

00:46:32,630 --> 00:46:30,880

this is a relatively new medium and this

1212

00:46:34,150 --> 00:46:32,640

stuff hasn't been mapped out really

1213

00:46:35,430 --> 00:46:34,160

right it's like in the early days of

1214

00:46:38,470 --> 00:46:35,440

film

1215

00:46:40,230 --> 00:46:38,480

um

1216

00:46:41,910 --> 00:46:40,240

it was more like you're recording a

1217

00:46:42,870 --> 00:46:41,920

stage play and playing it back so they

1218

00:46:44,790 --> 00:46:42,880

didn't have this language of

1219

00:46:46,710 --> 00:46:44,800

cinematography that they developed later

1220

00:46:48,710 --> 00:46:46,720

about when they realized that they could

1221

00:46:50,150 --> 00:46:48,720

start cutting between scenes and people

1222

00:46:53,430 --> 00:46:50,160

would follow it and then that they could

1223

00:46:55,109 --> 00:46:53,440

even move the cameras and whatever

1224

00:46:56,790 --> 00:46:55,119

that that was a big

1225

00:46:58,630 --> 00:46:56,800

those were big steps in developing the

1226

00:47:00,390 --> 00:46:58,640

language of film which would be

1227

00:47:02,630 --> 00:47:00,400

impoverished without having discovered

1228

00:47:04,870 --> 00:47:02,640

those things right and so we haven't

1229

00:47:07,190 --> 00:47:04,880

figured out all those things in games

1230

00:47:09,030 --> 00:47:07,200

uh yet but in part i think because games

1231

00:47:10,630 --> 00:47:09,040

are so complicated it's going to take us

1232

00:47:13,910 --> 00:47:10,640

quite a while

1233

00:47:15,190 --> 00:47:13,920

to do all that um

1234

00:47:19,349 --> 00:47:15,200

so

1235

00:47:21,030 --> 00:47:19,359

example that you brought up

1236

00:47:23,190 --> 00:47:21,040

um

1237

00:47:25,190 --> 00:47:23,200

i definitely had

1238

00:47:27,910 --> 00:47:25,200

as part of the original picture of that

1239

00:47:31,109 --> 00:47:27,920

specific game

1240

00:47:33,430 --> 00:47:31,119

that there was this fictional like

1241

00:47:34,710 --> 00:47:33,440

brace around it that tied it together

1242

00:47:36,549 --> 00:47:34,720

but the

1243

00:47:39,109 --> 00:47:36,559

the gameplay

1244

00:47:40,069 --> 00:47:39,119

was the absolute core of it and the

1245

00:47:41,510 --> 00:47:40,079

fiction

1246

00:47:43,190 --> 00:47:41,520

like i wouldn't say it was less

1247

00:47:44,069 --> 00:47:43,200

important

1248

00:47:46,870 --> 00:47:44,079

to me

1249

00:47:48,390 --> 00:47:46,880

um but it was

1250

00:47:49,750 --> 00:47:48,400

um

1251
00:47:51,589 --> 00:47:49,760
like the fiction was something that i

1252
00:47:53,109 --> 00:47:51,599
could do somewhere else if i just wanted

1253
00:47:54,390 --> 00:47:53,119
to write fiction right

1254
00:47:57,190 --> 00:47:54,400
so

1255
00:48:00,710 --> 00:47:57,200
when it comes to

1256
00:48:02,790 --> 00:48:00,720
um and what that where that came from

1257
00:48:04,309 --> 00:48:02,800
and what that is

1258
00:48:08,630 --> 00:48:04,319
um

1259
00:48:17,349 --> 00:48:11,190
that i think

1260
00:48:21,270 --> 00:48:19,030
i think i do this the way a number of

1261
00:48:22,790 --> 00:48:21,280
artists do where

1262
00:48:24,069 --> 00:48:22,800
these decisions are considered to be

1263
00:48:27,190 --> 00:48:24,079

very important

1264

00:48:31,430 --> 00:48:28,870

um

1265

00:48:34,390 --> 00:48:31,440

there's some kind of very subtle balance

1266

00:48:36,150 --> 00:48:34,400

of many factors that tries to help the

1267

00:48:38,150 --> 00:48:36,160

decision or help

1268

00:48:39,670 --> 00:48:38,160

make that decision right um in this

1269

00:48:41,030 --> 00:48:39,680

particular case

1270

00:48:42,630 --> 00:48:41,040

well okay

1271

00:48:44,790 --> 00:48:42,640

there's a there's a kind of a right

1272

00:48:46,630 --> 00:48:44,800

making of things

1273

00:48:49,349 --> 00:48:46,640

that i don't think we have a very clear

1274

00:48:50,950 --> 00:48:49,359

idea of in the west i somehow absorbed

1275

00:48:56,950 --> 00:48:50,960

it

1276

00:48:59,190 --> 00:48:56,960

been when i was growing up or something

1277

00:49:01,829 --> 00:48:59,200

right but like

1278

00:49:03,829 --> 00:49:01,839

you want things you want elements that

1279

00:49:05,750 --> 00:49:03,839

harmonize with each other

1280

00:49:08,069 --> 00:49:05,760

to build something

1281

00:49:11,589 --> 00:49:08,079

that is more than the sum of its parts

1282

00:49:14,470 --> 00:49:11,599

right okay so so going back to

1283

00:49:17,910 --> 00:49:14,480

this time slow down effect

1284

00:49:18,870 --> 00:49:17,920

which is in braid um in world six

1285

00:49:21,030 --> 00:49:18,880

uh

1286

00:49:24,549 --> 00:49:21,040

well

1287

00:49:26,230 --> 00:49:24,559

the idea that i had was

1288

00:49:28,150 --> 00:49:26,240

you know i'd originally started with you

1289

00:49:30,309 --> 00:49:28,160

know physics concepts or something so i

1290

00:49:32,309 --> 00:49:30,319

was like oh well maybe there's something

1291

00:49:34,390 --> 00:49:32,319

like a black hole right time effect as

1292

00:49:37,270 --> 00:49:34,400

you get closer to the middle well if you

1293

00:49:40,150 --> 00:49:37,280

know any physics like what's the most

1294

00:49:42,470 --> 00:49:40,160

natural simplest shape of that

1295

00:49:44,630 --> 00:49:42,480

distortion right it's going to be

1296

00:49:45,349 --> 00:49:44,640

spherical or in a 2d world it's going to

1297

00:49:48,470 --> 00:49:45,359

be

1298

00:49:50,470 --> 00:49:48,480

radial with the intensity

1299

00:49:52,630 --> 00:49:50,480

increasing from the center and so if i

1300

00:49:55,829 --> 00:49:52,640

wanted to be like the physical world i

1301
00:49:56,710 --> 00:49:55,839
wanted it to act in that kind of a way

1302
00:49:58,309 --> 00:49:56,720
so

1303
00:50:00,470 --> 00:49:58,319
if i if i have the idea that there's

1304
00:50:01,430 --> 00:50:00,480
this world with this time slow down

1305
00:50:05,030 --> 00:50:01,440
effect

1306
00:50:07,190 --> 00:50:05,040
be natural so i already have this

1307
00:50:09,190 --> 00:50:07,200
picture of something that's circular

1308
00:50:10,470 --> 00:50:09,200
all right so what should be emanating

1309
00:50:12,390 --> 00:50:10,480
this circular

1310
00:50:15,349 --> 00:50:12,400
effect probably something that's also

1311
00:50:18,390 --> 00:50:16,470
well

1312
00:50:20,390 --> 00:50:18,400
what is it that's circular

1313
00:50:21,430 --> 00:50:20,400

but also

1314

00:50:23,670 --> 00:50:21,440

you know

1315

00:50:25,670 --> 00:50:23,680

embedded in this fiction

1316

00:50:28,150 --> 00:50:25,680

that is something about a relationship

1317

00:50:30,150 --> 00:50:28,160

or desired relationship between two

1318

00:50:32,470 --> 00:50:30,160

people right

1319

00:50:35,190 --> 00:50:33,430

well

1320

00:50:37,510 --> 00:50:35,200

so a ring

1321

00:50:41,349 --> 00:50:37,520

made sense and that's a sign of devotion

1322

00:50:43,270 --> 00:50:41,359

to a to a cause which is another element

1323

00:50:45,109 --> 00:50:43,280

of the theme and so there's a way of all

1324

00:50:47,270 --> 00:50:45,119

these things multi-dimensionally coming

1325

00:50:49,510 --> 00:50:47,280

together and making

1326

00:50:51,030 --> 00:50:49,520

like what's the right

1327

00:50:53,030 --> 00:50:51,040

what's the right choice

1328

00:50:55,670 --> 00:50:53,040

so that's really what it's about it's

1329

00:50:57,910 --> 00:50:55,680

it's not really um

1330

00:50:59,589 --> 00:50:57,920

oh i think this would be cool to add to

1331

00:51:01,910 --> 00:50:59,599

the story so i'm going to add this one

1332

00:51:03,670 --> 00:51:01,920

thing it's like it fits into this very

1333

00:51:05,829 --> 00:51:03,680

complex

1334

00:51:08,150 --> 00:51:05,839

webbing of

1335

00:51:09,430 --> 00:51:08,160

of stuff yeah so in that example you

1336

00:51:11,829 --> 00:51:09,440

have the property of time slowing down

1337

00:51:13,829 --> 00:51:11,839

then you're wondering okay well it's

1338

00:51:15,430 --> 00:51:13,839

circular and then what circular that's

1339

00:51:17,030 --> 00:51:15,440

related to this relationship and then

1340

00:51:18,790 --> 00:51:17,040

you also so that's one element that you

1341

00:51:21,109 --> 00:51:18,800

want to relate it to then you also have

1342

00:51:23,030 --> 00:51:21,119

some other elements which most of them

1343

00:51:24,390 --> 00:51:23,040

are probably unconscious but you have

1344

00:51:27,349 --> 00:51:24,400

other elements

1345

00:51:31,990 --> 00:51:27,359

are you consciously trying to relate it

1346

00:51:35,270 --> 00:51:33,510

and when you're doing this like are you

1347

00:51:37,589 --> 00:51:35,280

thinking out loud by speaking to someone

1348

00:51:38,549 --> 00:51:37,599

are you just writing are you going for a

1349

00:51:41,109 --> 00:51:38,559

walk

1350

00:51:43,750 --> 00:51:41,119

obviously i imagine it varies

1351
00:51:46,390 --> 00:51:43,760
yeah i mean broadly speaking what you

1352
00:51:48,710 --> 00:51:46,400
said about maximizing the connections

1353
00:51:50,950 --> 00:51:48,720
feels kind of right to me but not

1354
00:51:53,270 --> 00:51:50,960
entirely right because you can make

1355
00:51:56,150 --> 00:51:53,280
arbitrary meaningless connections too

1356
00:51:58,470 --> 00:51:56,160
and those aren't necessarily good right

1357
00:52:04,069 --> 00:52:01,349
so they're too contrived

1358
00:52:07,670 --> 00:52:04,079
yeah or they don't serve any purpose

1359
00:52:14,549 --> 00:52:07,680
other than being connections

1360
00:52:18,230 --> 00:52:16,390
or they're just about trying to show off

1361
00:52:20,710 --> 00:52:18,240
as opposed to trying to communicate

1362
00:52:22,150 --> 00:52:20,720
something coherent right

1363
00:52:24,630 --> 00:52:22,160

so

1364

00:52:26,950 --> 00:52:24,640

um but but in general

1365

00:52:28,150 --> 00:52:26,960

because because these things are hard to

1366

00:52:30,390 --> 00:52:28,160

do

1367

00:52:32,390 --> 00:52:30,400

then it's usually a sign of success if

1368

00:52:33,670 --> 00:52:32,400

you find a new connection

1369

00:52:35,349 --> 00:52:33,680

that

1370

00:52:38,790 --> 00:52:35,359

makes sense and fits into the scheme of

1371

00:52:42,950 --> 00:52:38,800

what you're trying to do right

1372

00:52:46,950 --> 00:52:45,030

are very difficult to think about

1373

00:52:51,349 --> 00:52:46,960

logically and linearly

1374

00:52:56,790 --> 00:52:53,109

because your logical mind is kind of

1375

00:52:57,589 --> 00:52:56,800

slow right you need leaps of intuition

1376
00:53:02,710 --> 00:52:57,599
to

1377
00:53:05,670 --> 00:53:02,720
then

1378
00:53:07,510 --> 00:53:05,680
keep going and and

1379
00:53:09,750 --> 00:53:07,520
solve solve the rest of this intricate

1380
00:53:13,750 --> 00:53:09,760
problem of how do you make this thing um

1381
00:53:18,069 --> 00:53:17,270
i don't i've i've never controlled them

1382
00:53:21,109 --> 00:53:18,079
right

1383
00:53:23,270 --> 00:53:21,119
they just they show up um

1384
00:53:25,990 --> 00:53:23,280
if i'm in a more receptive state

1385
00:53:29,750 --> 00:53:26,000
they might show up more easily um

1386
00:53:33,270 --> 00:53:29,760
definitely when dancing yeah um there's

1387
00:53:35,510 --> 00:53:33,280
something about that because um

1388
00:53:37,430 --> 00:53:35,520

you know it gives the mind a rest

1389

00:53:39,829 --> 00:53:37,440

because i'm doing these other things

1390

00:53:43,430 --> 00:53:39,839

um but also just

1391

00:53:47,030 --> 00:53:44,870

matters in a certain or not even

1392

00:53:48,630 --> 00:53:47,040

deliberately preparing but you know

1393

00:53:51,349 --> 00:53:48,640

sometimes i do a lot of creative work

1394

00:53:52,390 --> 00:53:51,359

and sometimes i do a lot of um

1395

00:53:54,470 --> 00:53:52,400

just

1396

00:53:56,630 --> 00:53:54,480

technical problem solving work that is

1397

00:53:58,950 --> 00:53:56,640

creative in its own way but not

1398

00:54:01,589 --> 00:53:58,960

the same way i don't think and when i'm

1399

00:54:03,270 --> 00:54:01,599

doing a lot of creative work

1400

00:54:04,309 --> 00:54:03,280

that's the time when i have more of

1401
00:54:08,829 --> 00:54:04,319
those

1402
00:54:08,839 --> 00:54:12,950
um uh

1403
00:54:12,960 --> 00:54:16,230
just dawning of

1404
00:54:22,150 --> 00:54:20,150
good ideas that fit in and help right um

1405
00:54:23,750 --> 00:54:22,160
and other times

1406
00:54:25,829 --> 00:54:23,760
uh when i'm doing just a lot of

1407
00:54:27,430 --> 00:54:25,839
technical work um

1408
00:54:30,390 --> 00:54:27,440
i don't know that probably happens too

1409
00:54:32,069 --> 00:54:30,400
to a degree but um

1410
00:54:33,910 --> 00:54:32,079
not as much like i

1411
00:54:35,670 --> 00:54:33,920
they don't seem to need to be as deep

1412
00:54:37,589 --> 00:54:35,680
when i'm like trying to figure out a

1413
00:54:38,390 --> 00:54:37,599

technical system

1414

00:54:40,630 --> 00:54:38,400

you know

1415

00:54:42,470 --> 00:54:40,640

in the witness there are plenty of

1416

00:54:46,150 --> 00:54:42,480

what look like tetris pieces and then

1417

00:54:49,430 --> 00:54:47,510

you have to draw outlines of some of

1418

00:54:51,510 --> 00:54:49,440

those pieces how are those related

1419

00:54:52,390 --> 00:54:51,520

thematically i know that you don't care

1420

00:54:54,630 --> 00:54:52,400

well

1421

00:54:56,549 --> 00:54:54,640

yeah is not the predominant factor in

1422

00:54:58,309 --> 00:54:56,559

your mind well the other thing is i'm

1423

00:55:02,309 --> 00:54:58,319

never gonna sit here and tell you really

1424

00:55:03,349 --> 00:55:02,319

what a game is about because

1425

00:55:05,030 --> 00:55:03,359

uh

1426

00:55:07,510 --> 00:55:05,040

first like i feel

1427

00:55:09,109 --> 00:55:07,520

it's not really possible to say that

1428

00:55:11,349 --> 00:55:09,119

like that's something that i felt from a

1429

00:55:12,710 --> 00:55:11,359

very young age and

1430

00:55:14,470 --> 00:55:12,720

it took me a while to realize most

1431

00:55:17,270 --> 00:55:14,480

people don't feel that way

1432

00:55:19,109 --> 00:55:17,280

um but it feels like

1433

00:55:20,870 --> 00:55:19,119

actually somebody was asking me last

1434

00:55:22,950 --> 00:55:20,880

night um

1435

00:55:24,549 --> 00:55:22,960

hey what

1436

00:55:26,230 --> 00:55:24,559

what do you think of this particular

1437

00:55:27,829 --> 00:55:26,240

director's movie or whatever and i'm

1438

00:55:29,910 --> 00:55:27,839

like

1439

00:55:31,030 --> 00:55:29,920

it's offensive for me to

1440

00:55:33,510 --> 00:55:31,040

say

1441

00:55:35,190 --> 00:55:33,520

what i think of it in that way because

1442

00:55:36,950 --> 00:55:35,200

it's actually a very deep thing that he

1443

00:55:38,710 --> 00:55:36,960

obviously cared about very much and it's

1444

00:55:41,430 --> 00:55:38,720

this

1445

00:55:44,309 --> 00:55:41,440

subtle you know multi-dimensional

1446

00:55:46,630 --> 00:55:44,319

expression and i i can't like what that

1447

00:55:47,510 --> 00:55:46,640

thing is i can't like

1448

00:55:58,870 --> 00:55:47,520

say

1449

00:56:03,030 --> 00:56:00,549

paying less respect than it deserves

1450

00:56:04,870 --> 00:56:03,040

before i even get to the point where

1451

00:56:07,109 --> 00:56:04,880

um

1452

00:56:09,270 --> 00:56:07,119

where uh

1453

00:56:11,510 --> 00:56:09,280

where i do that well or not right and

1454

00:56:13,430 --> 00:56:11,520

i'm not going to do the best job i'm

1455

00:56:15,510 --> 00:56:13,440

unsure about the example that you're

1456

00:56:17,589 --> 00:56:15,520

thinking about but is it with regard to

1457

00:56:19,829 --> 00:56:17,599

blame or praise

1458

00:56:21,510 --> 00:56:19,839

like evaluating the movies to being good

1459

00:56:24,710 --> 00:56:21,520

no i mean it's more about just saying

1460

00:56:25,829 --> 00:56:24,720

what they're what what are they about

1461

00:56:27,430 --> 00:56:25,839

um

1462

00:56:29,270 --> 00:56:27,440

why is that offensive

1463

00:56:31,349 --> 00:56:29,280

or doing a disservice to the filmmaker

1464

00:56:33,030 --> 00:56:31,359

or to whoever was the artist why can't

1465

00:56:34,309 --> 00:56:33,040

you say well here's what i think it's

1466

00:56:36,309 --> 00:56:34,319

about what do you think it's about and

1467

00:56:37,990 --> 00:56:36,319

then you have a conversation and perhaps

1468

00:56:40,870 --> 00:56:38,000

the artist intended for you to have a

1469

00:56:45,829 --> 00:56:40,880

conversation why is being silent

1470

00:56:50,069 --> 00:56:47,750

this is a hard question because on the

1471

00:56:51,910 --> 00:56:50,079

one hand it's very obvious to me

1472

00:56:53,349 --> 00:56:51,920

and on the other hand i don't

1473

00:56:55,270 --> 00:56:53,359

i haven't ever really tried to

1474

00:56:57,030 --> 00:56:55,280

articulate this with people so i don't

1475

00:57:05,910 --> 00:56:57,040

just i don't have spit it's all right

1476
00:57:09,589 --> 00:57:07,589
you're among friends the audience loves

1477
00:57:12,549 --> 00:57:09,599
yeah so let me relate this back to what

1478
00:57:14,069 --> 00:57:12,559
i try to do a little bit

1479
00:57:16,390 --> 00:57:14,079
because i can't i can't really speak for

1480
00:57:17,750 --> 00:57:16,400
other people of course other artists

1481
00:57:23,430 --> 00:57:17,760
making things

1482
00:57:27,430 --> 00:57:25,270
okay there's this idea that i was taught

1483
00:57:29,270 --> 00:57:27,440
in in grade school

1484
00:57:30,470 --> 00:57:29,280
about fiction

1485
00:57:33,670 --> 00:57:30,480
you know like you're supposed to read

1486
00:57:34,789 --> 00:57:33,680
the fiction and you do your book report

1487
00:57:36,390 --> 00:57:34,799
and

1488
00:57:38,710 --> 00:57:36,400

um

1489

00:57:40,630 --> 00:57:38,720

what i was taught was that works of

1490

00:57:42,789 --> 00:57:40,640

fiction have

1491

00:57:44,069 --> 00:57:42,799

messages in them like morals or

1492

00:57:45,990 --> 00:57:44,079

something

1493

00:57:47,670 --> 00:57:46,000

and

1494

00:57:49,190 --> 00:57:47,680

sometimes they're buried in their like

1495

00:57:51,030 --> 00:57:49,200

secret messages that you have to

1496

00:57:52,549 --> 00:57:51,040

interpret right and then and then you

1497

00:57:55,190 --> 00:57:52,559

get it and then you can write it in your

1498

00:57:58,069 --> 00:57:55,200

book report and

1499

00:57:59,349 --> 00:57:58,079

these are overly simplistic

1500

00:58:07,750 --> 00:57:59,359

and the reason they are overly

1501

00:58:12,470 --> 00:58:09,589

they're overly simplistic for the work

1502

00:58:13,510 --> 00:58:12,480

of of many artists not all like some

1503

00:58:15,589 --> 00:58:13,520

artists

1504

00:58:18,069 --> 00:58:15,599

and this is actually very popular today

1505

00:58:20,150 --> 00:58:18,079

i would say um

1506

00:58:22,230 --> 00:58:20,160

like you know today a lot of politically

1507

00:58:24,230 --> 00:58:22,240

motivated things are written right and

1508

00:58:25,670 --> 00:58:24,240

if you want to write a work with a

1509

00:58:28,230 --> 00:58:25,680

political message

1510

00:58:29,270 --> 00:58:28,240

that can be stated plainly like

1511

00:58:30,950 --> 00:58:29,280

you know

1512

00:58:33,190 --> 00:58:30,960

um

1513

00:58:34,710 --> 00:58:33,200

you know communism is good or something

1514

00:58:36,549 --> 00:58:34,720

and if you don't like communism you're

1515

00:58:38,710 --> 00:58:36,559

bad

1516

00:58:40,150 --> 00:58:38,720

then you can make some fiction that

1517

00:58:42,390 --> 00:58:40,160

illustrates that and then you can say

1518

00:58:44,789 --> 00:58:42,400

that that's what that's about but that's

1519

00:58:46,549 --> 00:58:44,799

not the school of art that i'm in

1520

00:58:48,950 --> 00:58:46,559

and and that's really not the school of

1521

00:58:52,470 --> 00:58:48,960

art that a number of people are in right

1522

00:58:55,030 --> 00:58:52,480

and so the school of art that i'm in is

1523

00:58:57,349 --> 00:58:55,040

art is

1524

00:59:00,870 --> 00:58:57,359

like good art that is worth me spending

1525

00:59:02,710 --> 00:59:00,880

my time well okay i'm not the judge like

1526

00:59:04,390 --> 00:59:02,720

thinking your own art is good is pompous

1527

00:59:07,349 --> 00:59:04,400

right but obviously i'm trying to make

1528

00:59:08,630 --> 00:59:07,359

it good okay that's why you work hard on

1529

00:59:10,870 --> 00:59:08,640

these things right don't worry about the

1530

00:59:17,430 --> 00:59:10,880

disclaimer so i'm trying to make it good

1531

00:59:22,549 --> 00:59:19,990

it has to be about something that i

1532

00:59:23,670 --> 00:59:22,559

don't completely have a grasp of

1533

00:59:26,390 --> 00:59:23,680

right

1534

00:59:27,829 --> 00:59:26,400

if i can sit here and say

1535

00:59:29,829 --> 00:59:27,839

uh

1536

00:59:31,270 --> 00:59:29,839

the moral of the story is always look

1537

00:59:33,510 --> 00:59:31,280

before you leap and that's what this

1538

00:59:35,030 --> 00:59:33,520

piece of art is about or whatever

1539

00:59:36,309 --> 00:59:35,040

um

1540

00:59:38,789 --> 00:59:36,319

that's

1541

00:59:41,349 --> 00:59:38,799

not interesting enough to me to spend

1542

00:59:43,829 --> 00:59:41,359

years of my life like grappling very

1543

00:59:46,470 --> 00:59:43,839

tightly with something and and trying to

1544

00:59:48,230 --> 00:59:46,480

figure it out right so what

1545

00:59:50,230 --> 00:59:48,240

when i make a game that's built around

1546

00:59:53,030 --> 00:59:50,240

something it's because i'm reaching a

1547

00:59:55,750 --> 00:59:53,040

little bit it's like here's a direction

1548

00:59:57,270 --> 00:59:55,760

that i find interesting and fascinating

1549

00:59:58,870 --> 00:59:57,280

and

1550

01:00:00,950 --> 00:59:58,880

there's something that's a little bit

1551
01:00:03,670 --> 01:00:00,960
beyond my grasp in this direction and

1552
01:00:06,390 --> 01:00:03,680
the function of art

1553
01:00:08,390 --> 01:00:06,400
is to somehow help with that

1554
01:00:10,630 --> 01:00:08,400
right

1555
01:00:12,390 --> 01:00:10,640
um

1556
01:00:15,510 --> 01:00:12,400
you know there's the old parable of

1557
01:00:17,430 --> 01:00:15,520
pointing at the moon and

1558
01:00:18,230 --> 01:00:17,440
you know i'm sure you've heard this one

1559
01:00:19,349 --> 01:00:18,240
right

1560
01:00:20,230 --> 01:00:19,359
um

1561
01:00:22,630 --> 01:00:20,240
it's

1562
01:00:24,870 --> 01:00:22,640
i i'm gonna butcher it because i don't

1563
01:00:26,710 --> 01:00:24,880

really remember it but um you know it's

1564

01:00:28,390 --> 01:00:26,720

it's a metaphor for

1565

01:00:31,109 --> 01:00:28,400

enlightenment right and

1566

01:00:32,309 --> 01:00:31,119

the guru is pointing at the moon

1567

01:00:33,829 --> 01:00:32,319

and

1568

01:00:36,870 --> 01:00:33,839

the initiate is

1569

01:00:38,470 --> 01:00:36,880

looking and seeing the the finger right

1570

01:00:39,510 --> 01:00:38,480

and thinking he's talking about his

1571

01:00:40,829 --> 01:00:39,520

finger

1572

01:00:42,390 --> 01:00:40,839

right and

1573

01:00:43,510 --> 01:00:42,400

so

1574

01:00:45,750 --> 01:00:43,520

um

1575

01:00:47,030 --> 01:00:45,760

what i'm speaking about now is is in a

1576
01:00:50,470 --> 01:00:47,040
smaller

1577
01:00:53,030 --> 01:00:50,480
grappling than that

1578
01:01:05,430 --> 01:00:53,040
um but

1579
01:01:11,510 --> 01:01:08,309
like like in some sense

1580
01:01:13,589 --> 01:01:11,520
if i'm gonna engage in this act of of

1581
01:01:15,349 --> 01:01:13,599
communication of of this

1582
01:01:16,870 --> 01:01:15,359
multi-dimensional putting all this stuff

1583
01:01:18,710 --> 01:01:16,880
together and giving it to you and say

1584
01:01:19,750 --> 01:01:18,720
here look at this right

1585
01:01:21,750 --> 01:01:19,760
um

1586
01:01:23,589 --> 01:01:21,760
it's gonna be about whatever is the most

1587
01:01:24,549 --> 01:01:23,599
important thing that i know to make it

1588
01:01:28,950 --> 01:01:24,559

about

1589

01:01:31,349 --> 01:01:28,960

are unresolved for me

1590

01:01:33,030 --> 01:01:31,359

in in

1591

01:01:35,510 --> 01:01:33,040

the biggest sphere

1592

01:01:37,030 --> 01:01:35,520

of contention possible that i know how

1593

01:01:39,750 --> 01:01:37,040

to

1594

01:01:41,990 --> 01:01:39,760

approach in any reasonable way and so

1595

01:01:43,750 --> 01:01:42,000

i can't even

1596

01:01:45,670 --> 01:01:43,760

really like if i were to sit down and

1597

01:01:47,030 --> 01:01:45,680

tell you like what the witness is about

1598

01:01:48,630 --> 01:01:47,040

i'm picking that one because it's a

1599

01:01:50,309 --> 01:01:48,640

bigger game than braid by like a lot

1600

01:01:55,430 --> 01:01:50,319

right it's got way more stuff in it we

1601
01:02:01,750 --> 01:01:58,470
i can't even satisfyingly tell you

1602
01:02:05,109 --> 01:02:03,589
because it's not really verbalizable to

1603
01:02:06,870 --> 01:02:05,119
me the most important parts of it are

1604
01:02:08,309 --> 01:02:06,880
not verbalizable to me so the best that

1605
01:02:09,910 --> 01:02:08,319
i can do

1606
01:02:12,390 --> 01:02:09,920
and when i say so

1607
01:02:14,789 --> 01:02:12,400
so verbalizable that's linguistic

1608
01:02:17,190 --> 01:02:14,799
communication right but then part of the

1609
01:02:19,510 --> 01:02:17,200
reason i'm interested in video games is

1610
01:02:20,950 --> 01:02:19,520
there's this other kind of communication

1611
01:02:23,589 --> 01:02:20,960
that

1612
01:02:25,990 --> 01:02:23,599
mentioned

1613
01:02:28,630 --> 01:02:26,000

and and that gives you another sort of

1614

01:02:30,950 --> 01:02:28,640

piece of structure that you can use

1615

01:02:32,829 --> 01:02:30,960

and so maybe you can put together enough

1616

01:02:34,549 --> 01:02:32,839

pieces of structure

1617

01:02:36,710 --> 01:02:34,559

to

1618

01:02:39,270 --> 01:02:36,720

go around the thing you can't quite

1619

01:02:41,029 --> 01:02:39,280

handle or point at it or

1620

01:02:41,829 --> 01:02:41,039

something like that right and so that's

1621

01:02:44,230 --> 01:02:41,839

what

1622

01:02:48,630 --> 01:02:44,240

these processes are like to me

1623

01:02:48,640 --> 01:02:53,349

so

1624

01:03:02,950 --> 01:02:54,470

how

1625

01:03:05,910 --> 01:03:02,960

somebody else's thing is about if it's

1626

01:03:08,710 --> 01:03:05,920

if it's something that was

1627

01:03:12,309 --> 01:03:08,720

made in that

1628

01:03:15,029 --> 01:03:12,319

light right in that in that manner of of

1629

01:03:18,230 --> 01:03:15,039

action um you know if i want to tell you

1630

01:03:20,309 --> 01:03:18,240

what like avengers infinity war is about

1631

01:03:22,309 --> 01:03:20,319

like that's not very hard but i also

1632

01:03:23,430 --> 01:03:22,319

don't care that much about that movie

1633

01:03:24,309 --> 01:03:23,440

right

1634

01:03:26,309 --> 01:03:24,319

so

1635

01:03:29,990 --> 01:03:26,319

um

1636

01:03:33,829 --> 01:03:31,829

you know so so

1637

01:03:36,069 --> 01:03:33,839

i like a couple of david lynch's movies

1638

01:03:37,349 --> 01:03:36,079

really a lot right and so i'm not gonna

1639

01:03:40,789 --> 01:03:37,359

try to get an interview with them

1640

01:03:42,309 --> 01:03:40,799

actually oh yeah that might be hard

1641

01:03:46,710 --> 01:03:42,319

but but the point is

1642

01:03:46,720 --> 01:03:50,789

inappropriate and somewhat

1643

01:03:53,510 --> 01:03:52,390

belittling not belittling because

1644

01:03:59,349 --> 01:03:53,520

belittling would mean that you

1645

01:04:03,670 --> 01:04:01,190

disrespectful and

1646

01:04:05,109 --> 01:04:03,680

not acknowledging of what is there in

1647

01:04:06,150 --> 01:04:05,119

order to

1648

01:04:08,150 --> 01:04:06,160

say

1649

01:04:09,430 --> 01:04:08,160

oh the movie mulholland drive is about

1650

01:04:12,390 --> 01:04:09,440

the following thing and write a

1651
01:04:14,950 --> 01:04:12,400
paragraph like that just doesn't work it

1652
01:04:16,309 --> 01:04:14,960
just doesn't work

1653
01:04:18,549 --> 01:04:16,319
sorry i feel like i've gone on about

1654
01:04:20,390 --> 01:04:18,559
this for a long time no that's fine you

1655
01:04:22,150 --> 01:04:20,400
actually remind me i was listening to a

1656
01:04:25,270 --> 01:04:22,160
conversation with you

1657
01:04:26,870 --> 01:04:25,280
speaking about art and i

1658
01:04:29,510 --> 01:04:26,880
have similar feelings with regard to

1659
01:04:31,510 --> 01:04:29,520
modern art i'm not a fan of modern art

1660
01:04:33,430 --> 01:04:31,520
i'm really not either

1661
01:04:34,069 --> 01:04:33,440
at least for me the reason it's somewhat

1662
01:04:37,109 --> 01:04:34,079
of

1663
01:04:38,390 --> 01:04:37,119

it's somewhat like carl jung reasons

1664

01:04:41,670 --> 01:04:38,400

although i don't know if he comments it

1665

01:04:44,549 --> 01:04:41,680

on modern art but he would call what you

1666

01:04:46,470 --> 01:04:44,559

he would make a delineation that

1667

01:04:48,710 --> 01:04:46,480

art that you described initially is

1668

01:04:50,470 --> 01:04:48,720

propaganda art so it's art following

1669

01:04:52,230 --> 01:04:50,480

one's own construction

1670

01:04:55,190 --> 01:04:52,240

and then the other type of art it's the

1671

01:04:57,670 --> 01:04:55,200

exploration of the unknown yes and when

1672

01:04:58,549 --> 01:04:57,680

i see modern art

1673

01:05:00,789 --> 01:04:58,559

it's

1674

01:05:02,789 --> 01:05:00,799

people making a statement and i don't

1675

01:05:04,630 --> 01:05:02,799

think art should be about

1676

01:05:05,910 --> 01:05:04,640

you shouldn't as the artist you

1677

01:05:08,950 --> 01:05:05,920

shouldn't know what it's about while

1678

01:05:11,029 --> 01:05:08,960

you're creating it you could post

1679

01:05:12,549 --> 01:05:11,039

post hoc come up with what it's about

1680

01:05:14,630 --> 01:05:12,559

but you shouldn't while you're creating

1681

01:05:15,990 --> 01:05:14,640

it say this is going to be about so and

1682

01:05:19,270 --> 01:05:16,000

so because

1683

01:05:20,390 --> 01:05:19,280

at least from one perspective true art

1684

01:05:26,950 --> 01:05:20,400

is

1685

01:05:29,430 --> 01:05:26,960

wrong or past

1686

01:05:30,870 --> 01:05:29,440

this domain that you

1687

01:05:34,230 --> 01:05:30,880

or passed your

1688

01:05:38,950 --> 01:05:34,240

or past your existing knowledge set

1689

01:05:39,910 --> 01:05:38,960

yeah i mean i think that if you haven't

1690

01:05:44,309 --> 01:05:39,920

if the

1691

01:05:46,390 --> 01:05:44,319

uh

1692

01:05:48,630 --> 01:05:46,400

developed you as a person in some way

1693

01:05:49,589 --> 01:05:48,640

maybe it wasn't that good

1694

01:05:52,390 --> 01:05:49,599

right

1695

01:05:53,589 --> 01:05:52,400

um i do think so modern art i don't have

1696

01:05:54,710 --> 01:05:53,599

much

1697

01:05:55,829 --> 01:05:54,720

interest in

1698

01:05:57,910 --> 01:05:55,839

um

1699

01:06:00,789 --> 01:05:57,920

or contemporary art i should say right

1700

01:06:01,910 --> 01:06:00,799

like um modern art means like a school

1701

01:06:06,069 --> 01:06:01,920

of

1702

01:06:09,029 --> 01:06:06,079

art that was a certain thing um

1703

01:06:11,029 --> 01:06:09,039

i like art museums turned into like

1704

01:06:12,309 --> 01:06:11,039

fashion galleries at some point and they

1705

01:06:14,630 --> 01:06:12,319

sort of became

1706

01:06:17,270 --> 01:06:14,640

so there's this element that has been in

1707

01:06:20,069 --> 01:06:17,280

art for all of history which is

1708

01:06:21,589 --> 01:06:20,079

here's an idea that was encapsulated in

1709

01:06:23,109 --> 01:06:21,599

this thing and it was an idea that

1710

01:06:25,910 --> 01:06:23,119

nobody had really

1711

01:06:26,950 --> 01:06:25,920

done before or had executed on it quite

1712

01:06:27,990 --> 01:06:26,960

this way

1713

01:06:29,190 --> 01:06:28,000

and so

1714

01:06:32,069 --> 01:06:29,200

you know

1715

01:06:33,829 --> 01:06:32,079

therefore

1716

01:06:35,190 --> 01:06:33,839

like somehow those ideas became

1717

01:06:35,910 --> 01:06:35,200

fetishized

1718

01:06:41,349 --> 01:06:35,920

and

1719

01:06:43,589 --> 01:06:41,359

it's very easy to like

1720

01:06:45,589 --> 01:06:43,599

make a canvas or some juxtaposition of

1721

01:06:48,230 --> 01:06:45,599

objects that like

1722

01:06:50,309 --> 01:06:48,240

has some idea in it maybe the idea is

1723

01:06:51,510 --> 01:06:50,319

not very good but but that seems to be

1724

01:06:53,190 --> 01:06:51,520

all that people care about in

1725

01:06:55,750 --> 01:06:53,200

contemporary art now and there are just

1726

01:06:57,589 --> 01:06:55,760

things like

1727

01:06:59,430 --> 01:06:57,599

like skill matters

1728

01:07:00,870 --> 01:06:59,440

you know and i think that's been lost

1729

01:07:02,789 --> 01:07:00,880

like if you look at these renaissance

1730

01:07:04,870 --> 01:07:02,799

paintings of like

1731

01:07:06,870 --> 01:07:04,880

people who

1732

01:07:09,029 --> 01:07:06,880

obviously devoted a great deal of time

1733

01:07:11,510 --> 01:07:09,039

and energy to be able to paint beautiful

1734

01:07:12,630 --> 01:07:11,520

things right and then when you execute a

1735

01:07:15,109 --> 01:07:12,640

work

1736

01:07:16,710 --> 01:07:15,119

using the skill that is a result of all

1737

01:07:17,589 --> 01:07:16,720

that time and energy

1738

01:07:19,589 --> 01:07:17,599

um

1739

01:07:20,470 --> 01:07:19,599

it's devotional in a certain way it's

1740

01:07:23,670 --> 01:07:20,480

like

1741

01:07:26,150 --> 01:07:23,680

it adds to the

1742

01:07:27,349 --> 01:07:26,160

magnitude of the expression

1743

01:07:32,549 --> 01:07:27,359

um

1744

01:07:33,589 --> 01:07:32,559

like you've got skin in the game now

1745

01:07:35,670 --> 01:07:33,599

right

1746

01:07:37,589 --> 01:07:35,680

why do you think it is that now skill

1747

01:07:39,589 --> 01:07:37,599

doesn't seem to matter as much

1748

01:07:43,430 --> 01:07:39,599

well again i think because it's fashion

1749

01:07:45,349 --> 01:07:43,440

right they just want new stuff to put it

1750

01:07:46,390 --> 01:07:45,359

it's a social scene

1751

01:07:49,589 --> 01:07:46,400

right

1752

01:07:50,870 --> 01:07:49,599

um like most people don't really go

1753

01:07:54,870 --> 01:07:50,880

to

1754

01:07:58,390 --> 01:07:56,870

more than once or twice out of their own

1755

01:08:00,069 --> 01:07:58,400

interest right it because what's in

1756

01:08:01,270 --> 01:08:00,079

there is not really relevant to most

1757

01:08:04,390 --> 01:08:01,280

people but

1758

01:08:06,230 --> 01:08:04,400

if you want either to be in the scene of

1759

01:08:08,549 --> 01:08:06,240

people who are really into contemporary

1760

01:08:10,630 --> 01:08:08,559

art that's one function or if you want

1761

01:08:13,029 --> 01:08:10,640

to signal to other people that like i'm

1762

01:08:14,710 --> 01:08:13,039

sophisticated therefore i go to this art

1763

01:08:17,829 --> 01:08:14,720

gallery that's another function of it

1764

01:08:20,070 --> 01:08:17,839

but yeah i think it's actually um i

1765

01:08:22,149 --> 01:08:20,080

don't know it's not it's not completely

1766

01:08:23,669 --> 01:08:22,159

a write-off like you can go

1767

01:08:25,669 --> 01:08:23,679

into some place like that and find a

1768

01:08:27,829 --> 01:08:25,679

couple things that are interesting but

1769

01:08:29,510 --> 01:08:27,839

it's i don't think i have not been able

1770

01:08:31,749 --> 01:08:29,520

to find

1771

01:08:32,470 --> 01:08:31,759

interest in most of it right

1772

01:08:35,590 --> 01:08:32,480

and

1773

01:08:37,669 --> 01:08:35,600

for me when i go to a gallery

1774

01:08:40,630 --> 01:08:37,679

if i look at let's say renaissance art

1775

01:08:43,110 --> 01:08:40,640

some of it makes me want to cry and drop

1776

01:08:44,789 --> 01:08:43,120

to my knees and how

1777

01:08:46,870 --> 01:08:44,799

first of all gorgeous it is how much

1778

01:08:49,349 --> 01:08:46,880

mastery there is in

1779

01:08:50,870 --> 01:08:49,359

almost every square inch

1780

01:08:53,749 --> 01:08:50,880

and then if i look at

1781

01:08:56,709 --> 01:08:53,759

a piece of modern art it's as if

1782

01:08:57,990 --> 01:08:56,719

the amount of skill it's like

1783

01:09:00,309 --> 01:08:58,000

like i was saying it's more about the

1784

01:09:03,110 --> 01:09:00,319

commentary than it is about the piece

1785

01:09:05,990 --> 01:09:03,120

yeah and none of it makes me

1786

01:09:06,950 --> 01:09:06,000

want to weep let's say or think man that

1787

01:09:09,030 --> 01:09:06,960

it

1788

01:09:10,229 --> 01:09:09,040

sometimes that's creative and i like

1789

01:09:11,749 --> 01:09:10,239

that because

1790

01:09:14,149 --> 01:09:11,759

like i mentioned from you i like playing

1791

01:09:15,990 --> 01:09:14,159

with the form so i do like let's say

1792

01:09:18,470 --> 01:09:16,000

something simple like uh

1793

01:09:21,749 --> 01:09:18,480

a painting is meant to be seen at an

1794

01:09:23,510 --> 01:09:21,759

angle so it's a skew but it makes sense

1795

01:09:25,030 --> 01:09:23,520

because it's

1796

01:09:27,349 --> 01:09:25,040

so like if you look okay you get the

1797

01:09:29,189 --> 01:09:27,359

idea yeah so i like that but it rarely

1798

01:09:33,269 --> 01:09:29,199

evokes something in me

1799

01:09:35,349 --> 01:09:33,279

yeah i feel like we are we are in

1800

01:09:36,870 --> 01:09:35,359

times that are a little bit dark when it

1801
01:09:42,870 --> 01:09:36,880
comes to art

1802
01:09:46,309 --> 01:09:44,550
like the current educational

1803
01:09:48,950 --> 01:09:46,319
institutions right

1804
01:09:50,709 --> 01:09:48,960
have all kinds of reasons about why

1805
01:09:52,870 --> 01:09:50,719
our current

1806
01:09:54,709 --> 01:09:52,880
you know if you like i know some people

1807
01:09:57,270 --> 01:09:54,719
who i could get into an argument with

1808
01:09:59,189 --> 01:09:57,280
these things about where um

1809
01:10:02,470 --> 01:09:59,199
you know they have all sorts of reasons

1810
01:10:04,229 --> 01:10:02,480
why our current way of doing art is the

1811
01:10:05,830 --> 01:10:04,239
most enlightened right because if you go

1812
01:10:07,430 --> 01:10:05,840
back in history like this artist did

1813
01:10:09,430 --> 01:10:07,440

this to show this and that artist did

1814

01:10:12,149 --> 01:10:09,440

that to show that and all of these

1815

01:10:15,510 --> 01:10:12,159

things have an element of truth in them

1816

01:10:19,350 --> 01:10:16,950

but

1817

01:10:21,910 --> 01:10:19,360

there's this thing that human beings do

1818

01:10:26,790 --> 01:10:24,630

they overcompensate and they they take

1819

01:10:28,550 --> 01:10:26,800

things way too far right

1820

01:10:31,030 --> 01:10:28,560

um and i think that's what we've done

1821

01:10:33,270 --> 01:10:31,040

and we haven't

1822

01:10:35,910 --> 01:10:33,280

we haven't properly seen all the things

1823

01:10:37,189 --> 01:10:35,920

that we've given up including

1824

01:10:39,030 --> 01:10:37,199

um

1825

01:10:41,189 --> 01:10:39,040

really the things that make art most

1826
01:10:43,270 --> 01:10:41,199
beautiful like they've been they've been

1827
01:10:44,390 --> 01:10:43,280
abandoned and decided that they're

1828
01:10:45,590 --> 01:10:44,400
arbitrary

1829
01:10:47,430 --> 01:10:45,600
right

1830
01:10:48,870 --> 01:10:47,440
um so

1831
01:10:51,110 --> 01:10:48,880
what would be a better question to ask

1832
01:10:53,030 --> 01:10:51,120
you instead of what did you think let's

1833
01:10:55,430 --> 01:10:53,040
say you were speaking with this person

1834
01:10:56,870 --> 01:10:55,440
last night about a movie instead of this

1835
01:10:58,550 --> 01:10:56,880
person saying what do you think about

1836
01:11:00,070 --> 01:10:58,560
this movie what do you think the artist

1837
01:11:02,310 --> 01:11:00,080
meant what would be a better question

1838
01:11:04,390 --> 01:11:02,320

i'm not very good at how do you feel

1839

01:11:06,790 --> 01:11:04,400

no you know i feel about this movie i

1840

01:11:08,790 --> 01:11:06,800

don't like talking about stuff like that

1841

01:11:10,550 --> 01:11:08,800

after seeing it like at all

1842

01:11:14,950 --> 01:11:10,560

like i would rather just spend time with

1843

01:11:23,430 --> 01:11:17,350

well also because so if you're talking

1844

01:11:26,229 --> 01:11:24,709

you know like maybe you go out to the

1845

01:11:28,390 --> 01:11:26,239

movie and then you go to dinner or

1846

01:11:31,030 --> 01:11:28,400

something afterward and i haven't had

1847

01:11:33,270 --> 01:11:31,040

time to sit with the movie yet i haven't

1848

01:11:34,870 --> 01:11:33,280

really absorbed it yet if it's good i'm

1849

01:11:40,470 --> 01:11:34,880

gonna be

1850

01:11:43,030 --> 01:11:40,480

several days afterward and

1851
01:11:46,229 --> 01:11:44,709
what i would tell you a month from now

1852
01:11:48,390 --> 01:11:46,239
about this movie is different from what

1853
01:11:50,550 --> 01:11:48,400
i would tell you now and maybe it's just

1854
01:11:52,470 --> 01:11:50,560
my personality i mean i'm not saying

1855
01:11:54,470 --> 01:11:52,480
that it's objectively wrong to talk to

1856
01:11:59,590 --> 01:11:54,480
your friend about the movie but

1857
01:12:04,070 --> 01:12:02,149
yet again it feels a little bit

1858
01:12:06,070 --> 01:12:04,080
like i the word that came to mind is

1859
01:12:07,750 --> 01:12:06,080
profane i i don't think that's quite the

1860
01:12:08,950 --> 01:12:07,760
right word but you know i don't mean

1861
01:12:11,030 --> 01:12:08,960
that in like

1862
01:12:14,390 --> 01:12:11,040
the modern sense of like the

1863
01:12:16,550 --> 01:12:14,400

expletives i mean it in like the monks

1864

01:12:18,870 --> 01:12:16,560

something blasphemous about it a little

1865

01:12:20,790 --> 01:12:18,880

bit or not not even quite blasphemous

1866

01:12:24,149 --> 01:12:20,800

but just just

1867

01:12:26,709 --> 01:12:24,159

spoiling something a little bit sacred

1868

01:12:28,790 --> 01:12:26,719

by just messing it up

1869

01:12:29,830 --> 01:12:28,800

um like be smurching it

1870

01:12:31,430 --> 01:12:29,840

yes

1871

01:12:33,430 --> 01:12:31,440

that's how i feel about it and that's

1872

01:12:36,470 --> 01:12:33,440

just my personal

1873

01:12:38,470 --> 01:12:36,480

thing and so i just don't like it

1874

01:12:40,310 --> 01:12:38,480

at all do you like hearing about what

1875

01:12:42,390 --> 01:12:40,320

other people think or you want to sit

1876

01:12:43,510 --> 01:12:42,400

alone with your thoughts well do you

1877

01:12:45,590 --> 01:12:43,520

mean about

1878

01:12:47,510 --> 01:12:45,600

so about movies or video games or any

1879

01:12:48,470 --> 01:12:47,520

piece of art that you experience

1880

01:12:56,390 --> 01:12:48,480

um

1881

01:12:59,990 --> 01:12:57,910

let me tell you the reason i'm asking

1882

01:13:01,830 --> 01:13:00,000

well for one i want to know for myself

1883

01:13:04,070 --> 01:13:01,840

is it necessarily good that i like to

1884

01:13:05,990 --> 01:13:04,080

talk about movies and video games with

1885

01:13:07,830 --> 01:13:06,000

other people or read about other

1886

01:13:10,070 --> 01:13:07,840

people's commentaries such as video game

1887

01:13:12,310 --> 01:13:10,080

reviews so one is a personal question

1888

01:13:14,870 --> 01:13:12,320

and then the second is i'm curious about

1889

01:13:17,110 --> 01:13:14,880

how you view other people talking about

1890

01:13:18,070 --> 01:13:17,120

your games do you not like the way they

1891

01:13:19,590 --> 01:13:18,080

talk about them do you think they

1892

01:13:21,189 --> 01:13:19,600

shouldn't and so on so that's my hidden

1893

01:13:22,390 --> 01:13:21,199

motivation

1894

01:13:23,990 --> 01:13:22,400

yeah i mean

1895

01:13:25,590 --> 01:13:24,000

those are

1896

01:13:26,709 --> 01:13:25,600

two different things

1897

01:13:31,030 --> 01:13:26,719

right

1898

01:13:34,790 --> 01:13:33,030

let's talk about the general video game

1899

01:13:37,430 --> 01:13:34,800

discourse one first

1900

01:13:39,189 --> 01:13:37,440

and i did used to

1901

01:13:42,470 --> 01:13:39,199

back in the 90s when i first got into

1902

01:13:43,590 --> 01:13:42,480

games i used to read game reviews a lot

1903

01:13:46,310 --> 01:13:43,600

um

1904

01:13:47,990 --> 01:13:46,320

and stuff like that but i wasn't really

1905

01:13:49,270 --> 01:13:48,000

approaching them

1906

01:13:51,110 --> 01:13:49,280

with an

1907

01:13:52,950 --> 01:13:51,120

eye to them

1908

01:13:55,110 --> 01:13:52,960

being a very serious art form in the way

1909

01:13:58,950 --> 01:13:55,120

that i am now that's like

1910

01:14:04,709 --> 01:14:02,149

probably in the early 2000s like 2002

1911

01:14:07,750 --> 01:14:04,719

2004

1912

01:14:10,390 --> 01:14:07,760

um and in in some way

1913

01:14:12,950 --> 01:14:10,400

it was that attitude from when i was a

1914

01:14:16,310 --> 01:14:12,960

little younger coming back and finding a

1915

01:14:18,070 --> 01:14:16,320

home i would say in

1916

01:14:20,390 --> 01:14:18,080

my way of doing video game stuff it was

1917

01:14:21,590 --> 01:14:20,400

like oh i see what there is about this

1918

01:14:22,550 --> 01:14:21,600

pursuit

1919

01:14:28,149 --> 01:14:22,560

that

1920

01:14:29,110 --> 01:14:28,159

work very hard i can do a good job with

1921

01:14:30,229 --> 01:14:29,120

right

1922

01:14:37,430 --> 01:14:30,239

so

1923

01:14:38,550 --> 01:14:37,440

i became more serious but but prior to

1924

01:14:40,790 --> 01:14:38,560

that point

1925

01:14:43,030 --> 01:14:40,800

i was just learning about games more

1926

01:14:45,669 --> 01:14:43,040

right and and i was absorbed in this

1927

01:14:48,310 --> 01:14:45,679

popular discourse and so forth right

1928

01:14:50,550 --> 01:14:48,320

but at some point

1929

01:14:52,790 --> 01:14:50,560

i knew enough about them and had thought

1930

01:14:54,310 --> 01:14:52,800

hard enough about them and had developed

1931

01:14:56,870 --> 01:14:54,320

my own

1932

01:15:00,070 --> 01:14:56,880

angle on them enough that

1933

01:15:02,470 --> 01:15:00,080

i don't find the popular discourse very

1934

01:15:05,110 --> 01:15:02,480

satisfying or interesting at all at this

1935

01:15:07,350 --> 01:15:05,120

point and i think there's a lot one of

1936

01:15:09,990 --> 01:15:07,360

those is maybe just

1937

01:15:11,990 --> 01:15:10,000

being older right like after you've had

1938

01:15:13,910 --> 01:15:12,000

so many decades of

1939

01:15:16,229 --> 01:15:13,920

talking about something

1940

01:15:18,229 --> 01:15:16,239

well somebody else who's many decades

1941

01:15:19,990 --> 01:15:18,239

earlier in that process of talking about

1942

01:15:22,550 --> 01:15:20,000

the things just is

1943

01:15:25,750 --> 01:15:22,560

that much earlier in maybe the same

1944

01:15:27,510 --> 01:15:25,760

process right and so

1945

01:15:29,750 --> 01:15:27,520

is there that much reason for me to be

1946

01:15:30,709 --> 01:15:29,760

in that conversation not not really

1947

01:15:32,390 --> 01:15:30,719

right

1948

01:15:33,990 --> 01:15:32,400

um

1949

01:15:35,110 --> 01:15:34,000

but secondly

1950

01:15:37,590 --> 01:15:35,120

like i have

1951

01:15:41,110 --> 01:15:37,600

you know this way of talking about games

1952

01:15:42,790 --> 01:15:41,120

and using them as ways of reflecting

1953

01:15:44,550 --> 01:15:42,800

the universe in

1954

01:15:47,830 --> 01:15:44,560

in particular ways

1955

01:15:50,229 --> 01:15:47,840

is not a very popular way to view video

1956

01:15:52,390 --> 01:15:50,239

games very few people

1957

01:15:55,910 --> 01:15:52,400

in the world see them that way

1958

01:15:57,669 --> 01:15:55,920

and the ones who do

1959

01:15:59,510 --> 01:15:57,679

might well describe what they do in very

1960

01:16:00,870 --> 01:15:59,520

different terms than i describe to you

1961

01:16:02,390 --> 01:16:00,880

and think about them in very different

1962

01:16:04,870 --> 01:16:02,400

terms right so

1963

01:16:07,189 --> 01:16:04,880

um it's kind of lonely territory and

1964

01:16:08,950 --> 01:16:07,199

when you live in lonely territory

1965

01:16:10,550 --> 01:16:08,960

um

1966

01:16:12,870 --> 01:16:10,560

you just see what other think people are

1967

01:16:15,270 --> 01:16:12,880

talking about and it's like well that

1968

01:16:19,030 --> 01:16:15,280

doesn't have much to do with me that's

1969

01:16:22,470 --> 01:16:19,040

not like i you know the people who

1970

01:16:24,310 --> 01:16:22,480

make a game like you know

1971

01:16:27,030 --> 01:16:24,320

call of duty whatever the new one is

1972

01:16:29,030 --> 01:16:27,040

that came out right um

1973

01:16:30,390 --> 01:16:29,040

like that's a video game

1974

01:16:32,790 --> 01:16:30,400

and it does even have some of the

1975

01:16:34,870 --> 01:16:32,800

properties that what i was talking about

1976

01:16:37,110 --> 01:16:34,880

but the company that makes that is in a

1977

01:16:38,950 --> 01:16:37,120

totally different business than i am and

1978

01:16:41,510 --> 01:16:38,960

the people who play that game

1979

01:16:42,630 --> 01:16:41,520

are in to some degree a different

1980

01:16:44,070 --> 01:16:42,640

business

1981

01:16:46,070 --> 01:16:44,080

than the people who play the kinds of

1982

01:16:47,750 --> 01:16:46,080

games that i make right not completely

1983

01:16:49,510 --> 01:16:47,760

right like people can go back and forth

1984

01:16:52,630 --> 01:16:49,520

and play both but they play them for

1985

01:16:54,149 --> 01:16:52,640

different reasons and

1986

01:16:56,870 --> 01:16:54,159

the the difference between those reasons

1987

01:16:58,390 --> 01:16:56,880

is pretty far and so these days

1988

01:17:00,229 --> 01:16:58,400

i do not

1989

01:17:02,630 --> 01:17:00,239

really pay much attention to what people

1990

01:17:04,390 --> 01:17:02,640

say about games even though when i was

1991

01:17:07,990 --> 01:17:04,400

much younger i did and that was

1992

01:17:11,350 --> 01:17:08,000

important in learning i think

1993

01:17:13,430 --> 01:17:11,360

now when it comes to my own stuff

1994

01:17:15,430 --> 01:17:13,440

i'm just not really

1995

01:17:17,030 --> 01:17:15,440

interested at all in fact it's a little

1996

01:17:19,350 --> 01:17:17,040

bit painful and the reason it's a little

1997

01:17:21,590 --> 01:17:19,360

bit painful is taking the example of the

1998

01:17:24,070 --> 01:17:21,600

witness um you know i worked hard on

1999

01:17:25,110 --> 01:17:24,080

that for six and a half years

2000

01:17:27,910 --> 01:17:25,120

right

2001

01:17:30,470 --> 01:17:27,920

and even someone who's smart and like a

2002

01:17:33,270 --> 01:17:30,480

good game reviewer or something who

2003

01:17:34,630 --> 01:17:33,280

comes along and plays the game seriously

2004

01:17:36,070 --> 01:17:34,640

for two weeks

2005

01:17:37,590 --> 01:17:36,080

and pretty much

2006

01:17:38,950 --> 01:17:37,600

plays most of it i mean that's such a

2007

01:17:43,590 --> 01:17:38,960

big game that very few people have

2008

01:17:48,750 --> 01:17:46,310

they have two weeks of experience with

2009

01:17:51,110 --> 01:17:48,760

something that i have

2010

01:17:52,790 --> 01:17:51,120

330 weeks

2011

01:17:58,149 --> 01:17:52,800

thinking about right

2012

01:17:58,159 --> 01:18:02,149

you just can't

2013

01:18:06,950 --> 01:18:04,790

well and

2014

01:18:09,510 --> 01:18:06,960

you know lots of skin in the game and

2015

01:18:11,030 --> 01:18:09,520

like blood and sweat and the person

2016

01:18:13,910 --> 01:18:11,040

writing the review doesn't this is just

2017

01:18:16,310 --> 01:18:13,920

another game that they're they've played

2018

01:18:19,110 --> 01:18:16,320

along with all the others they have very

2019

01:18:21,910 --> 01:18:19,120

little skin in the game and so

2020

01:18:24,830 --> 01:18:21,920

it's this big asymmetry and it makes

2021

01:18:28,390 --> 01:18:24,840

things very uncomfortable

2022

01:18:30,390 --> 01:18:28,400

um and

2023

01:18:32,709 --> 01:18:30,400

for me i don't i don't really want to

2024

01:18:36,390 --> 01:18:32,719

read it you know um

2025

01:18:42,470 --> 01:18:38,709

it doesn't really

2026
01:18:43,270 --> 01:18:42,480
you know

2027
01:18:44,550 --> 01:18:43,280
um

2028
01:18:46,709 --> 01:18:44,560
it doesn't

2029
01:18:49,510 --> 01:18:46,719
like i i know what's in the witness and

2030
01:18:53,030 --> 01:18:49,520
i know what's good and i i know what's

2031
01:18:54,870 --> 01:18:53,040
not good about it um but i doubt

2032
01:18:56,870 --> 01:18:54,880
i doubt that my assessment of what's not

2033
01:18:58,149 --> 01:18:56,880
good about it is going to agree with

2034
01:18:59,430 --> 01:18:58,159
what most people are going to write on

2035
01:19:01,030 --> 01:18:59,440
the internet

2036
01:19:04,550 --> 01:19:01,040
and so therefore

2037
01:19:06,790 --> 01:19:04,560
if my goal is to progress

2038
01:19:08,870 --> 01:19:06,800

i don't necessarily want to

2039

01:19:10,390 --> 01:19:08,880

look that way

2040

01:19:11,830 --> 01:19:10,400

at things

2041

01:19:13,030 --> 01:19:11,840

that don't have much to do with where

2042

01:19:14,550 --> 01:19:13,040

i'm going

2043

01:19:16,070 --> 01:19:14,560

right

2044

01:19:17,830 --> 01:19:16,080

so

2045

01:19:19,990 --> 01:19:17,840

with the witness i read a small number

2046

01:19:21,990 --> 01:19:20,000

of reviews like on the first day and i

2047

01:19:24,310 --> 01:19:22,000

was like yeah i don't need to do this

2048

01:19:27,910 --> 01:19:24,320

this isn't good for me first of all

2049

01:19:34,390 --> 01:19:29,990

it uh

2050

01:19:39,750 --> 01:19:37,910

see where to go for the next thing

2051

01:19:42,310 --> 01:19:39,760

now is it that it doesn't help you at

2052

01:19:44,390 --> 01:19:42,320

all or is it that it's so painful to

2053

01:19:46,149 --> 01:19:44,400

look at that it would hinder you and

2054

01:19:47,750 --> 01:19:46,159

perhaps even mislead you because what

2055

01:19:50,229 --> 01:19:47,760

are the priorities of the reviewer

2056

01:19:51,430 --> 01:19:50,239

aren't yours there's both there's both

2057

01:19:52,870 --> 01:19:51,440

right so

2058

01:19:54,229 --> 01:19:52,880

you know there's all kinds of reviews

2059

01:19:55,669 --> 01:19:54,239

one kind of review is a commercial

2060

01:19:57,110 --> 01:19:55,679

product review

2061

01:19:58,390 --> 01:19:57,120

that's useless to me because i'm not

2062

01:20:00,149 --> 01:19:58,400

making commercial products i

2063

01:20:02,229 --> 01:20:00,159

intentionally make my games less fun

2064

01:20:04,790 --> 01:20:02,239

than they could be quote fun unquote

2065

01:20:06,709 --> 01:20:04,800

right um in order to support other

2066

01:20:09,910 --> 01:20:06,719

aspects of them and so if somebody says

2067

01:20:11,350 --> 01:20:09,920

this game isn't as fun as i wish it was

2068

01:20:14,950 --> 01:20:11,360

i'm like i know

2069

01:20:18,870 --> 01:20:17,030

that's the choice i made when i decide

2070

01:20:21,590 --> 01:20:18,880

you know this isn't avengers infinity

2071

01:20:23,430 --> 01:20:21,600

war right um yeah i get that

2072

01:20:25,189 --> 01:20:23,440

so

2073

01:20:26,470 --> 01:20:25,199

that's one aspect of it now the other

2074

01:20:28,629 --> 01:20:26,480

aspect of it that you mentioned is

2075

01:20:30,870 --> 01:20:28,639

pretty interesting like there is

2076

01:20:34,149 --> 01:20:30,880

like if i work hard on something for six

2077

01:20:35,830 --> 01:20:34,159

and a half years and either people

2078

01:20:39,030 --> 01:20:35,840

dislike it because it's not a commercial

2079

01:20:41,830 --> 01:20:39,040

product or they dislike it because

2080

01:20:43,270 --> 01:20:41,840

it doesn't conform to their idea of what

2081

01:20:45,590 --> 01:20:43,280

the art scene

2082

01:20:47,030 --> 01:20:45,600

in games should be doing right now or

2083

01:20:48,629 --> 01:20:47,040

they just dislike it because they had a

2084

01:20:50,310 --> 01:20:48,639

bad time and it wasn't for them which is

2085

01:20:51,350 --> 01:20:50,320

totally fine right things that i make

2086

01:20:54,229 --> 01:20:51,360

are not

2087

01:20:57,669 --> 01:20:54,239

i don't try to make things for everybody

2088

01:21:02,390 --> 01:21:00,470

there is that aspect of like

2089

01:21:04,070 --> 01:21:02,400

personal pain sometimes like when you

2090

01:21:05,990 --> 01:21:04,080

when you work on something so hard and

2091

01:21:08,149 --> 01:21:06,000

you care about it so much

2092

01:21:10,709 --> 01:21:08,159

and somebody thinks it's

2093

01:21:13,430 --> 01:21:10,719

terrible or you just whatever they say

2094

01:21:15,350 --> 01:21:13,440

mean things about it um

2095

01:21:17,430 --> 01:21:15,360

even if i know intellectually that that

2096

01:21:19,350 --> 01:21:17,440

person is wrong

2097

01:21:22,950 --> 01:21:19,360

and has no standing to be saying these

2098

01:21:25,669 --> 01:21:22,960

things there's you know something about

2099

01:21:26,950 --> 01:21:25,679

the human organism reacting that makes

2100

01:21:29,669 --> 01:21:26,960

it

2101
01:21:31,590 --> 01:21:29,679
to do

2102
01:21:34,950 --> 01:21:31,600
more things

2103
01:21:37,669 --> 01:21:34,960
that could cause criticism right

2104
01:21:38,709 --> 01:21:37,679
and i don't want to be encumbered by

2105
01:21:42,470 --> 01:21:38,719
that

2106
01:21:43,669 --> 01:21:42,480
flinching away from

2107
01:21:45,669 --> 01:21:43,679
um

2108
01:21:47,910 --> 01:21:45,679
whatever right because the next things

2109
01:21:48,709 --> 01:21:47,920
that i do

2110
01:21:53,830 --> 01:21:48,719
um

2111
01:21:57,030 --> 01:21:53,840
about what i choose to do but i'm trying

2112
01:21:58,870 --> 01:21:57,040
hard to make them the

2113
01:22:00,950 --> 01:21:58,880

the best most interesting most important

2114

01:22:03,910 --> 01:22:00,960

things that i know how to do

2115

01:22:07,430 --> 01:22:03,920

and that job is already hard before i

2116

01:22:09,350 --> 01:22:07,440

make it more hard by

2117

01:22:11,510 --> 01:22:09,360

you know

2118

01:22:13,189 --> 01:22:11,520

being hesitant because i felt burned

2119

01:22:14,870 --> 01:22:13,199

because people didn't like something i

2120

01:22:15,750 --> 01:22:14,880

did or whatever right

2121

01:22:17,510 --> 01:22:15,760

and

2122

01:22:18,950 --> 01:22:17,520

this is especially weird in the internet

2123

01:22:21,590 --> 01:22:18,960

age because

2124

01:22:25,110 --> 01:22:23,270

there's just so much more of this kind

2125

01:22:27,510 --> 01:22:25,120

of communication and so much more

2126

01:22:29,430 --> 01:22:27,520

amplification and it's just a well

2127

01:22:31,750 --> 01:22:29,440

understood phenomenon that the negative

2128

01:22:32,950 --> 01:22:31,760

stuff stings more than the positive

2129

01:22:35,030 --> 01:22:32,960

stuff

2130

01:22:37,430 --> 01:22:35,040

helps you right

2131

01:22:41,510 --> 01:22:39,189

like i've heard lots of

2132

01:22:42,629 --> 01:22:41,520

lots of positive feedback

2133

01:22:44,870 --> 01:22:42,639

from

2134

01:22:47,189 --> 01:22:44,880

people who

2135

01:22:49,910 --> 01:22:47,199

you know these games that i've made that

2136

01:22:52,950 --> 01:22:49,920

were very meaningful to them and very

2137

01:22:55,430 --> 01:22:52,960

helpful to them and

2138

01:22:57,350 --> 01:22:55,440

or inspiring or gave them ideas about

2139

01:22:59,110 --> 01:22:57,360

about things all sorts of positive

2140

01:23:02,229 --> 01:22:59,120

things that you could name and those

2141

01:23:06,229 --> 01:23:03,430

all

2142

01:23:08,229 --> 01:23:06,239

certainly make it worth doing this stuff

2143

01:23:09,350 --> 01:23:08,239

but i still mostly remember the negative

2144

01:23:11,270 --> 01:23:09,360

stuff right

2145

01:23:14,390 --> 01:23:11,280

and that's just part of that is that

2146

01:23:15,350 --> 01:23:14,400

that's my job too like when i work on

2147

01:23:17,270 --> 01:23:15,360

something

2148

01:23:18,870 --> 01:23:17,280

um

2149

01:23:21,110 --> 01:23:18,880

going back to that conversation about

2150

01:23:23,030 --> 01:23:21,120

braid that we had before about

2151
01:23:24,550 --> 01:23:23,040
trying to find

2152
01:23:26,390 --> 01:23:24,560
the best

2153
01:23:27,990 --> 01:23:26,400
forms for certain pieces of the

2154
01:23:31,510 --> 01:23:28,000
expression

2155
01:23:34,149 --> 01:23:31,520
to take in order for it to

2156
01:23:35,030 --> 01:23:34,159
build into this rightly made larger

2157
01:23:37,830 --> 01:23:35,040
thing

2158
01:23:40,470 --> 01:23:37,840
that's hard and it involves actually

2159
01:23:42,870 --> 01:23:40,480
exercising acute judgment

2160
01:23:46,629 --> 01:23:44,790
the developing work

2161
01:23:48,390 --> 01:23:46,639
for years

2162
01:23:50,310 --> 01:23:48,400
and on ideas that come up that maybe

2163
01:23:52,149 --> 01:23:50,320

never make it in or whatever like oh

2164

01:23:55,270 --> 01:23:52,159

that's a stupid idea because it doesn't

2165

01:23:58,310 --> 01:23:55,280

do this and it doesn't do that etc right

2166

01:23:59,510 --> 01:23:58,320

um and my my personal critical voice is

2167

01:24:01,030 --> 01:23:59,520

actually

2168

01:24:02,709 --> 01:24:01,040

uh very

2169

01:24:05,030 --> 01:24:02,719

direct and

2170

01:24:07,030 --> 01:24:05,040

very uncompromising

2171

01:24:09,189 --> 01:24:07,040

um sorry your personal critical voice

2172

01:24:10,950 --> 01:24:09,199

toward yourself

2173

01:24:12,550 --> 01:24:10,960

yeah like when i look at something i'm

2174

01:24:13,830 --> 01:24:12,560

working on and like what do i think of

2175

01:24:15,750 --> 01:24:13,840

it right

2176

01:24:18,070 --> 01:24:15,760

and it's not it's not mean

2177

01:24:20,229 --> 01:24:18,080

it's not unnecessarily harsh it's just

2178

01:24:22,070 --> 01:24:20,239

like look here are the deficiencies of

2179

01:24:25,510 --> 01:24:22,080

this thing here are the things i wish

2180

01:24:29,110 --> 01:24:27,270

if you're going to make something good

2181

01:24:31,110 --> 01:24:29,120

you have to spend most of your time

2182

01:24:33,110 --> 01:24:31,120

thinking about those things

2183

01:24:34,950 --> 01:24:33,120

because

2184

01:24:36,709 --> 01:24:34,960

fixing those things is what makes the

2185

01:24:37,750 --> 01:24:36,719

thing better right

2186

01:24:39,430 --> 01:24:37,760

now

2187

01:24:41,030 --> 01:24:39,440

especially the longer you get into

2188

01:24:43,030 --> 01:24:41,040

development of something

2189

01:24:45,430 --> 01:24:43,040

complicated like this there's all sorts

2190

01:24:47,830 --> 01:24:45,440

of great things about it

2191

01:24:49,270 --> 01:24:47,840

that we succeeded at but if i just sit

2192

01:24:51,030 --> 01:24:49,280

there and spend most of my time

2193

01:24:52,310 --> 01:24:51,040

reflecting on all the great things about

2194

01:24:54,390 --> 01:24:52,320

it it's not really getting better

2195

01:24:56,830 --> 01:24:54,400

because we're not working on the things

2196

01:25:03,430 --> 01:24:56,840

holding it back right and

2197

01:25:07,430 --> 01:25:05,270

sometimes like

2198

01:25:09,750 --> 01:25:07,440

judgment gets a bad rap

2199

01:25:11,350 --> 01:25:09,760

you know like people think being

2200

01:25:13,430 --> 01:25:11,360

judgmental is bad and i think there are

2201

01:25:15,270 --> 01:25:13,440

certain kinds of judgmental that are

2202

01:25:16,470 --> 01:25:15,280

probably

2203

01:25:18,550 --> 01:25:16,480

you know

2204

01:25:20,390 --> 01:25:18,560

not good like being overly judgmental

2205

01:25:22,550 --> 01:25:20,400

about other people

2206

01:25:23,669 --> 01:25:22,560

when you don't know anything about them

2207

01:25:24,470 --> 01:25:23,679

right

2208

01:25:26,709 --> 01:25:24,480

um

2209

01:25:29,350 --> 01:25:26,719

but but judgment actually if you're

2210

01:25:31,590 --> 01:25:29,360

trying to build something

2211

01:25:32,470 --> 01:25:31,600

um

2212

01:25:34,149 --> 01:25:32,480

that

2213

01:25:36,950 --> 01:25:34,159

is very complicated and very hard to

2214

01:25:38,550 --> 01:25:36,960

make then judgment is actually very

2215

01:25:40,390 --> 01:25:38,560

important and very useful and actually

2216

01:25:42,550 --> 01:25:40,400

gives you a positive outlet

2217

01:25:44,390 --> 01:25:42,560

for that part of your mind and then

2218

01:25:47,189 --> 01:25:44,400

maybe it doesn't need

2219

01:25:49,669 --> 01:25:47,199

negative or less less productive outlets

2220

01:25:51,830 --> 01:25:49,679

anymore right

2221

01:25:53,510 --> 01:25:51,840

i hope

2222

01:25:54,550 --> 01:25:53,520

let's get back to that witness puzzle

2223

01:25:56,629 --> 01:25:54,560

question

2224

01:25:58,310 --> 01:25:56,639

about how is it that those tetris pieces

2225

01:26:00,950 --> 01:25:58,320

relate to the larger aspects of the

2226

01:26:03,590 --> 01:26:00,960

witness oh i forgot we left that

2227

01:26:04,950 --> 01:26:03,600

several a while ago in the discussion

2228

01:26:06,870 --> 01:26:04,960

when you were putting that together in a

2229

01:26:09,110 --> 01:26:06,880

similar way that you would

2230

01:26:11,430 --> 01:26:09,120

weigh several factors with regard to the

2231

01:26:13,350 --> 01:26:11,440

ring in braid what are you

2232

01:26:14,229 --> 01:26:13,360

using to come up with okay let's use

2233

01:26:15,750 --> 01:26:14,239

these

2234

01:26:17,750 --> 01:26:15,760

let's come up with a puzzle that looks

2235

01:26:19,910 --> 01:26:17,760

like so and so in braid and witness

2236

01:26:23,830 --> 01:26:19,920

specifically tetris pieces it was pretty

2237

01:26:28,550 --> 01:26:25,189

the goals of the witness are pretty

2238

01:26:28,560 --> 01:26:34,470

what i was trying to do there

2239

01:26:38,790 --> 01:26:35,590

i wanted

2240

01:26:42,070 --> 01:26:38,800

a system of puzzles where

2241

01:26:44,070 --> 01:26:42,080

you start out early in the game

2242

01:26:44,950 --> 01:26:44,080

and you don't know what they mean at all

2243

01:26:47,030 --> 01:26:44,960

right

2244

01:26:49,110 --> 01:26:47,040

and then eventually you figure out what

2245

01:26:51,510 --> 01:26:49,120

they mean without having any verbal

2246

01:26:53,510 --> 01:26:51,520

instruction right that was important and

2247

01:26:54,950 --> 01:26:53,520

so there is communication that's

2248

01:26:57,990 --> 01:26:54,960

happening through the game but it's

2249

01:27:01,270 --> 01:26:58,000

happening in this non-verbal way

2250

01:27:04,950 --> 01:27:02,950

and then

2251

01:27:06,629 --> 01:27:04,960

i wanted there to be a way

2252

01:27:09,669 --> 01:27:06,639

for these puzzles

2253

01:27:12,550 --> 01:27:09,679

to for the theme or the idea of each

2254

01:27:15,669 --> 01:27:12,560

puzzle to interact with each other and

2255

01:27:17,990 --> 01:27:15,679

create combinatoric surprise

2256

01:27:19,990 --> 01:27:18,000

uh and delight of of two different kinds

2257

01:27:22,229 --> 01:27:20,000

one like oh that's interesting what

2258

01:27:24,709 --> 01:27:22,239

happens when i see this kind of thing

2259

01:27:26,950 --> 01:27:24,719

together with this kind of thing it

2260

01:27:28,070 --> 01:27:26,960

makes this new

2261

01:27:29,590 --> 01:27:28,080

uh

2262

01:27:31,990 --> 01:27:29,600

it makes me have to think about it in a

2263

01:27:35,270 --> 01:27:32,000

way that i didn't have to yet right and

2264

01:27:35,280 --> 01:27:38,229

you can use

2265

01:27:43,350 --> 01:27:41,350

the other types of of puzzles

2266

01:27:46,950 --> 01:27:43,360

to

2267

01:27:48,709 --> 01:27:46,960

build surprises like hey you think you

2268

01:27:50,070 --> 01:27:48,719

understand this one completely and how

2269

01:27:51,350 --> 01:27:50,080

it all works

2270

01:27:53,830 --> 01:27:51,360

but

2271

01:27:56,229 --> 01:27:53,840

actually

2272

01:27:58,229 --> 01:27:56,239

when interacting with this other thing

2273

01:27:59,990 --> 01:27:58,239

certain things become important or

2274

01:28:01,590 --> 01:28:00,000

salient that weren't before that you

2275

01:28:04,550 --> 01:28:01,600

didn't have to think about

2276

01:28:06,390 --> 01:28:04,560

and you realize that there's details to

2277

01:28:08,470 --> 01:28:06,400

the way things worked

2278

01:28:09,750 --> 01:28:08,480

that you didn't understand or or that

2279

01:28:11,350 --> 01:28:09,760

you assumed but they're actually

2280

01:28:14,149 --> 01:28:11,360

different from what you assumed right

2281

01:28:21,030 --> 01:28:14,159

and and so that's the broad canvas

2282

01:28:21,040 --> 01:28:28,629

specifically with those

2283

01:28:28,639 --> 01:28:31,830

i was trying to do

2284

01:28:31,840 --> 01:28:40,470

something where

2285

01:28:43,669 --> 01:28:41,750

so the kind of puzzles you're talking

2286

01:28:45,510 --> 01:28:43,679

about they're they're all about

2287

01:28:48,550 --> 01:28:45,520

relatively abstract

2288

01:28:49,830 --> 01:28:48,560

concepts because they take place on

2289

01:28:51,590 --> 01:28:49,840

you know on these little idealized

2290

01:28:53,750 --> 01:28:51,600

puzzle boards you walk around this world

2291

01:28:55,189 --> 01:28:53,760

that has you know trees and buildings in

2292

01:28:57,430 --> 01:28:55,199

it and stuff but then you walk up to a

2293

01:29:00,310 --> 01:28:57,440

little puzzle board and you do it and on

2294

01:29:02,390 --> 01:29:00,320

that puzzle board there's things like

2295

01:29:04,229 --> 01:29:02,400

well there's little dots and you know

2296

01:29:06,310 --> 01:29:04,239

it's not much of a spoiler but like you

2297

01:29:07,590 --> 01:29:06,320

have to draw the line through the dots

2298

01:29:10,310 --> 01:29:07,600

right or

2299

01:29:11,830 --> 01:29:10,320

there's different um

2300

01:29:13,590 --> 01:29:11,840

there's different colors of things and

2301

01:29:16,390 --> 01:29:13,600

oh these ones you have to separate from

2302

01:29:18,229 --> 01:29:16,400

each other right so there's

2303

01:29:20,790 --> 01:29:18,239

and and the question was like what are

2304

01:29:24,470 --> 01:29:20,800

different relations of space that we can

2305

01:29:25,910 --> 01:29:24,480

play with which going back to this idea

2306

01:29:29,350 --> 01:29:25,920

about

2307

01:29:30,790 --> 01:29:29,360

reflecting the universe it's like okay

2308

01:29:33,669 --> 01:29:30,800

even

2309

01:29:35,110 --> 01:29:33,679

this simple idealized notion of space

2310

01:29:38,550 --> 01:29:35,120

like you have in these little puzzle

2311

01:29:39,990 --> 01:29:38,560

grids what are the kinds of things

2312

01:29:41,590 --> 01:29:40,000

that we can do

2313

01:29:44,709 --> 01:29:41,600

that like

2314

01:29:48,070 --> 01:29:44,719

what is suggested by

2315

01:29:50,070 --> 01:29:48,080

this idea of space and what what kind of

2316

01:29:51,030 --> 01:29:50,080

interplay can we have

2317

01:29:52,790 --> 01:29:51,040

in that

2318

01:29:55,830 --> 01:29:52,800

domain and so

2319

01:29:59,510 --> 01:29:57,510

with this puzzle area that you're

2320

01:30:01,830 --> 01:29:59,520

talking about

2321

01:30:04,070 --> 01:30:01,840

um

2322

01:30:05,669 --> 01:30:04,080

you know i'd had the idea of

2323

01:30:06,390 --> 01:30:05,679

separating things

2324

01:30:08,070 --> 01:30:06,400

so

2325

01:30:12,390 --> 01:30:08,080

this one was

2326

01:30:16,790 --> 01:30:15,430

sort of combining things

2327

01:30:18,310 --> 01:30:16,800

but in a different there's there's a

2328

01:30:21,510 --> 01:30:18,320

different thing that's about combining

2329

01:30:23,270 --> 01:30:21,520

things in a different way right

2330

01:30:25,510 --> 01:30:23,280

and

2331

01:30:27,990 --> 01:30:25,520

the question was

2332

01:30:32,870 --> 01:30:28,000

just how to

2333

01:30:32,880 --> 01:30:36,709

and it was just easier

2334

01:30:41,510 --> 01:30:38,950

in the game broadly you know these

2335

01:30:43,430 --> 01:30:41,520

panels you can just have arbitrarily

2336

01:30:45,270 --> 01:30:43,440

shaped things on them but in that area i

2337

01:30:47,350 --> 01:30:45,280

kept it to grids because

2338

01:30:52,229 --> 01:30:47,360

it's just easier to

2339

01:30:55,669 --> 01:30:53,510

because well

2340

01:31:00,629 --> 01:30:55,679

so again going back to math and physics

2341

01:31:05,990 --> 01:31:02,790

a grid is actually very

2342

01:31:07,669 --> 01:31:06,000

natural in a certain way right because

2343

01:31:09,270 --> 01:31:07,679

you have

2344

01:31:11,990 --> 01:31:09,280

when something is two-dimensional that

2345

01:31:14,149 --> 01:31:12,000

means there are exactly two directions

2346

01:31:15,430 --> 01:31:14,159

where going in one of those directions

2347

01:31:18,550 --> 01:31:15,440

means you're not going in the other

2348

01:31:20,229 --> 01:31:18,560

direction at all right there they're

2349

01:31:22,229 --> 01:31:20,239

perpendicular to each other is what we

2350

01:31:24,790 --> 01:31:22,239

call that in 2d or orthogonal in higher

2351

01:31:25,990 --> 01:31:24,800

dimensions right and so

2352

01:31:29,110 --> 01:31:26,000

um

2353

01:31:30,950 --> 01:31:29,120

like a regular grid is in some sense the

2354

01:31:33,350 --> 01:31:30,960

simplest way to divide

2355

01:31:35,350 --> 01:31:33,360

a two-dimensional space i mean certainly

2356

01:31:37,510 --> 01:31:35,360

if it's a euclidean space right

2357

01:31:38,310 --> 01:31:37,520

so

2358

01:31:40,149 --> 01:31:38,320

um

2359

01:31:42,229 --> 01:31:40,159

that that was just that it was about

2360

01:31:44,790 --> 01:31:42,239

playing with this idea and so the fact

2361

01:31:46,310 --> 01:31:44,800

that um

2362

01:31:48,950 --> 01:31:46,320

the fact that they're shaped like

2363

01:31:50,950 --> 01:31:48,960

irregular pieces

2364

01:31:53,510 --> 01:31:50,960

was just a way to give more

2365

01:31:55,669 --> 01:31:53,520

possibilities and more grit

2366

01:31:57,510 --> 01:31:55,679

to that there is of course a little bit

2367

01:32:00,470 --> 01:31:57,520

of a mental callback to earlier video

2368

01:32:02,709 --> 01:32:00,480

games like tetris right but but that's

2369

01:32:06,870 --> 01:32:02,719

like secondary or tertiary right you

2370

01:32:14,470 --> 01:32:09,830

fairly blatant reference

2371

01:32:17,590 --> 01:32:16,070

there's one puzzle that i think of is

2372

01:32:19,590 --> 01:32:17,600

having more to do with tetris but

2373

01:32:21,270 --> 01:32:19,600

probably players don't really

2374

01:32:23,510 --> 01:32:21,280

in reality so

2375

01:32:24,950 --> 01:32:23,520

maybe it's not worth talking about um

2376

01:32:29,430 --> 01:32:24,960

but

2377

01:32:34,629 --> 01:32:31,750

had very little of a fictional element

2378

01:32:36,550 --> 01:32:34,639

to it right and just much more of a

2379

01:32:37,830 --> 01:32:36,560

part of constructing this system of

2380

01:32:41,750 --> 01:32:37,840

interacting

2381

01:32:43,750 --> 01:32:41,760

ideas okay now practically speaking i

2382

01:32:46,149 --> 01:32:43,760

may get into your creative process here

2383

01:32:49,430 --> 01:32:46,159

but do you have a google doc with bullet

2384

01:32:51,430 --> 01:32:49,440

points of all the different types of

2385

01:32:53,750 --> 01:32:51,440

puzzle elements like let's say this one

2386

01:32:55,590 --> 01:32:53,760

was shape delineation then another one

2387

01:32:57,669 --> 01:32:55,600

with apple tree is something like visual

2388

01:32:59,990 --> 01:32:57,679

environmental clue yeah and then another

2389

01:33:01,830 --> 01:33:00,000

one may be audio discernment with the

2390

01:33:03,750 --> 01:33:01,840

birds chirping so then do you have

2391

01:33:05,750 --> 01:33:03,760

spoilers everybody

2392

01:33:06,709 --> 01:33:05,760

so then do you have massive spoilers are

2393

01:33:09,990 --> 01:33:06,719

happening

2394

01:33:11,590 --> 01:33:10,000

so do you have a google doc of a or

2395

01:33:13,189 --> 01:33:11,600

whatever doc of a bullet point of these

2396

01:33:14,709 --> 01:33:13,199

are the types of puzzle elements now as

2397

01:33:16,149 --> 01:33:14,719

i progress through the story i would

2398

01:33:17,990 --> 01:33:16,159

like to include more and more of these

2399

01:33:19,669 --> 01:33:18,000

simultaneously or does that happen

2400

01:33:21,750 --> 01:33:19,679

unconsciously or do you not even care if

2401

01:33:23,910 --> 01:33:21,760

that happens

2402

01:33:25,750 --> 01:33:23,920

it's different depending on where

2403

01:33:28,149 --> 01:33:25,760

you are building the thing right in the

2404

01:33:30,550 --> 01:33:28,159

beginning i'm just like i want to find

2405

01:33:32,950 --> 01:33:30,560

enough ideas that even

2406

01:33:35,510 --> 01:33:32,960

are interesting at all right

2407

01:33:35,520 --> 01:33:38,709

and then

2408

01:33:44,950 --> 01:33:41,510

um like putting things in in a

2409

01:33:46,229 --> 01:33:44,960

spreadsheet or something is not a very

2410

01:33:47,830 --> 01:33:46,239

um

2411

01:33:49,750 --> 01:33:47,840

i mean it helps you list them and

2412

01:33:52,070 --> 01:33:49,760

remember what they are but the thing is

2413

01:33:54,390 --> 01:33:52,080

in games um

2414

01:33:55,990 --> 01:33:54,400

it's much better to just build a very

2415

01:33:58,550 --> 01:33:56,000

early version of the game and so that's

2416

01:34:00,310 --> 01:33:58,560

what i did like from the very i would

2417

01:34:02,390 --> 01:34:00,320

say week

2418

01:34:04,149 --> 01:34:02,400

probably week two or three of

2419

01:34:06,070 --> 01:34:04,159

development of the six and a half year

2420

01:34:07,510 --> 01:34:06,080

project i had some version of the game

2421

01:34:08,790 --> 01:34:07,520

where you could walk around and it was

2422

01:34:10,310 --> 01:34:08,800

really ugly

2423

01:34:12,310 --> 01:34:10,320

not much to look at

2424

01:34:14,470 --> 01:34:12,320

not much there but then if i made new

2425

01:34:16,229 --> 01:34:14,480

puzzles i could just put them there i

2426
01:34:17,590 --> 01:34:16,239
could program them first of all and then

2427
01:34:19,350 --> 01:34:17,600
put them there

2428
01:34:21,430 --> 01:34:19,360
by programming them you see how they

2429
01:34:24,709 --> 01:34:21,440
actually behave and whether there are

2430
01:34:26,229 --> 01:34:24,719
ideas in there that you didn't think of

2431
01:34:29,270 --> 01:34:26,239
right whereas if it's just written in a

2432
01:34:33,669 --> 01:34:31,270
it's not doing anything so you can't see

2433
01:34:35,430 --> 01:34:33,679
what it does right and so that was the

2434
01:34:37,830 --> 01:34:35,440
development process was program new

2435
01:34:42,229 --> 01:34:37,840
puzzles put them in the world if i

2436
01:34:47,430 --> 01:34:43,830
where

2437
01:34:48,950 --> 01:34:47,440
of throw them on the map there and we

2438
01:34:50,790 --> 01:34:48,960

would put walls around it or something

2439

01:34:53,990 --> 01:34:50,800

and figure it out later

2440

01:34:55,510 --> 01:34:54,000

actually i think it's still up

2441

01:34:58,229 --> 01:34:55,520

we have a

2442

01:34:59,590 --> 01:34:58,239

blog that we were doing that whole time

2443

01:35:01,270 --> 01:34:59,600

and it shows

2444

01:35:02,310 --> 01:35:01,280

you can see screenshots of what the game

2445

01:35:04,790 --> 01:35:02,320

looked like

2446

01:35:06,950 --> 01:35:04,800

in this state when it was like very

2447

01:35:09,350 --> 01:35:06,960

plain and ugly and just i believe i was

2448

01:35:10,870 --> 01:35:09,360

following it back then okay

2449

01:35:13,270 --> 01:35:10,880

yeah so

2450

01:35:16,229 --> 01:35:13,280

um that was really the primary method of

2451

01:35:18,470 --> 01:35:16,239

organization of the game really

2452

01:35:20,870 --> 01:35:18,480

you know probably the art team when they

2453

01:35:22,950 --> 01:35:20,880

were working on stuff had probably some

2454

01:35:25,109 --> 01:35:22,960

spreadsheets and stuff about who

2455

01:35:25,830 --> 01:35:25,119

was going to work on what when

2456

01:35:29,030 --> 01:35:25,840

but

2457

01:35:31,430 --> 01:35:29,040

the overall ideas of the game it was

2458

01:35:33,109 --> 01:35:31,440

just there in the game

2459

01:35:34,709 --> 01:35:33,119

and that's still true with with what we

2460

01:35:36,870 --> 01:35:34,719

work on now

2461

01:35:37,830 --> 01:35:36,880

why was it being non-verbal so important

2462

01:35:39,270 --> 01:35:37,840

to you

2463

01:35:41,830 --> 01:35:39,280

this is something like in filmmaking

2464

01:35:43,590 --> 01:35:41,840

there's that is don't tell but show is

2465

01:35:46,149 --> 01:35:43,600

it somehow more pure

2466

01:35:49,030 --> 01:35:46,159

or less pure if you are direct it's

2467

01:35:50,629 --> 01:35:49,040

probably related to the personality

2468

01:35:52,870 --> 01:35:50,639

aspect that i was telling you about

2469

01:35:55,669 --> 01:35:52,880

before where i don't like to talk about

2470

01:36:00,070 --> 01:35:55,679

some things like um

2471

01:36:00,080 --> 01:36:06,310

um

2472

01:36:10,149 --> 01:36:08,550

like speech is very linearizing right

2473

01:36:12,229 --> 01:36:10,159

like it goes whether it's spoken or

2474

01:36:14,149 --> 01:36:12,239

written it goes into a series of words

2475

01:36:16,310 --> 01:36:14,159

that then you listen to

2476
01:36:18,629 --> 01:36:16,320
and rebuild into something non-linear in

2477
01:36:21,189 --> 01:36:18,639
your head right and

2478
01:36:23,510 --> 01:36:21,199
that has a certain bandwidth to it of

2479
01:36:25,189 --> 01:36:23,520
what you how much you can do um it

2480
01:36:27,510 --> 01:36:25,199
actually could be quite high if you and

2481
01:36:29,830 --> 01:36:27,520
the person you're talking to have shared

2482
01:36:31,830 --> 01:36:29,840
assumptions about what things mean then

2483
01:36:33,350 --> 01:36:31,840
words call back to what those things

2484
01:36:35,510 --> 01:36:33,360
mean and help you build an I.a that's

2485
01:36:37,590 --> 01:36:35,520
that's why speech works right

2486
01:36:39,270 --> 01:36:37,600
um

2487
01:36:42,149 --> 01:36:39,280
but if you want to tell people about

2488
01:36:44,310 --> 01:36:42,159

something they don't already know

2489

01:36:45,910 --> 01:36:44,320

the the bandwidth is actually pretty low

2490

01:36:48,550 --> 01:36:45,920

because you don't have

2491

01:36:51,590 --> 01:36:48,560

things to refer back to that are

2492

01:36:53,830 --> 01:36:51,600

uh that are big and rich informationally

2493

01:36:55,669 --> 01:36:53,840

um so that's one thing but secondly i

2494

01:36:57,350 --> 01:36:55,679

was just really interested in this idea

2495

01:36:58,950 --> 01:36:57,360

of nonverbal communication and i wanted

2496

01:37:00,550 --> 01:36:58,960

to see what it could do in the medium of

2497

01:37:01,669 --> 01:37:00,560

games like is this something that games

2498

01:37:04,149 --> 01:37:01,679

can do

2499

01:37:06,550 --> 01:37:04,159

that they have a talent for right

2500

01:37:08,790 --> 01:37:06,560

related to other media and i found that

2501

01:37:11,350 --> 01:37:08,800

it seemed to be so

2502

01:37:16,229 --> 01:37:14,390

because in in that game you know

2503

01:37:17,990 --> 01:37:16,239

if somebody gets toward the end of the

2504

01:37:19,510 --> 01:37:18,000

game and they're playing some puzzle

2505

01:37:20,870 --> 01:37:19,520

that they're stuck on it looks

2506

01:37:22,229 --> 01:37:20,880

complicated

2507

01:37:23,590 --> 01:37:22,239

and you ask them what are you trying to

2508

01:37:24,709 --> 01:37:23,600

do tell me everything about what you're

2509

01:37:27,830 --> 01:37:24,719

trying to do if they start trying to

2510

01:37:29,669 --> 01:37:27,840

explain like well you know i'm trying to

2511

01:37:31,109 --> 01:37:29,679

draw this line to go through this thing

2512

01:37:33,350 --> 01:37:31,119

and around this thing but not around

2513

01:37:35,430 --> 01:37:33,360

that thing because with this thing over

2514

01:37:36,550 --> 01:37:35,440

here and if they try to explain to you

2515

01:37:37,910 --> 01:37:36,560

everything that

2516

01:37:38,950 --> 01:37:37,920

that they're trying to do

2517

01:37:41,189 --> 01:37:38,960

um

2518

01:37:42,950 --> 01:37:41,199

it could take five minutes actually for

2519

01:37:45,750 --> 01:37:42,960

for the late game right

2520

01:37:49,189 --> 01:37:47,750

none of that was ever communicated

2521

01:37:51,270 --> 01:37:49,199

verbally ever

2522

01:37:53,669 --> 01:37:51,280

right and and so that's very interesting

2523

01:37:56,709 --> 01:37:53,679

is an interesting study of what could be

2524

01:38:01,189 --> 01:37:56,719

done that way now that said then also

2525

01:38:08,709 --> 01:38:04,229

the

2526
01:38:10,310 --> 01:38:08,719
primarily concerned with was this moment

2527
01:38:12,709 --> 01:38:10,320
of epiphany that i was talking about

2528
01:38:14,629 --> 01:38:12,719
before when you understand something

2529
01:38:15,510 --> 01:38:14,639
that you didn't understand before right

2530
01:38:17,590 --> 01:38:15,520
like

2531
01:38:19,590 --> 01:38:17,600
in a puzzle game when you finally are

2532
01:38:21,430 --> 01:38:19,600
able to solve the puzzle hopefully it's

2533
01:38:22,950 --> 01:38:21,440
not because you did a bunch of brute

2534
01:38:24,629 --> 01:38:22,960
force things and then you finally

2535
01:38:26,790 --> 01:38:24,639
accidentally

2536
01:38:28,149 --> 01:38:26,800
did a thing and it said it's solved

2537
01:38:30,629 --> 01:38:28,159
that's not a very good puzzle right a

2538
01:38:35,030 --> 01:38:30,639

good puzzle is

2539

01:38:37,030 --> 01:38:35,040

you didn't see something now you see it

2540

01:38:38,790 --> 01:38:37,040

and

2541

01:38:39,990 --> 01:38:38,800

now it's very clear

2542

01:38:42,149 --> 01:38:40,000

and

2543

01:38:44,550 --> 01:38:42,159

adds something to your knowledge

2544

01:38:46,070 --> 01:38:44,560

and you can use that

2545

01:38:47,750 --> 01:38:46,080

to solve the puzzle and move on to the

2546

01:38:49,830 --> 01:38:47,760

next thing right

2547

01:38:52,229 --> 01:38:49,840

so

2548

01:38:54,310 --> 01:38:52,239

i felt like a game that's talking at you

2549

01:38:56,870 --> 01:38:54,320

all the time

2550

01:38:58,470 --> 01:38:56,880

was not very helpful because part of so

2551

01:38:59,910 --> 01:38:58,480

part of what i was trying to do

2552

01:39:02,229 --> 01:38:59,920

was

2553

01:39:03,990 --> 01:39:02,239

okay at a very baseline just give people

2554

01:39:05,510 --> 01:39:04,000

a positive experience that has that kind

2555

01:39:07,590 --> 01:39:05,520

of moment of epiphany in it because

2556

01:39:09,109 --> 01:39:07,600

that's interesting and fun and

2557

01:39:10,950 --> 01:39:09,119

nice for people right

2558

01:39:12,790 --> 01:39:10,960

one level above that

2559

01:39:14,870 --> 01:39:12,800

um

2560

01:39:17,030 --> 01:39:14,880

can we create these moments of epiphany

2561

01:39:19,669 --> 01:39:17,040

from different angles on different

2562

01:39:20,550 --> 01:39:19,679

topics all the time to give people a

2563

01:39:22,790 --> 01:39:20,560

sense

2564

01:39:25,590 --> 01:39:22,800

of what all these topics are either

2565

01:39:27,830 --> 01:39:25,600

about space and light and shadow

2566

01:39:30,229 --> 01:39:27,840

and sound or about

2567

01:39:32,149 --> 01:39:30,239

abstract notions like you know number

2568

01:39:33,350 --> 01:39:32,159

and group and all these things

2569

01:39:35,990 --> 01:39:33,360

um

2570

01:39:37,270 --> 01:39:36,000

can we build an appreciation for that

2571

01:39:41,430 --> 01:39:37,280

right

2572

01:39:43,270 --> 01:39:41,440

and then maybe one level above that is

2573

01:39:45,510 --> 01:39:43,280

can we exercise

2574

01:39:48,709 --> 01:39:45,520

people's feeling of epiphany in this

2575

01:39:52,870 --> 01:39:50,310

that shares

2576

01:39:55,669 --> 01:39:52,880

a lot with our world

2577

01:39:58,709 --> 01:39:55,679

even though it's a simpler version so

2578

01:40:00,310 --> 01:39:58,719

this game has lights colors and shadows

2579

01:40:04,629 --> 01:40:00,320

and

2580

01:40:05,750 --> 01:40:04,639

these things in at least in human

2581

01:40:08,870 --> 01:40:05,760

experience

2582

01:40:11,590 --> 01:40:09,669

so

2583

01:40:13,189 --> 01:40:11,600

if we can exercise the feeling of

2584

01:40:14,629 --> 01:40:13,199

epiphany

2585

01:40:16,790 --> 01:40:14,639

well and from enough different

2586

01:40:19,990 --> 01:40:16,800

directions in the field of this game

2587

01:40:23,590 --> 01:40:21,350

give people something that they can

2588

01:40:24,390 --> 01:40:23,600

carry out a little bit

2589

01:40:25,750 --> 01:40:24,400

right

2590

01:40:28,070 --> 01:40:25,760

that

2591

01:40:29,910 --> 01:40:28,080

maybe in the real world they have more

2592

01:40:33,109 --> 01:40:29,920

of a taste of what this

2593

01:40:35,270 --> 01:40:33,119

sudden understanding is is like

2594

01:40:37,270 --> 01:40:35,280

and maybe that can be interesting to

2595

01:40:38,870 --> 01:40:37,280

them in some way and i felt like a game

2596

01:40:40,229 --> 01:40:38,880

that was just talking to you all the

2597

01:40:41,350 --> 01:40:40,239

time

2598

01:40:43,430 --> 01:40:41,360

um

2599

01:40:45,350 --> 01:40:43,440

wasn't good for any of those

2600

01:40:49,669 --> 01:40:45,360

layers right

2601
01:40:52,870 --> 01:40:51,350
i don't know like if somebody tells you

2602
01:40:54,870 --> 01:40:52,880
how to do something

2603
01:40:55,669 --> 01:40:54,880
you didn't really figure anything out

2604
01:40:56,709 --> 01:40:55,679
right

2605
01:40:57,430 --> 01:40:56,719
um

2606
01:40:59,030 --> 01:40:57,440
so

2607
01:41:00,790 --> 01:40:59,040
it's a weird thing too because one of

2608
01:41:02,830 --> 01:41:00,800
the decisions that i'm still not sure if

2609
01:41:04,470 --> 01:41:02,840
it was right

2610
01:41:06,310 --> 01:41:04,480
um

2611
01:41:07,510 --> 01:41:06,320
was how much talking to have in the game

2612
01:41:09,830 --> 01:41:07,520
at all because there are all these

2613
01:41:10,629 --> 01:41:09,840

recordings um from various people that

2614

01:41:13,189 --> 01:41:10,639

are

2615

01:41:15,430 --> 01:41:13,199

the game is like laced with them but

2616

01:41:17,430 --> 01:41:15,440

they're kind of all hidden in corners

2617

01:41:19,270 --> 01:41:17,440

and stuff you probably have to be

2618

01:41:20,470 --> 01:41:19,280

deliberately looking for them to find

2619

01:41:22,390 --> 01:41:20,480

most of them

2620

01:41:24,310 --> 01:41:22,400

um once you know there's a few that are

2621

01:41:25,830 --> 01:41:24,320

like placed out in the open just to give

2622

01:41:27,750 --> 01:41:25,840

people the idea that these things are

2623

01:41:29,430 --> 01:41:27,760

there

2624

01:41:31,109 --> 01:41:29,440

and maybe it would have been the right

2625

01:41:35,750 --> 01:41:31,119

thing to not have any of those and have

2626

01:41:35,760 --> 01:41:39,510

that didn't feel right to me either

2627

01:41:42,070 --> 01:41:41,109

even though it's more pure in a certain

2628

01:41:43,910 --> 01:41:42,080

way

2629

01:41:46,149 --> 01:41:43,920

and and the original idea of the game

2630

01:41:48,709 --> 01:41:46,159

was to have a very explicit storyline in

2631

01:41:50,149 --> 01:41:48,719

it with like a fiction and

2632

01:41:52,470 --> 01:41:50,159

things that were happening like a

2633

01:41:54,790 --> 01:41:52,480

narrator and and all this stuff

2634

01:41:56,390 --> 01:41:54,800

um and i cut that because that didn't

2635

01:41:59,189 --> 01:41:56,400

feel good either so

2636

01:42:01,030 --> 01:41:59,199

it's somewhere in this middle ground but

2637

01:42:03,109 --> 01:42:01,040

so it's weird because there is talking

2638

01:42:05,510 --> 01:42:03,119

in the game but all the talking in the

2639

01:42:06,390 --> 01:42:05,520

game is not at all about the puzzles

2640

01:42:07,430 --> 01:42:06,400

ever

2641

01:42:09,750 --> 01:42:07,440

right

2642

01:42:12,070 --> 01:42:09,760

and you have to kind of ask the game for

2643

01:42:13,270 --> 01:42:12,080

the talking because otherwise you won't

2644

01:42:18,229 --> 01:42:13,280

get it

2645

01:42:23,750 --> 01:42:21,030

um that's a very long

2646

01:42:25,430 --> 01:42:23,760

i i don't know if i can explain that

2647

01:42:27,750 --> 01:42:25,440

very well from the point in the

2648

01:42:32,390 --> 01:42:27,760

conversation where we are

2649

01:42:35,270 --> 01:42:34,390

so he's in there

2650

01:42:38,470 --> 01:42:35,280

as

2651

01:42:43,189 --> 01:42:38,480

one of the videos that you can find

2652

01:42:47,430 --> 01:42:46,149

those videos are supposed to be

2653

01:42:49,430 --> 01:42:47,440

um

2654

01:42:51,990 --> 01:42:49,440

things so as i said earlier when i make

2655

01:42:53,990 --> 01:42:52,000

a game like this it's about things

2656

01:42:56,470 --> 01:42:54,000

that

2657

01:42:57,990 --> 01:42:56,480

i do not have a complete grasp on

2658

01:43:04,390 --> 01:42:58,000

right

2659

01:43:07,830 --> 01:43:06,310

and i wanted to return to this theme of

2660

01:43:11,109 --> 01:43:07,840

like trying to understand the world to

2661

01:43:13,350 --> 01:43:11,119

understand the universe and so

2662

01:43:14,790 --> 01:43:13,360

this is

2663

01:43:16,229 --> 01:43:14,800

i mean i really don't like saying

2664

01:43:19,430 --> 01:43:16,239

anything about what games are about

2665

01:43:20,470 --> 01:43:19,440

right right but one element of this game

2666

01:43:21,990 --> 01:43:20,480

right

2667

01:43:23,270 --> 01:43:22,000

those videos

2668

01:43:25,189 --> 01:43:23,280

um

2669

01:43:27,590 --> 01:43:25,199

illustrate

2670

01:43:30,070 --> 01:43:27,600

the process of understanding what the

2671

01:43:32,229 --> 01:43:30,080

universe is about from the point of view

2672

01:43:33,590 --> 01:43:32,239

of different people who have very very

2673

01:43:35,109 --> 01:43:33,600

different

2674

01:43:41,830 --> 01:43:35,119

views of what the universe is about

2675

01:43:47,189 --> 01:43:44,470

if i want to talk about the pursuit of

2676

01:43:55,510 --> 01:43:47,199

understanding right

2677

01:44:03,590 --> 01:43:56,870

then

2678

01:44:06,870 --> 01:44:05,350

not sure how to say this in the most

2679

01:44:09,910 --> 01:44:06,880

effective way

2680

01:44:13,430 --> 01:44:11,590

it's a mistake to only have one

2681

01:44:16,390 --> 01:44:13,440

perspective and not follow many or not

2682

01:44:20,790 --> 01:44:16,400

be sort of like the temptation is the

2683

01:44:24,390 --> 01:44:20,800

temptation is to present yourself

2684

01:44:27,270 --> 01:44:24,400

to the audience as oh i have i have

2685

01:44:30,149 --> 01:44:27,280

answers about the universe and this

2686

01:44:31,030 --> 01:44:30,159

is how you will discover them right

2687

01:44:32,950 --> 01:44:31,040

and

2688

01:44:36,629 --> 01:44:32,960

um that would not have been truthful for

2689

01:44:38,470 --> 01:44:36,639

me to do that

2690

01:44:40,870 --> 01:44:38,480

so i made it

2691

01:44:44,390 --> 01:44:40,880

i made these things this part of the

2692

01:44:47,590 --> 01:44:45,830

this desire that we spoke of at the

2693

01:44:49,830 --> 01:44:47,600

beginning to understand the universe in

2694

01:44:51,109 --> 01:44:49,840

the best way

2695

01:44:53,590 --> 01:44:51,119

possible

2696

01:44:58,310 --> 01:44:56,149

you know these these videos come from

2697

01:45:00,310 --> 01:44:58,320

different directions

2698

01:45:02,470 --> 01:45:00,320

of understanding things so so one very

2699

01:45:06,070 --> 01:45:02,480

different video the the first video that

2700

01:45:08,709 --> 01:45:06,080

players are likely to find is uh from

2701
01:45:12,950 --> 01:45:08,719
james burke the english documentarian

2702
01:45:15,830 --> 01:45:14,870
it's a very like

2703
01:45:17,510 --> 01:45:15,840
pro

2704
01:45:19,590 --> 01:45:17,520
anti-religion

2705
01:45:22,950 --> 01:45:19,600
um

2706
01:45:24,550 --> 01:45:22,960
way of making sense of the world and

2707
01:45:26,229 --> 01:45:24,560
it's a very eloquent

2708
01:45:31,189 --> 01:45:26,239
like

2709
01:45:33,270 --> 01:45:31,199
well-presented thing right um

2710
01:45:36,790 --> 01:45:33,280
it's a viewpoint that does not really

2711
01:45:37,830 --> 01:45:36,800
satisfy me right i would not if that was

2712
01:45:39,510 --> 01:45:37,840
the way

2713
01:45:41,350 --> 01:45:39,520

that i thought about the world i would

2714

01:45:43,270 --> 01:45:41,360

feel like something was missing from my

2715

01:45:44,470 --> 01:45:43,280

viewpoint um

2716

01:45:46,709 --> 01:45:44,480

but

2717

01:45:49,270 --> 01:45:46,719

uh

2718

01:45:52,870 --> 01:45:49,280

very strong in in some other ways and a

2719

01:45:56,550 --> 01:45:55,510

like in composition with these other

2720

01:45:57,830 --> 01:45:56,560

things

2721

01:46:00,390 --> 01:45:57,840

because that's what i'm always trying to

2722

01:46:03,510 --> 01:46:00,400

do is compose right in composition with

2723

01:46:05,669 --> 01:46:03,520

these other things together

2724

01:46:13,189 --> 01:46:05,679

um they hopefully

2725

01:46:17,669 --> 01:46:15,590

different ways of thinking about

2726

01:46:19,830 --> 01:46:17,679

the universe and

2727

01:46:21,830 --> 01:46:19,840

what it means that that okay and then

2728

01:46:23,750 --> 01:46:21,840

the other thing to say that all were

2729

01:46:25,270 --> 01:46:23,760

very personally important to me at some

2730

01:46:27,669 --> 01:46:25,280

time or another so the reason it's that

2731

01:46:30,070 --> 01:46:27,679

particular video from rupert

2732

01:46:31,590 --> 01:46:30,080

is because i was there in that room

2733

01:46:33,030 --> 01:46:31,600

uh that was

2734

01:46:35,189 --> 01:46:33,040

my first

2735

01:46:38,470 --> 01:46:35,199

exposure to him

2736

01:46:39,830 --> 01:46:38,480

so i was there at that event

2737

01:46:42,070 --> 01:46:39,840

and

2738

01:46:44,709 --> 01:46:42,080

um it was very meaningful to me like i

2739

01:46:47,910 --> 01:46:44,719

really um sometimes you hear people say

2740

01:46:51,030 --> 01:46:49,350

i

2741

01:46:52,070 --> 01:46:51,040

yeah

2742

01:46:53,270 --> 01:46:52,080

you know

2743

01:46:55,669 --> 01:46:53,280

so um

2744

01:46:58,629 --> 01:46:55,679

that's what that was and so all of these

2745

01:47:01,430 --> 01:46:58,639

videos have a very personal element

2746

01:47:03,189 --> 01:47:01,440

to them as well that help pick them out

2747

01:47:04,950 --> 01:47:03,199

from all the things because there are

2748

01:47:06,390 --> 01:47:04,960

many things that could have been in the

2749

01:47:09,510 --> 01:47:06,400

game to like make some kind of

2750

01:47:11,669 --> 01:47:09,520

philosophical point but these ones all

2751
01:47:15,830 --> 01:47:11,679
really mattered to me personally in one

2752
01:47:19,910 --> 01:47:17,830
one of the reasons i'm so interested

2753
01:47:22,149 --> 01:47:19,920
i was and am interested in speaking with

2754
01:47:24,149 --> 01:47:22,159
you is because we have so many

2755
01:47:25,910 --> 01:47:24,159
overlapping interests so one is this

2756
01:47:28,149 --> 01:47:25,920
multi-faceted

2757
01:47:29,990 --> 01:47:28,159
this kaleidoscopic

2758
01:47:31,430 --> 01:47:30,000
approach to understanding truth by

2759
01:47:33,350 --> 01:47:31,440
hearing other people's perspectives

2760
01:47:37,109 --> 01:47:33,360
especially those who disagree with or

2761
01:47:37,910 --> 01:47:37,119
that are so far out from what you accept

2762
01:47:39,510 --> 01:47:37,920
and

2763
01:47:41,270 --> 01:47:39,520

then i also heard you talk about stephen

2764

01:47:43,510 --> 01:47:41,280

wolfram which we're going to talk about

2765

01:47:45,350 --> 01:47:43,520

and so i'm interested in stephen wolfram

2766

01:47:47,270 --> 01:47:45,360

and his physics project i would like to

2767

01:47:48,550 --> 01:47:47,280

get to how you come up with your own

2768

01:47:50,790 --> 01:47:48,560

thoughts

2769

01:47:52,470 --> 01:47:50,800

it sounds like a trivial matter first

2770

01:47:54,310 --> 01:47:52,480

for most people like how is it that you

2771

01:47:57,910 --> 01:47:54,320

have an original thought but i think

2772

01:47:59,990 --> 01:47:57,920

that having your own point of view

2773

01:48:01,590 --> 01:48:00,000

is exceedingly difficult one of the

2774

01:48:02,470 --> 01:48:01,600

reasons i was attracted to initially was

2775

01:48:05,189 --> 01:48:02,480

hearing

2776

01:48:06,550 --> 01:48:05,199

you excoriate the general trends in

2777

01:48:08,709 --> 01:48:06,560

games

2778

01:48:10,629 --> 01:48:08,719

for example even though i'm a huge fan

2779

01:48:12,629 --> 01:48:10,639

of metal gear solid 4 and grand theft

2780

01:48:14,149 --> 01:48:12,639

auto and so on you were saying well

2781

01:48:16,070 --> 01:48:14,159

here's what i don't like about

2782

01:48:17,910 --> 01:48:16,080

so-and-so's story supposedly story

2783

01:48:20,470 --> 01:48:17,920

driven games in them whatever yeah you

2784

01:48:22,790 --> 01:48:20,480

had your own point of view so how is it

2785

01:48:24,870 --> 01:48:22,800

that you come up with your own ideas how

2786

01:48:26,310 --> 01:48:24,880

do you have your own positions

2787

01:48:28,870 --> 01:48:26,320

i mean i would say that it's not

2788

01:48:31,109 --> 01:48:28,880

automatic so

2789

01:48:33,189 --> 01:48:31,119

like i was saying earlier when i got

2790

01:48:35,350 --> 01:48:33,199

into games professionally

2791

01:48:40,390 --> 01:48:35,360

i would read reviews i would read public

2792

01:48:44,470 --> 01:48:43,189

and at that time i didn't necessarily

2793

01:48:45,990 --> 01:48:44,480

have

2794

01:48:47,830 --> 01:48:46,000

i hadn't come to many of these

2795

01:48:49,990 --> 01:48:47,840

conclusions that you're referring to

2796

01:48:52,790 --> 01:48:50,000

that i later talked about

2797

01:48:55,830 --> 01:48:52,800

um but what i did want to do is i just i

2798

01:48:58,229 --> 01:48:55,840

had a desire to be very good at this

2799

01:48:59,270 --> 01:48:58,239

right like i want to

2800

01:49:01,189 --> 01:48:59,280

design

2801
01:49:02,709 --> 01:49:01,199
the most interesting best thing right i

2802
01:49:04,950 --> 01:49:02,719
want to program the most interesting

2803
01:49:09,510 --> 01:49:04,960
best thing and that just

2804
01:49:14,229 --> 01:49:11,510
a motivator

2805
01:49:16,950 --> 01:49:14,239
to

2806
01:49:19,030 --> 01:49:16,960
just work hard on the things and

2807
01:49:21,350 --> 01:49:19,040
keep thinking about them and if you do

2808
01:49:27,350 --> 01:49:24,629
it always has seemed to me that i end up

2809
01:49:29,510 --> 01:49:27,360
eventually forming my own viewpoint

2810
01:49:30,950 --> 01:49:29,520
that's informed by all the things that i

2811
01:49:34,310 --> 01:49:30,960
learned right

2812
01:49:37,109 --> 01:49:34,320
um so it may just be an attribute of

2813
01:49:38,950 --> 01:49:37,119

time and

2814

01:49:41,990 --> 01:49:38,960

effort but i don't actually you know i

2815

01:49:43,270 --> 01:49:42,000

don't know how other people think so i'm

2816

01:49:45,030 --> 01:49:43,280

not sure that i could say anything

2817

01:49:46,709 --> 01:49:45,040

useful there

2818

01:49:49,589 --> 01:49:46,719

do you meditate

2819

01:49:52,070 --> 01:49:49,599

not as much as i should

2820

01:49:55,589 --> 01:49:52,080

but yeah i do so what type of meditation

2821

01:49:57,990 --> 01:49:55,599

is it mindfulness gratefulness

2822

01:49:58,950 --> 01:49:58,000

um you know i almost don't even really

2823

01:50:01,189 --> 01:49:58,960

know

2824

01:50:03,030 --> 01:50:01,199

what kinds of words that people use

2825

01:50:05,589 --> 01:50:03,040

because people use like even the word

2826
01:50:07,270 --> 01:50:05,599
mindfulness i don't know what that means

2827
01:50:08,790 --> 01:50:07,280
and i know a number of different people

2828
01:50:10,390 --> 01:50:08,800
who teach mindfulness and they teach

2829
01:50:13,189 --> 01:50:10,400
different things

2830
01:50:15,109 --> 01:50:13,199
so um or why don't you just describe it

2831
01:50:17,510 --> 01:50:15,119
if you're comfortable doing so well okay

2832
01:50:19,030 --> 01:50:17,520
i have training in a number of things

2833
01:50:21,109 --> 01:50:19,040
um

2834
01:50:23,430 --> 01:50:21,119
and they're all different right

2835
01:50:26,390 --> 01:50:23,440
so i have training in kung fu and tai

2836
01:50:31,430 --> 01:50:28,790
i've done a fair bit of tai chi although

2837
01:50:34,629 --> 01:50:33,430
i wouldn't say it expert level by any

2838
01:50:39,589 --> 01:50:34,639

means

2839

01:50:44,070 --> 01:50:41,669

have been to a number of

2840

01:50:46,229 --> 01:50:44,080

vipassana retreats like the shorter ones

2841

01:50:47,270 --> 01:50:46,239

like 10 days silent retreat kind of

2842

01:50:48,550 --> 01:50:47,280

things

2843

01:50:50,390 --> 01:50:48,560

um

2844

01:50:52,709 --> 01:50:50,400

and i found those to be very interesting

2845

01:50:56,070 --> 01:50:52,719

and effective

2846

01:50:56,080 --> 01:51:00,950

a nice

2847

01:51:06,550 --> 01:51:03,350

like vipassana is

2848

01:51:09,669 --> 01:51:06,560

i personally find it a nice meditation

2849

01:51:12,390 --> 01:51:09,679

to be able to do and sustain if i'm

2850

01:51:14,470 --> 01:51:12,400

somewhere because

2851
01:51:16,310 --> 01:51:14,480
because there's an active component of

2852
01:51:22,149 --> 01:51:16,320
it

2853
01:51:23,589 --> 01:51:22,159
then

2854
01:51:25,430 --> 01:51:23,599
um

2855
01:51:26,870 --> 01:51:25,440
it's easier to not get distracted i

2856
01:51:28,390 --> 01:51:26,880
guess

2857
01:51:30,709 --> 01:51:28,400
that description may not make sense to

2858
01:51:32,870 --> 01:51:30,719
people who haven't done it but um

2859
01:51:35,350 --> 01:51:32,880
you know but but the most powerful one

2860
01:51:37,510 --> 01:51:35,360
um for me has been

2861
01:51:39,189 --> 01:51:37,520
um the kind of meditation that rupert

2862
01:51:40,790 --> 01:51:39,199
talks about and and that some other

2863
01:51:43,750 --> 01:51:40,800

people talk about which

2864

01:51:46,830 --> 01:51:43,760

may or may not be related to mindfulness

2865

01:51:49,430 --> 01:51:46,840

depending on who you're talking to right

2866

01:51:52,550 --> 01:51:49,440

um but definitely

2867

01:51:53,750 --> 01:51:52,560

uh just at at any time

2868

01:51:56,229 --> 01:51:53,760

you know

2869

01:51:57,430 --> 01:51:56,239

uh if i just drop into

2870

01:51:59,350 --> 01:51:57,440

a more

2871

01:52:00,830 --> 01:51:59,360

direct

2872

01:52:03,910 --> 01:52:00,840

mode

2873

01:52:06,470 --> 01:52:03,920

of perceiving and being

2874

01:52:07,510 --> 01:52:06,480

it's a very relaxing thing

2875

01:52:10,149 --> 01:52:07,520

and

2876

01:52:12,870 --> 01:52:10,159

you know at some point i just

2877

01:52:13,830 --> 01:52:12,880

found out how easy it is to do that

2878

01:52:15,510 --> 01:52:13,840

um

2879

01:52:19,990 --> 01:52:15,520

and it's been

2880

01:52:23,430 --> 01:52:21,830

but but i but i can't so so the other

2881

01:52:25,109 --> 01:52:23,440

thing i'll say is i cannot claim to be

2882

01:52:26,149 --> 01:52:25,119

an example in all of these things

2883

01:52:28,629 --> 01:52:26,159

because

2884

01:52:30,390 --> 01:52:28,639

i spend a great deal of time

2885

01:52:32,149 --> 01:52:30,400

programming

2886

01:52:35,510 --> 01:52:32,159

had very little time meditating in

2887

01:52:38,550 --> 01:52:35,520

comparison so i i would not um hold

2888

01:52:42,149 --> 01:52:38,560

myself up in that regard

2889

01:52:47,910 --> 01:52:44,310

why is it important it evokes it evokes

2890

01:52:51,589 --> 01:52:47,920

calmness presence graciousness ideas

2891

01:52:51,599 --> 01:52:54,950

i mean i've always been taught

2892

01:52:58,310 --> 01:52:56,790

by all the people teaching all of these

2893

01:53:00,070 --> 01:52:58,320

kinds of meditations that they're not

2894

01:53:01,990 --> 01:53:00,080

necessarily goal

2895

01:53:04,550 --> 01:53:02,000

oriented

2896

01:53:06,550 --> 01:53:04,560

what i will say is

2897

01:53:09,350 --> 01:53:06,560

and also any goal that's short term i

2898

01:53:11,189 --> 01:53:09,360

don't particularly value anyway so like

2899

01:53:13,990 --> 01:53:11,199

oh if i meditate and it makes me feel

2900

01:53:15,030 --> 01:53:14,000

nice for an hour afterward

2901
01:53:18,310 --> 01:53:15,040
okay cool

2902
01:53:20,149 --> 01:53:18,320
like i like feeling nice but

2903
01:53:23,270 --> 01:53:20,159
is it really that important to me that i

2904
01:53:25,430 --> 01:53:23,280
feel nice right is that in my top

2905
01:53:28,629 --> 01:53:25,440
three priorities for life

2906
01:53:31,990 --> 01:53:29,910
that's actually another thing that i

2907
01:53:34,229 --> 01:53:32,000
realized that i differ from a lot of

2908
01:53:36,709 --> 01:53:34,239
people on for a lot of people

2909
01:53:38,830 --> 01:53:36,719
feeling nice is in the top priorities

2910
01:53:42,950 --> 01:53:38,840
and for me it's not

2911
01:53:45,350 --> 01:53:42,960
so you know um but what i will say is

2912
01:53:46,310 --> 01:53:45,360
that there have been positive effects

2913
01:53:48,870 --> 01:53:46,320

and

2914

01:53:49,830 --> 01:53:48,880

it's just very hard to

2915

01:53:52,709 --> 01:53:49,840

pin

2916

01:53:54,950 --> 01:53:52,719

a particular effect to a particular

2917

01:53:56,470 --> 01:53:54,960

practice or a cause when you talk about

2918

01:53:57,990 --> 01:53:56,480

things that you've been doing

2919

01:53:59,750 --> 01:53:58,000

for a long time

2920

01:54:01,910 --> 01:53:59,760

um

2921

01:54:03,990 --> 01:54:01,920

you did mention on a podcast

2922

01:54:05,430 --> 01:54:04,000

that there's this one question something

2923

01:54:07,669 --> 01:54:05,440

along the lines of are you conscious

2924

01:54:10,149 --> 01:54:07,679

that you're conscious something spyrarian

2925

01:54:12,629 --> 01:54:10,159

like rupert spire likes yes and that

2926
01:54:14,070 --> 01:54:12,639
from that question in one second you've

2927
01:54:16,149 --> 01:54:14,080
gotten some insights that have carried

2928
01:54:18,870 --> 01:54:16,159
with you throughout your entire life

2929
01:54:20,709 --> 01:54:18,880
yeah there have definitely been a few um

2930
01:54:23,910 --> 01:54:20,719
occasions where there are things like

2931
01:54:24,870 --> 01:54:23,920
that where like very very briefly

2932
01:54:27,510 --> 01:54:24,880
you know

2933
01:54:30,070 --> 01:54:27,520
um i happened to be in the right state

2934
01:54:32,310 --> 01:54:30,080
at the right time and

2935
01:54:33,350 --> 01:54:32,320
just got over something or unlocked

2936
01:54:34,470 --> 01:54:33,360
something

2937
01:54:35,669 --> 01:54:34,480
you know

2938
01:54:36,870 --> 01:54:35,679

um

2939

01:54:38,229 --> 01:54:36,880

that

2940

01:54:40,950 --> 01:54:38,239

uh

2941

01:54:43,669 --> 01:54:40,960

has has been nice

2942

01:54:45,669 --> 01:54:43,679

has been nice to understand or be over

2943

01:54:47,990 --> 01:54:45,679

or be rid of to understand that i'm not

2944

01:54:48,830 --> 01:54:48,000

bound by right do you mind sharing ones

2945

01:54:51,030 --> 01:54:48,840

that's

2946

01:54:52,229 --> 01:54:51,040

specific that you're comfortable with

2947

01:54:53,750 --> 01:54:52,239

obviously

2948

01:54:56,229 --> 01:54:53,760

um sure

2949

01:54:58,390 --> 01:54:56,239

uh this one is not

2950

01:54:59,910 --> 01:54:58,400

from that kind okay so there's

2951
01:55:05,430 --> 01:54:59,920
there's another kind of meditation i

2952
01:55:11,270 --> 01:55:08,390
also some kind of mindfulness right it's

2953
01:55:12,870 --> 01:55:11,280
a catch-all word um

2954
01:55:14,790 --> 01:55:12,880
you know but it's a kind of inquiry

2955
01:55:18,950 --> 01:55:14,800
where you look

2956
01:55:20,709 --> 01:55:18,960
you you look interiorly to see

2957
01:55:22,070 --> 01:55:20,719
what's going on

2958
01:55:22,870 --> 01:55:22,080
right

2959
01:55:26,310 --> 01:55:22,880
um

2960
01:55:27,669 --> 01:55:26,320
and you know you're just you just

2961
01:55:29,189 --> 01:55:27,679
it's hard to explain to people who

2962
01:55:31,350 --> 01:55:29,199
haven't done this

2963
01:55:34,870 --> 01:55:31,360

what that's like but you just look and

2964

01:55:35,750 --> 01:55:34,880

you see what's happening um

2965

01:55:39,189 --> 01:55:35,760

and

2966

01:55:41,589 --> 01:55:39,199

i had gone to a meditation retreat

2967

01:55:48,470 --> 01:55:44,310

um

2968

01:55:50,709 --> 01:55:48,480

of them that that were doing this

2969

01:55:52,950 --> 01:55:50,719

practice and i had just i had flown back

2970

01:55:55,510 --> 01:55:52,960

from that one and on the plane back i

2971

01:55:59,270 --> 01:55:57,830

felt like i'd understood

2972

01:56:01,270 --> 01:55:59,280

something to a little bit of a further

2973

01:56:02,470 --> 01:56:01,280

level than i had before

2974

01:56:04,390 --> 01:56:02,480

even though

2975

01:56:06,870 --> 01:56:04,400

there was no concrete indicator of that

2976

01:56:08,790 --> 01:56:06,880

i was like i don't i don't know um and

2977

01:56:10,470 --> 01:56:08,800

then i just had good experiences from

2978

01:56:12,310 --> 01:56:10,480

then on like

2979

01:56:13,830 --> 01:56:12,320

so the next day it was i remember it was

2980

01:56:15,669 --> 01:56:13,840

saturday morning and i was living in

2981

01:56:16,950 --> 01:56:15,679

this place in san francisco

2982

01:56:17,830 --> 01:56:16,960

and

2983

01:56:19,990 --> 01:56:17,840

it's

2984

01:56:21,750 --> 01:56:20,000

you know six or seven blocks away from

2985

01:56:23,669 --> 01:56:21,760

some places to eat

2986

01:56:25,430 --> 01:56:23,679

uh

2987

01:56:27,030 --> 01:56:25,440

but the hill is very steep so i would

2988

01:56:29,589 --> 01:56:27,040

drive that six or seven blocks because

2989

01:56:31,990 --> 01:56:29,599

to walk up that hill with a full stomach

2990

01:56:35,830 --> 01:56:32,000

is like very bad right it's like a super

2991

01:56:37,510 --> 01:56:35,840

steep san francisco hill yeah um

2992

01:56:38,550 --> 01:56:37,520

and then i was like

2993

01:56:40,870 --> 01:56:38,560

i had just come back from this

2994

01:56:42,870 --> 01:56:40,880

meditation retreat and i was very grumpy

2995

01:56:45,270 --> 01:56:42,880

i was like oh my god it's saturday i'm

2996

01:56:47,109 --> 01:56:45,280

not going to be able to park anywhere

2997

01:56:49,669 --> 01:56:47,119

and like eat because it's going to be

2998

01:56:50,870 --> 01:56:49,679

all these people out for an hour

2999

01:56:53,350 --> 01:56:50,880

for

3000

01:56:54,950 --> 01:56:53,360

brunch ahead of time and like why can't

3001

01:56:56,470 --> 01:56:54,960

i even just get something to eat in my

3002

01:56:58,629 --> 01:56:56,480

own neighborhood what is wrong it was

3003

01:56:59,910 --> 01:56:58,639

like terrible right

3004

01:57:02,229 --> 01:56:59,920

um

3005

01:57:03,510 --> 01:57:02,239

but i realized so

3006

01:57:05,109 --> 01:57:03,520

you know we have all these stories

3007

01:57:08,070 --> 01:57:05,119

stacked up about ourselves and i

3008

01:57:11,109 --> 01:57:08,080

realized for example um

3009

01:57:12,950 --> 01:57:11,119

oh i have this idea that i get you know

3010

01:57:15,030 --> 01:57:12,960

grumpy in the morning when i don't eat

3011

01:57:16,629 --> 01:57:15,040

which is something you know not totally

3012

01:57:18,470 --> 01:57:16,639

uncommon a number of people feel that

3013

01:57:20,709 --> 01:57:18,480

way um

3014

01:57:23,350 --> 01:57:20,719

and i just had this idea that this was

3015

01:57:25,270 --> 01:57:23,360

part of me and this was part of my it

3016

01:57:26,870 --> 01:57:25,280

was because i have a high metabolism or

3017

01:57:28,550 --> 01:57:26,880

something even though

3018

01:57:29,830 --> 01:57:28,560

i was probably getting kind of chubby at

3019

01:57:32,390 --> 01:57:29,840

that point

3020

01:57:35,990 --> 01:57:33,830

and but

3021

01:57:38,629 --> 01:57:36,000

but i noticed that i was feeling

3022

01:57:40,870 --> 01:57:38,639

this way and i had had this training

3023

01:57:42,790 --> 01:57:40,880

into inquiring into feelings and so i

3024

01:57:44,310 --> 01:57:42,800

was literally like halfway down this

3025

01:57:46,709 --> 01:57:44,320

hill driving down the hill in san

3026
01:57:48,470 --> 01:57:46,719
francisco and i just looked for a second

3027
01:57:49,910 --> 01:57:48,480
at this feeling of hunger that i knew i

3028
01:57:51,750 --> 01:57:49,920
must have had right

3029
01:57:54,310 --> 01:57:51,760
and

3030
01:57:56,390 --> 01:57:54,320
just in in one second i saw oh there's

3031
01:57:58,310 --> 01:57:56,400
an actual feeling of of hunger there

3032
01:57:59,990 --> 01:57:58,320
like a physical

3033
01:58:02,390 --> 01:58:00,000
it's so small

3034
01:58:04,149 --> 01:58:02,400
it's like a tiny tiny pinpoint and it's

3035
01:58:06,870 --> 01:58:04,159
surrounded by

3036
01:58:08,149 --> 01:58:06,880
all this amplification to make a big

3037
01:58:10,390 --> 01:58:08,159
deal out of it and all this

3038
01:58:13,109 --> 01:58:10,400

amplification is made up and if i

3039

01:58:14,790 --> 01:58:13,119

actually just look at the actual feeling

3040

01:58:17,430 --> 01:58:14,800

it's no big deal and i could put up with

3041

01:58:19,669 --> 01:58:17,440

this feeling for a long time right and

3042

01:58:22,870 --> 01:58:19,679

so right there

3043

01:58:24,790 --> 01:58:22,880

um like it wasn't this big you know epic

3044

01:58:26,790 --> 01:58:24,800

i went to meditate for a month and i

3045

01:58:29,030 --> 01:58:26,800

came out in it was just one second in

3046

01:58:30,870 --> 01:58:29,040

one day i realized

3047

01:58:34,229 --> 01:58:30,880

that this whole grumpiness that i

3048

01:58:40,550 --> 01:58:34,239

thought was just part of my personality

3049

01:58:43,669 --> 01:58:42,709

fake essentially right

3050

01:58:45,270 --> 01:58:43,679

um

3051
01:58:47,030 --> 01:58:45,280
like you could imagine how that happens

3052
01:58:48,709 --> 01:58:47,040
maybe you're a baby and you're hungry

3053
01:58:51,350 --> 01:58:48,719
and you realize when you make a big deal

3054
01:58:53,750 --> 01:58:51,360
out of being hungry people bring you

3055
01:58:55,510 --> 01:58:53,760
stuff and that's or something like i

3056
01:58:56,550 --> 01:58:55,520
don't know that's just an idea about how

3057
01:58:59,510 --> 01:58:56,560
it could be

3058
01:59:03,430 --> 01:58:59,520
um but but in that one second while i

3059
01:59:05,510 --> 01:59:03,440
was driving down a hill uh

3060
01:59:06,310 --> 01:59:05,520
i just change that part of myself and

3061
01:59:10,950 --> 01:59:06,320
like

3062
01:59:13,189 --> 01:59:10,960
the same kind of response just naturally

3063
01:59:16,229 --> 01:59:13,199

and any time that i start to

3064

01:59:18,550 --> 01:59:16,239

it's just like no i saw that it's not a

3065

01:59:21,350 --> 01:59:18,560

big deal it's not real like i i see you

3066

01:59:22,709 --> 01:59:21,360

know now that's a relatively

3067

01:59:24,470 --> 01:59:22,719

um

3068

01:59:26,709 --> 01:59:24,480

mundane

3069

01:59:29,430 --> 01:59:26,719

city like being being grumpy because

3070

01:59:30,709 --> 01:59:29,440

you're hungry is a relatively mundane

3071

01:59:31,910 --> 01:59:30,719

um

3072

01:59:33,109 --> 01:59:31,920

situation

3073

01:59:34,550 --> 01:59:33,119

but

3074

01:59:36,709 --> 01:59:34,560

it's probably

3075

01:59:40,070 --> 01:59:36,719

the most concrete one for me where it's

3076

01:59:43,990 --> 01:59:40,080

like oh i saw this ha i saw it happen

3077

01:59:45,589 --> 01:59:44,000

right um at the same time i think that

3078

01:59:46,870 --> 01:59:45,599

when you're engaged in these techniques

3079

01:59:48,950 --> 01:59:46,880

there are lots of things that you don't

3080

01:59:52,149 --> 01:59:48,960

see happen and there may be much deeper

3081

01:59:54,390 --> 01:59:52,159

than than that or

3082

01:59:55,830 --> 01:59:54,400

maybe much more numerous and subtler i

3083

01:59:57,189 --> 01:59:55,840

don't know about deeper deeper is a

3084

01:59:58,790 --> 01:59:57,199

weird word

3085

02:00:00,950 --> 01:59:58,800

um

3086

02:00:03,990 --> 02:00:00,960

but so that's like that's a benefit of

3087

02:00:07,189 --> 02:00:04,000

meditation right i don't have this

3088

02:00:09,270 --> 02:00:07,199

particular problem anymore that i hadn't

3089

02:00:11,270 --> 02:00:09,280

even thought was necessarily because i

3090

02:00:13,990 --> 02:00:11,280

thought it was a physiological process

3091

02:00:16,550 --> 02:00:14,000

right we we have these stories like oh

3092

02:00:19,189 --> 02:00:16,560

there's chemicals in our body in our

3093

02:00:21,109 --> 02:00:19,199

brain that make us feel a certain way

3094

02:00:23,030 --> 02:00:21,119

and like okay

3095

02:00:24,870 --> 02:00:23,040

i'm sure there's something to that but i

3096

02:00:26,470 --> 02:00:24,880

very clearly saw that most of this was

3097

02:00:27,669 --> 02:00:26,480

made up right

3098

02:00:29,270 --> 02:00:27,679

so

3099

02:00:30,629 --> 02:00:29,280

um let's explore that for a little bit

3100

02:00:32,950 --> 02:00:30,639

why do you think that it's made up

3101
02:00:35,910 --> 02:00:32,960
because it sounds intuitively obvious to

3102
02:00:38,310 --> 02:00:35,920
most let's say materialists

3103
02:00:39,990 --> 02:00:38,320
um if you take a pill that has a certain

3104
02:00:42,070 --> 02:00:40,000
amount of a neurochemical or can cause a

3105
02:00:44,629 --> 02:00:42,080
different neuromodulator in your brain

3106
02:00:47,270 --> 02:00:44,639
to be ramped up or ramped down then that

3107
02:00:49,589 --> 02:00:47,280
has an effect on your qualia

3108
02:00:50,870 --> 02:00:49,599
or your perception sure yeah so why do

3109
02:00:52,310 --> 02:00:50,880
you see that as

3110
02:00:55,750 --> 02:00:52,320
not being as

3111
02:00:58,709 --> 02:00:55,760
big of a deal as most people think

3112
02:01:02,149 --> 02:00:58,719
like okay okay i'm not saying that

3113
02:01:06,830 --> 02:01:02,159

you don't have biochemistry that affects

3114

02:01:12,790 --> 02:01:10,070

um i mean i'm not a biologist and even

3115

02:01:15,109 --> 02:01:12,800

most biologists have not gone and

3116

02:01:17,270 --> 02:01:15,119

measured their own processes i mean

3117

02:01:18,790 --> 02:01:17,280

nobody actually has a full view of cause

3118

02:01:20,790 --> 02:01:18,800

and effect in the human body right and

3119

02:01:22,390 --> 02:01:20,800

so we're guessing a lot of the time and

3120

02:01:23,990 --> 02:01:22,400

for me as someone who's scientifically

3121

02:01:26,070 --> 02:01:24,000

educated but not

3122

02:01:28,390 --> 02:01:26,080

biologically scientifically educated

3123

02:01:29,750 --> 02:01:28,400

right i'm making extra levels of guesses

3124

02:01:33,270 --> 02:01:29,760

beyond what a lot of people would and

3125

02:01:34,310 --> 02:01:33,280

it's like oh i've heard stories about

3126
02:01:37,350 --> 02:01:34,320
you know

3127
02:01:39,430 --> 02:01:37,360
how things happen in the body and then

3128
02:01:42,149 --> 02:01:39,440
well here's a way that i feel sometimes

3129
02:01:44,310 --> 02:01:42,159
and i made an explanation earlier in

3130
02:01:45,510 --> 02:01:44,320
life about what must be happening and

3131
02:01:48,550 --> 02:01:45,520
therefore

3132
02:01:52,149 --> 02:01:48,560
it's not really changeable like okay

3133
02:01:53,589 --> 02:01:52,159
for my biochemistry it must be

3134
02:01:55,430 --> 02:01:53,599
that

3135
02:01:58,229 --> 02:01:55,440
this happens and its cause and effect

3136
02:02:00,629 --> 02:01:58,239
but then i got some insight into the

3137
02:02:02,790 --> 02:02:00,639
fact that that wasn't that explanation

3138
02:02:05,669 --> 02:02:02,800

was not true right

3139

02:02:06,790 --> 02:02:05,679

um

3140

02:02:08,550 --> 02:02:06,800

it doesn't mean that there aren't

3141

02:02:10,709 --> 02:02:08,560

physical processes

3142

02:02:11,990 --> 02:02:10,719

right in the physical world it just

3143

02:02:15,030 --> 02:02:12,000

means

3144

02:02:17,589 --> 02:02:15,040

that my particular explanation was naive

3145

02:02:18,550 --> 02:02:17,599

of what was happening right

3146

02:02:21,350 --> 02:02:18,560

so

3147

02:02:24,629 --> 02:02:22,950

i don't know that's again i don't mean

3148

02:02:25,990 --> 02:02:24,639

to make too much of out of that example

3149

02:02:28,870 --> 02:02:26,000

because it's a very small thing but it

3150

02:02:30,629 --> 02:02:28,880

was just it was very concrete and clear

3151
02:02:33,030 --> 02:02:30,639
when you use the word story that this is

3152
02:02:34,709 --> 02:02:33,040
simply a story that one tells oneself

3153
02:02:36,790 --> 02:02:34,719
are you using that in a similar way to

3154
02:02:44,310 --> 02:02:36,800
this is a model that one has or are

3155
02:02:48,149 --> 02:02:46,149
i think that varies based on the person

3156
02:02:50,310 --> 02:02:48,159
i think for somebody who's

3157
02:02:52,310 --> 02:02:50,320
got it some kind of scientific education

3158
02:02:55,830 --> 02:02:52,320
then there's a model attached to a story

3159
02:03:00,709 --> 02:02:59,030
to be frank about it um

3160
02:03:03,669 --> 02:03:00,719
it's pre-model

3161
02:03:06,070 --> 02:03:03,679
no i i just want to say um it's more

3162
02:03:07,350 --> 02:03:06,080
like the story serves as an excuse of

3163
02:03:09,430 --> 02:03:07,360

some kind

3164

02:03:11,589 --> 02:03:09,440

and then the model helps justify the

3165

02:03:12,790 --> 02:03:11,599

excuse

3166

02:03:15,830 --> 02:03:12,800

right

3167

02:03:17,750 --> 02:03:15,840

um interesting like okay

3168

02:03:19,510 --> 02:03:17,760

if i'm grumpy

3169

02:03:22,070 --> 02:03:19,520

uh it's not

3170

02:03:24,950 --> 02:03:22,080

it's certainly not a personality aspect

3171

02:03:26,550 --> 02:03:24,960

that i could change and be better at

3172

02:03:28,950 --> 02:03:26,560

it's just

3173

02:03:30,709 --> 02:03:28,960

how things are because of like chemicals

3174

02:03:34,229 --> 02:03:30,719

right um

3175

02:03:38,149 --> 02:03:36,149

have you heard ian mcgill christ's

3176

02:03:43,589 --> 02:03:38,159

master and its emissary

3177

02:03:44,950 --> 02:03:43,599

um that i saw a portion of that uh

3178

02:03:46,470 --> 02:03:44,960

that interview you did with him because

3179

02:03:48,229 --> 02:03:46,480

it was one of the ones that i checked

3180

02:03:50,390 --> 02:03:48,239

out prior to doing this

3181

02:03:52,149 --> 02:03:50,400

the reason is that but but i haven't you

3182

02:03:55,109 --> 02:03:52,159

know i don't know the original word you

3183

02:03:56,550 --> 02:03:55,119

should read his book that's one of

3184

02:04:00,390 --> 02:03:56,560

a few books

3185

02:04:02,550 --> 02:04:01,750

it's essentially you can think of it as

3186

02:04:11,270 --> 02:04:02,560

the

3187

02:04:13,350 --> 02:04:11,280

post

3188

02:04:15,910 --> 02:04:13,360

oh yeah i mean it's very clear that

3189

02:04:17,270 --> 02:04:15,920

human beings do this all the time right

3190

02:04:20,790 --> 02:04:17,280

um

3191

02:04:22,870 --> 02:04:20,800

like we're in this time when

3192

02:04:25,990 --> 02:04:22,880

we

3193

02:04:29,830 --> 02:04:26,000

uh think very highly of

3194

02:04:31,669 --> 02:04:29,840

being scientific being rational right

3195

02:04:32,950 --> 02:04:31,679

that that the world is some objective

3196

02:04:34,629 --> 02:04:32,960

thing the rules of which can be

3197

02:04:36,310 --> 02:04:34,639

understood and then

3198

02:04:38,229 --> 02:04:36,320

you can

3199

02:04:40,310 --> 02:04:38,239

have an understanding

3200

02:04:42,390 --> 02:04:40,320

in detail of those rules and use that to

3201

02:04:44,550 --> 02:04:42,400

formulate the plans that are the best or

3202

02:04:49,990 --> 02:04:44,560

something right

3203

02:04:54,870 --> 02:04:52,950

um

3204

02:04:57,350 --> 02:04:54,880

let's say you have 10 people in a room

3205

02:04:59,830 --> 02:04:57,360

who all say they're doing that

3206

02:05:02,390 --> 02:04:59,840

okay maybe maybe three of the people are

3207

02:05:04,310 --> 02:05:02,400

really trying to do it

3208

02:05:06,069 --> 02:05:04,320

but they're fallible as human beings and

3209

02:05:10,069 --> 02:05:06,079

so

3210

02:05:11,669 --> 02:05:10,079

help steer the conclusions right but

3211

02:05:14,629 --> 02:05:11,679

then the other seven people aren't even

3212

02:05:16,069 --> 02:05:14,639

trying the other seven people are

3213

02:05:18,470 --> 02:05:16,079

uh

3214

02:05:20,709 --> 02:05:18,480

just pretending to care about being

3215

02:05:22,950 --> 02:05:20,719

objective and going according to

3216

02:05:25,270 --> 02:05:22,960

principle and really are just doing the

3217

02:05:27,910 --> 02:05:25,280

thing that human beings always do

3218

02:05:31,910 --> 02:05:29,030

just

3219

02:05:34,390 --> 02:05:31,920

whatever they think helps them right now

3220

02:05:36,390 --> 02:05:34,400

right and and oh here's an excuse here's

3221

02:05:38,709 --> 02:05:36,400

a way that people currently socially

3222

02:05:40,550 --> 02:05:38,719

believe is justified

3223

02:05:42,629 --> 02:05:40,560

like we have this picture where the

3224

02:05:44,950 --> 02:05:42,639

people standing over there

3225

02:05:47,350 --> 02:05:44,960

are the people who are smart and correct

3226

02:05:49,669 --> 02:05:47,360

so i'm gonna go stand over there right

3227

02:05:51,830 --> 02:05:49,679

as opposed to being drawn to stand over

3228

02:05:53,589 --> 02:05:51,840

there by

3229

02:05:55,830 --> 02:05:53,599

a priori

3230

02:05:57,350 --> 02:05:55,840

understanding and belief in this kind of

3231

02:05:59,510 --> 02:05:57,360

a thing right

3232

02:06:01,669 --> 02:05:59,520

and so like that's as old as humanity

3233

02:06:02,550 --> 02:06:01,679

right it's going on now it's it's gone

3234

02:06:04,550 --> 02:06:02,560

on

3235

02:06:06,550 --> 02:06:04,560

forever and

3236

02:06:08,709 --> 02:06:06,560

um

3237

02:06:11,030 --> 02:06:08,719

and people will say that no no i am

3238

02:06:13,430 --> 02:06:11,040

standing here because of an a priori

3239

02:06:15,189 --> 02:06:13,440

dispassionate assessment yes but but

3240

02:06:17,109 --> 02:06:15,199

you'll see over time and and maybe

3241

02:06:18,709 --> 02:06:17,119

that's related to what i was saying

3242

02:06:21,430 --> 02:06:18,719

at the beginning about pundits versus

3243

02:06:23,990 --> 02:06:21,440

not um

3244

02:06:26,550 --> 02:06:24,000

you see eventually who those people are

3245

02:06:30,550 --> 02:06:28,229

i don't know how much that matters

3246

02:06:31,830 --> 02:06:30,560

because it's just

3247

02:06:33,189 --> 02:06:31,840

because as soon as you see how those

3248

02:06:34,709 --> 02:06:33,199

people are now you're in some new

3249

02:06:35,589 --> 02:06:34,719

situation where there are different

3250

02:06:37,270 --> 02:06:35,599

people

3251

02:06:38,069 --> 02:06:37,280

who you don't you know who you don't

3252

02:06:39,430 --> 02:06:38,079

know

3253

02:06:40,870 --> 02:06:39,440

so maybe you just have to make good

3254

02:06:42,870 --> 02:06:40,880

friends who you trust and go through

3255

02:06:45,589 --> 02:06:42,880

life that way

3256

02:06:47,669 --> 02:06:45,599

so while we're speaking about models and

3257

02:06:48,870 --> 02:06:47,679

rationality and science and using that

3258

02:06:50,310 --> 02:06:48,880

to

3259

02:06:52,950 --> 02:06:50,320

build up one's

3260

02:06:54,470 --> 02:06:52,960

world view or as i say veltan xiaohung

3261

02:06:56,470 --> 02:06:54,480

you you said that you were reading a

3262

02:06:58,470 --> 02:06:56,480

book called a new kind of science which

3263

02:07:00,229 --> 02:06:58,480

is stephen wolfram's yes they found it

3264

02:07:01,669 --> 02:07:00,239

extremely interesting i'm curious what

3265

02:07:05,030 --> 02:07:01,679

aspects of it

3266

02:07:09,350 --> 02:07:06,870

it's interesting because in that book i

3267

02:07:11,109 --> 02:07:09,360

think he hinted at

3268

02:07:12,629 --> 02:07:11,119

the kinds of things that he's doing very

3269

02:07:15,270 --> 02:07:12,639

explicitly now

3270

02:07:17,830 --> 02:07:15,280

right where he's trying to

3271

02:07:21,189 --> 02:07:17,840

build a theory of the universe

3272

02:07:22,790 --> 02:07:21,199

uh based on cellul cellular i can't the

3273

02:07:24,950 --> 02:07:22,800

word cellular

3274

02:07:29,270 --> 02:07:24,960

cellular automata yeah though it's hyper

3275

02:07:29,280 --> 02:07:31,589

and

3276

02:07:35,830 --> 02:07:33,109

you know that's a little bit related to

3277

02:07:37,270 --> 02:07:35,840

the kind of thing that i think about but

3278

02:07:39,430 --> 02:07:37,280

but in a different sphere right he's

3279

02:07:41,589 --> 02:07:39,440

looking at okay here's this certain

3280

02:07:43,270 --> 02:07:41,599

class of models of

3281

02:07:44,950 --> 02:07:43,280

what are essentially simulations where

3282

02:07:47,270 --> 02:07:44,960

they take in a state

3283

02:07:48,709 --> 02:07:47,280

at time t and they output a state at

3284

02:07:50,870 --> 02:07:48,719

time t plus one but if you're trying to

3285

02:07:53,030 --> 02:07:50,880

have an elevated view

3286

02:07:54,149 --> 02:07:53,040

t is not necessarily time because if

3287

02:07:55,669 --> 02:07:54,159

you're building this model you're

3288

02:07:58,629 --> 02:07:55,679

standing outside of the time that's

3289

02:08:00,310 --> 02:07:58,639

interior to the model

3290

02:08:02,310 --> 02:08:00,320

and you're just trying to understand it

3291

02:08:05,109 --> 02:08:02,320

and see what it does and maybe pick

3292

02:08:07,189 --> 02:08:05,119

design parameters

3293

02:08:09,189 --> 02:08:07,199

like you've got a large space within

3294

02:08:12,069 --> 02:08:09,199

which you can navigate by tuning design

3295

02:08:14,709 --> 02:08:12,079

parameters and you try to pick the ones

3296

02:08:17,350 --> 02:08:14,719

that give you the most interesting and

3297

02:08:18,950 --> 02:08:17,360

powerful thing right

3298

02:08:20,709 --> 02:08:18,960

so i think that's very interesting i

3299

02:08:24,149 --> 02:08:20,719

don't know like i'm not a physicist

3300

02:08:24,950 --> 02:08:24,159

right so i do not actually know

3301

02:08:27,189 --> 02:08:24,960

um

3302

02:08:30,550 --> 02:08:27,199

what his chances are of doing something

3303

02:08:33,030 --> 02:08:30,560

with that right um

3304

02:08:35,109 --> 02:08:33,040

and furthermore there's sort of the the

3305

02:08:36,629 --> 02:08:35,119

metaphysical question of

3306

02:08:39,910 --> 02:08:36,639

if he succeeds

3307

02:08:42,790 --> 02:08:39,920

to some arbitrary degree of

3308

02:08:44,149 --> 02:08:42,800

specificity in

3309

02:08:47,669 --> 02:08:44,159

reproducing

3310

02:08:49,350 --> 02:08:47,679

known laws and or predicting new things

3311

02:08:50,790 --> 02:08:49,360

i mean

3312

02:08:52,550 --> 02:08:50,800

of course predicting new things is

3313

02:08:54,790 --> 02:08:52,560

always like the gold standard of like

3314

02:08:57,510 --> 02:08:54,800

how you know you're into something um

3315

02:09:00,149 --> 02:08:57,520

but there's always the question of

3316

02:09:04,950 --> 02:09:02,390

is this just one of a large number of

3317

02:09:06,950 --> 02:09:04,960

models that are isomorphic to each other

3318

02:09:09,990 --> 02:09:06,960

and because he likes cellular automata

3319

02:09:12,950 --> 02:09:10,000

he found the cellular automata one which

3320

02:09:14,550 --> 02:09:12,960

which would be a big deal anyway right

3321

02:09:16,709 --> 02:09:14,560

but it doesn't really answer the

3322

02:09:18,709 --> 02:09:16,719

question of like

3323

02:09:20,790 --> 02:09:18,719

our cellular automata fundamental or

3324

02:09:21,669 --> 02:09:20,800

something you know

3325

02:09:27,030 --> 02:09:21,679

um

3326

02:09:30,229 --> 02:09:28,790

like he probably has some angles in

3327

02:09:32,550 --> 02:09:30,239

which he would argue

3328

02:09:35,109 --> 02:09:32,560

that it does having to do with with

3329

02:09:37,430 --> 02:09:35,119

computational uh irreducibility and

3330

02:09:38,870 --> 02:09:37,440

stuff like that

3331

02:09:41,750 --> 02:09:38,880

okay speaking of computational

3332

02:09:43,270 --> 02:09:41,760

irreducibility okay wolfram thinks free

3333

02:09:45,350 --> 02:09:43,280

will is tied to that

3334

02:09:47,109 --> 02:09:45,360

i'm curious

3335

02:09:49,109 --> 02:09:47,119

but the way that he you the way that he

3336

02:09:51,830 --> 02:09:49,119

defines free will i don't think is the

3337

02:09:54,069 --> 02:09:51,840

way that most people would think

3338

02:09:55,430 --> 02:09:54,079

of the word free will being defined

3339

02:09:58,310 --> 02:09:55,440

more that you can't predict your own

3340

02:09:59,750 --> 02:09:58,320

actions it has to do with predictivity

3341

02:10:01,750 --> 02:09:59,760

either way do you believe that people

3342

02:10:03,189 --> 02:10:01,760

have free will

3343

02:10:11,030 --> 02:10:03,199

or do you believe that you have free

3344

02:10:11,040 --> 02:10:16,069

you're asking the hard questions today

3345

02:10:20,950 --> 02:10:18,229

what i think is that

3346

02:10:25,350 --> 02:10:20,960

the idea of free will

3347

02:10:29,589 --> 02:10:27,109

is

3348

02:10:32,229 --> 02:10:29,599

it takes as assumptions backgrounding

3349

02:10:34,790 --> 02:10:32,239

the for the question to make sense

3350

02:10:38,069 --> 02:10:34,800

it requires a picture

3351

02:10:40,709 --> 02:10:38,079

of reality that is too simple

3352

02:10:42,870 --> 02:10:40,719

and that by the time you develop a

3353

02:10:44,149 --> 02:10:42,880

picture of reality that is sophisticated

3354

02:10:46,790 --> 02:10:44,159

enough

3355

02:10:48,149 --> 02:10:46,800

that question kind of doesn't make sense

3356

02:10:50,870 --> 02:10:48,159

anymore

3357

02:10:52,310 --> 02:10:50,880

um i'm not claiming that i'm

3358

02:10:54,310 --> 02:10:52,320

at that level of understanding of

3359

02:10:58,709 --> 02:10:54,320

reality but i am saying

3360

02:11:01,990 --> 02:11:00,310

yeah can you explain to me the simple

3361

02:11:04,629 --> 02:11:02,000

background assumptions that go into a

3362

02:11:06,390 --> 02:11:04,639

question like that and then how with

3363

02:11:08,470 --> 02:11:06,400

more articulated assumptions or more

3364

02:11:10,709 --> 02:11:08,480

advanced assumptions that dissolves the

3365

02:11:13,030 --> 02:11:10,719

question i mean i i feel like this is

3366

02:11:14,709 --> 02:11:13,040

ground that has been covered

3367

02:11:17,910 --> 02:11:14,719

at least okay i mean i don't know i'm

3368

02:11:39,270 --> 02:11:17,920

often very unsatisfied by discussions

3369

02:11:44,310 --> 02:11:42,229

the problem is to do to do a convincing

3370

02:11:46,629 --> 02:11:44,320

explanation on this requires going into

3371

02:11:48,629 --> 02:11:46,639

a lot of like subtopics that

3372

02:11:50,790 --> 02:11:48,639

if people who who haven't heard them

3373

02:11:52,470 --> 02:11:50,800

before hear them first from me i'm not

3374

02:11:53,830 --> 02:11:52,480

going to give a particularly convincing

3375

02:11:55,510 --> 02:11:53,840

version of them because it's not my

3376

02:11:58,229 --> 02:11:55,520

shnick i don't go around

3377

02:12:00,709 --> 02:11:58,239

talking about free will but um there are

3378

02:12:02,229 --> 02:12:00,719

for example um things you can google

3379

02:12:03,830 --> 02:12:02,239

that will give you good starting points

3380

02:12:06,229 --> 02:12:03,840

so for example

3381

02:12:09,510 --> 02:12:06,239

there's a thing called

3382

02:12:11,030 --> 02:12:09,520

the the second time around problem right

3383

02:12:12,310 --> 02:12:11,040

which is that

3384

02:12:14,069 --> 02:12:12,320

uh

3385

02:12:16,149 --> 02:12:14,079

it seems to be

3386

02:12:17,350 --> 02:12:16,159

indistinguishable

3387

02:12:19,030 --> 02:12:17,360

whether

3388

02:12:20,870 --> 02:12:19,040

uh

3389

02:12:23,669 --> 02:12:20,880

like this is the first time things were

3390

02:12:25,990 --> 02:12:23,679

happening and we chose what could happen

3391

02:12:27,430 --> 02:12:26,000

or whether it's a fully deterministic

3392

02:12:29,270 --> 02:12:27,440

playback

3393

02:12:31,030 --> 02:12:29,280

of that and so that's a simpler question

3394

02:12:32,709 --> 02:12:31,040

that you could start with like

3395

02:12:34,950 --> 02:12:32,719

how would i even know the difference

3396

02:12:37,750 --> 02:12:34,960

between those two things because in the

3397

02:12:38,790 --> 02:12:37,760

first time around

3398

02:12:40,470 --> 02:12:38,800

so our

3399

02:12:42,950 --> 02:12:40,480

our reasons for believing we have free

3400

02:12:44,790 --> 02:12:42,960

will are the primary one is that we feel

3401

02:12:46,830 --> 02:12:44,800

like it right we feel like we have free

3402

02:12:49,669 --> 02:12:46,840

will

3403

02:12:51,669 --> 02:12:49,679

um maybe the first time we felt like we

3404

02:12:52,790 --> 02:12:51,679

had free will because we had free will

3405

02:12:54,629 --> 02:12:52,800

right

3406

02:12:56,229 --> 02:12:54,639

um but the second time it's a

3407

02:12:57,910 --> 02:12:56,239

reproduction of the first time so we

3408

02:13:00,550 --> 02:12:57,920

have to feel the same way or it's not a

3409

02:13:03,510 --> 02:13:00,560

good reproduction

3410

02:13:04,870 --> 02:13:03,520

but it's a deterministic reproduction so

3411

02:13:07,750 --> 02:13:04,880

it's not like we could have changed our

3412

02:13:09,750 --> 02:13:07,760

mind right and so

3413

02:13:11,910 --> 02:13:09,760

thinking about a simpler sub problem

3414

02:13:13,990 --> 02:13:11,920

like that is much easier than thinking

3415

02:13:16,310 --> 02:13:14,000

about the problem of

3416

02:13:17,430 --> 02:13:16,320

the actual whole universe that we're in

3417

02:13:20,069 --> 02:13:17,440

right now

3418

02:13:22,069 --> 02:13:20,079

um but by thinking about smaller

3419

02:13:24,229 --> 02:13:22,079

problems like that

3420

02:13:26,069 --> 02:13:24,239

you can broaden your horizons in a

3421

02:13:27,430 --> 02:13:26,079

certain way you can broaden the scope of

3422

02:13:30,870 --> 02:13:27,440

things

3423

02:13:31,669 --> 02:13:30,880

that you think about right

3424

02:13:33,830 --> 02:13:31,679

um

3425

02:13:35,830 --> 02:13:33,840

and so

3426

02:13:38,229 --> 02:13:35,840

in that second time around problem kind

3427

02:13:40,950 --> 02:13:38,239

of case it's unclear whether you had

3428

02:13:42,229 --> 02:13:40,960

free will or not because

3429

02:13:43,990 --> 02:13:42,239

which one of those are you in the

3430

02:13:46,229 --> 02:13:44,000

original or the replay changes the

3431

02:13:48,709 --> 02:13:46,239

answer but then it's exactly the same

3432

02:13:50,629 --> 02:13:48,719

experience in both of them so

3433

02:13:52,310 --> 02:13:50,639

uh

3434

02:13:54,950 --> 02:13:52,320

is that one experience or two

3435

02:13:56,790 --> 02:13:54,960

experiences do you even know right do

3436

02:13:58,950 --> 02:13:56,800

they like map to the same thing or are

3437

02:14:03,589 --> 02:13:58,960

they two separate right

3438

02:14:08,310 --> 02:14:06,229

dang oh you know so for people who know

3439

02:14:09,669 --> 02:14:08,320

a bit of quantum mechanics right you

3440

02:14:10,870 --> 02:14:09,679

know that there are

3441

02:14:13,589 --> 02:14:10,880

uh

3442

02:14:16,390 --> 02:14:13,599

the everettians have become

3443

02:14:17,750 --> 02:14:16,400

quite well represented currently um in

3444

02:14:19,109 --> 02:14:17,760

terms of the way that people interpret

3445

02:14:20,870 --> 02:14:19,119

what's happening and

3446

02:14:22,950 --> 02:14:20,880

the way to interpret things from an

3447

02:14:24,069 --> 02:14:22,960

everettian standpoint is

3448

02:14:26,149 --> 02:14:24,079

that just

3449

02:14:26,950 --> 02:14:26,159

all things that can happen do happen

3450

02:14:27,990 --> 02:14:26,960

right

3451
02:14:29,750 --> 02:14:28,000
and so

3452
02:14:31,589 --> 02:14:29,760
what does it mean to have free will in

3453
02:14:33,589 --> 02:14:31,599
that case it doesn't mean what people

3454
02:14:35,430 --> 02:14:33,599
naively think determinism means which is

3455
02:14:37,189 --> 02:14:35,440
that only one thing happens and must

3456
02:14:39,189 --> 02:14:37,199
happen it's like no

3457
02:14:41,109 --> 02:14:39,199
actually a bunch of things happen but

3458
02:14:43,189 --> 02:14:41,119
then does it

3459
02:14:48,629 --> 02:14:43,199
maybe

3460
02:14:50,629 --> 02:14:48,639
orthogonal to that in some sense anyway

3461
02:14:53,270 --> 02:14:50,639
because it changes the waiting on how

3462
02:14:56,870 --> 02:14:53,280
much of things happen or not like it's

3463
02:14:58,550 --> 02:14:56,880

unclear but so i think that

3464

02:15:00,470 --> 02:14:58,560

rather than trying to answer this

3465

02:15:03,430 --> 02:15:00,480

question directly of do we have free

3466

02:15:05,830 --> 02:15:03,440

will i think the best that people can do

3467

02:15:07,270 --> 02:15:05,840

right now is like go to the gym and work

3468

02:15:09,669 --> 02:15:07,280

out right

3469

02:15:11,830 --> 02:15:09,679

and like pump some iron get buff and

3470

02:15:13,030 --> 02:15:11,840

come back later and answer these

3471

02:15:14,069 --> 02:15:13,040

questions

3472

02:15:15,510 --> 02:15:14,079

um

3473

02:15:16,550 --> 02:15:15,520

do you mean that metaphorically go to

3474

02:15:19,149 --> 02:15:16,560

the gym

3475

02:15:23,270 --> 02:15:19,159

yeah but you know it might help

3476

02:15:24,709 --> 02:15:23,280

non-metaphorically as well um

3477

02:15:26,629 --> 02:15:24,719

so what do you mean metaphorically by

3478

02:15:28,470 --> 02:15:26,639

that do you mean go study philosophy go

3479

02:15:30,709 --> 02:15:28,480

live your life go

3480

02:15:32,069 --> 02:15:30,719

try and develop a skill

3481

02:15:34,229 --> 02:15:32,079

i mean if you're if you're interested in

3482

02:15:36,629 --> 02:15:34,239

the question of free will then

3483

02:15:38,709 --> 02:15:36,639

thinking about these sub-problems i

3484

02:15:41,189 --> 02:15:38,719

think can very quickly get you at least

3485

02:15:43,030 --> 02:15:41,199

to a point where you realize why the the

3486

02:15:44,870 --> 02:15:43,040

question as originally posed is too

3487

02:15:46,870 --> 02:15:44,880

simple to really make sense

3488

02:15:49,430 --> 02:15:46,880

but that's then been replaced by all

3489

02:15:52,229 --> 02:15:49,440

these possibilities of how things could

3490

02:15:54,390 --> 02:15:52,239

be are those possibilities fictional are

3491

02:15:57,270 --> 02:15:54,400

they real

3492

02:15:58,709 --> 02:15:57,280

that's sort of the material you would be

3493

02:16:01,990 --> 02:15:58,719

contending with

3494

02:16:06,149 --> 02:16:02,000

um in that domain but then

3495

02:16:11,430 --> 02:16:09,589

then there's maybe equivalent questions

3496

02:16:15,030 --> 02:16:11,440

that are something like

3497

02:16:16,870 --> 02:16:15,040

do i have free will but that are

3498

02:16:19,589 --> 02:16:16,880

um

3499

02:16:21,830 --> 02:16:19,599

more answerable and maybe more specific

3500

02:16:23,350 --> 02:16:21,840

right

3501

02:16:26,069 --> 02:16:23,360

okay we'll get to some rapid fire

3502

02:16:27,430 --> 02:16:26,079

questions okay we have so many audience

3503

02:16:29,109 --> 02:16:27,440

questions we probably won't get a chance

3504

02:16:30,149 --> 02:16:29,119

to go through all of them oh no that's a

3505

02:16:31,270 --> 02:16:30,159

lot

3506

02:16:33,750 --> 02:16:31,280

and this is

3507

02:16:36,469 --> 02:16:33,760

legal-sized paper

3508

02:16:39,270 --> 02:16:36,479

bullet points okay so one of the

3509

02:16:41,110 --> 02:16:39,280

questions so these next few are from me

3510

02:16:43,190 --> 02:16:41,120

i want to know if you've watched super

3511

02:16:45,429 --> 02:16:43,200

bunny hops review of the witness or

3512

02:16:47,349 --> 02:16:45,439

joseph anderson's review of the witness

3513

02:16:49,589 --> 02:16:47,359

no

3514

02:16:51,270 --> 02:16:49,599

do you watch video game donkey

3515

02:16:53,030 --> 02:16:51,280

sometimes

3516

02:16:54,950 --> 02:16:53,040

man i'm a huge fan of video games he's

3517

02:16:57,429 --> 02:16:54,960

very funny

3518

02:16:59,270 --> 02:16:57,439

okay what is your opinion on no this is

3519

02:17:01,349 --> 02:16:59,280

an open-ended one but please answer

3520

02:17:03,910 --> 02:17:01,359

succinctly briefly

3521

02:17:09,589 --> 02:17:03,920

what's your opinion on vr

3522

02:17:14,309 --> 02:17:11,589

but not for the reason people think

3523

02:17:16,950 --> 02:17:14,319

especially vr developers right so people

3524

02:17:20,549 --> 02:17:16,960

think that vr is about

3525

02:17:21,910 --> 02:17:20,559

uh being more immersed in a game so that

3526

02:17:23,669 --> 02:17:21,920

it feels

3527

02:17:24,870 --> 02:17:23,679

real

3528

02:17:26,709 --> 02:17:24,880

um

3529

02:17:29,270 --> 02:17:26,719

and therefore it can be more compelling

3530

02:17:31,509 --> 02:17:29,280

or something and nobody in the game

3531

02:17:33,110 --> 02:17:31,519

industry seems to want to hear this but

3532

02:17:35,509 --> 02:17:33,120

like there is a little bit of truth to

3533

02:17:37,030 --> 02:17:35,519

that that immersion i will get back to

3534

02:17:40,230 --> 02:17:37,040

it in a minute about what's true about

3535

02:17:41,910 --> 02:17:40,240

it but it's mostly false because

3536

02:17:43,589 --> 02:17:41,920

when you're watching a good movie you're

3537

02:17:45,030 --> 02:17:43,599

immersed when you're reading a good book

3538

02:17:46,549 --> 02:17:45,040

you're immersed when you're listening to

3539

02:17:48,389 --> 02:17:46,559

music that you find beautiful you're

3540

02:17:50,469 --> 02:17:48,399

immersed like immersion

3541

02:17:53,190 --> 02:17:50,479

doesn't require you to wear a bucket on

3542

02:17:56,870 --> 02:17:53,200

your head right that's uncomfortable and

3543

02:17:56,880 --> 02:18:00,870

now

3544

02:18:04,629 --> 02:18:02,870

the thing the thing that it does do

3545

02:18:07,509 --> 02:18:04,639

that's immersive is

3546

02:18:09,589 --> 02:18:07,519

you get a tighter feedback loop between

3547

02:18:11,110 --> 02:18:09,599

your propriocept deceptive sense like

3548

02:18:12,309 --> 02:18:11,120

where your head's moving and like what

3549

02:18:14,870 --> 02:18:12,319

you see

3550

02:18:16,549 --> 02:18:14,880

which is absent when you're playing like

3551

02:18:18,070 --> 02:18:16,559

a 3d game on a monitor because the

3552

02:18:19,110 --> 02:18:18,080

monitor doesn't move in response to your

3553

02:18:21,509 --> 02:18:19,120

head so

3554

02:18:24,230 --> 02:18:21,519

it it incorporates a little bit more of

3555

02:18:26,230 --> 02:18:24,240

your body and this is the more important

3556

02:18:28,709 --> 02:18:26,240

part i think um

3557

02:18:30,629 --> 02:18:28,719

just the tracking on both the headset

3558

02:18:31,910 --> 02:18:30,639

and the controllers

3559

02:18:33,270 --> 02:18:31,920

um

3560

02:18:34,549 --> 02:18:33,280

tends to be very good these days

3561

02:18:36,709 --> 02:18:34,559

actually better on the controllers than

3562

02:18:38,709 --> 02:18:36,719

the headset um

3563

02:18:40,309 --> 02:18:38,719

and what that means

3564

02:18:42,629 --> 02:18:40,319

is you have more bandwidth for

3565

02:18:44,629 --> 02:18:42,639

communicating to the game

3566

02:18:46,389 --> 02:18:44,639

right um in ways that are natural

3567

02:18:48,309 --> 02:18:46,399

because you know how to move your hands

3568

02:18:49,750 --> 02:18:48,319

you know how to move your head right and

3569

02:18:52,230 --> 02:18:49,760

you can move your body to move your head

3570

02:18:54,389 --> 02:18:52,240

around to change where you are and those

3571

02:18:55,509 --> 02:18:54,399

are relatively natural things compared

3572

02:18:56,709 --> 02:18:55,519

to

3573

02:18:58,230 --> 02:18:56,719

you know i'm using this mouse and

3574

02:18:59,270 --> 02:18:58,240

keyboard or something which is not

3575

02:19:01,589 --> 02:18:59,280

something

3576

02:19:03,509 --> 02:19:01,599

that came naturally to humans before we

3577

02:19:04,870 --> 02:19:03,519

invented it right you can learn it in

3578

02:19:06,629 --> 02:19:04,880

that way that we learn to drive and

3579

02:19:07,910 --> 02:19:06,639

stuff but it's it's one step more

3580

02:19:09,910 --> 02:19:07,920

removed and so

3581

02:19:10,790 --> 02:19:09,920

the opportunity of vr

3582

02:19:14,709 --> 02:19:10,800

is

3583

02:19:18,790 --> 02:19:15,990

um

3584

02:19:22,309 --> 02:19:18,800

in order to create experiences

3585

02:19:24,790 --> 02:19:22,319

that are um

3586

02:19:26,629 --> 02:19:24,800

better in some way defeat right so if

3587

02:19:29,190 --> 02:19:26,639

you think about if i'm playing a 3d game

3588

02:19:31,589 --> 02:19:29,200

with a mouse and keyboard my mouse is

3589

02:19:33,589 --> 02:19:31,599

like let's call that two analog degrees

3590

02:19:35,429 --> 02:19:33,599

of freedom it's even not that much but

3591

02:19:37,270 --> 02:19:35,439

whatever and then maybe the keyboard i

3592

02:19:39,270 --> 02:19:37,280

have like five or six keys i'm gonna hit

3593

02:19:40,870 --> 02:19:39,280

so it's like five or six bits

3594

02:19:42,950 --> 02:19:40,880

plus two

3595

02:19:45,270 --> 02:19:42,960

scalar numbers right

3596

02:19:47,030 --> 02:19:45,280

it's more like vr's advantage isn't that

3597

02:19:49,270 --> 02:19:47,040

it inputs something that's more

3598

02:19:51,510 --> 02:19:49,280

immersive to you it's more what you

3599

02:19:53,030 --> 02:19:51,520

output that the game can then use that's

3600

02:19:55,030 --> 02:19:53,040

the one that is the most overlooked i

3601
02:19:56,550 --> 02:19:55,040
think yes so you know just to quantify

3602
02:19:58,230 --> 02:19:56,560
again in

3603
02:20:00,550 --> 02:19:58,240
these are technically six dof

3604
02:20:01,990 --> 02:20:00,560
controllers because there's in 3d space

3605
02:20:05,429 --> 02:20:02,000
there's three degrees of translation and

3606
02:20:07,429 --> 02:20:05,439
three of rotation so you have like 18

3607
02:20:10,630 --> 02:20:07,439
scalars compared to two in your mouse

3608
02:20:11,830 --> 02:20:10,640
and it's not actually that much because

3609
02:20:13,510 --> 02:20:11,840
humans don't really use them

3610
02:20:14,950 --> 02:20:13,520
independently but it's still it's like a

3611
02:20:17,030 --> 02:20:14,960
lot more right

3612
02:20:19,349 --> 02:20:17,040
um and so

3613
02:20:21,910 --> 02:20:19,359

until now games

3614

02:20:23,670 --> 02:20:21,920

mostly talk and don't listen very much

3615

02:20:25,670 --> 02:20:23,680

you know like think about if you're

3616

02:20:27,750 --> 02:20:25,680

playing a game at 4k

3617

02:20:30,950 --> 02:20:27,760

at 24 bit color

3618

02:20:33,670 --> 02:20:30,960

at 60 frames per second that's like

3619

02:20:36,389 --> 02:20:33,680

a lot of bits per second coming at you

3620

02:20:38,950 --> 02:20:36,399

the number of bits per second going in

3621

02:20:40,550 --> 02:20:38,960

is like

3622

02:20:43,510 --> 02:20:40,560

several orders of magnitude less than

3623

02:20:44,389 --> 02:20:43,520

that right like way less

3624

02:20:47,349 --> 02:20:44,399

so

3625

02:20:48,950 --> 02:20:47,359

um what can you do when you have more

3626
02:20:51,349 --> 02:20:48,960
we don't exactly know because i think

3627
02:20:53,590 --> 02:20:51,359
designers dropped the ball a little bit

3628
02:20:55,270 --> 02:20:53,600
in this last wave of vr i think this

3629
02:20:57,670 --> 02:20:55,280
last wave of vr

3630
02:20:59,590 --> 02:20:57,680
would have like people usually think oh

3631
02:21:02,309 --> 02:20:59,600
it's because the hardware technology

3632
02:21:04,150 --> 02:21:02,319
isn't good enough um i do

3633
02:21:07,030 --> 02:21:04,160
think vr will get more successful as the

3634
02:21:09,510 --> 02:21:07,040
hardware gets better but

3635
02:21:11,670 --> 02:21:09,520
um i think designers dropped the ball

3636
02:21:14,389 --> 02:21:11,680
and it would have been more successful

3637
02:21:15,830 --> 02:21:14,399
if designers had understood

3638
02:21:17,590 --> 02:21:15,840

the opportunity

3639

02:21:19,030 --> 02:21:17,600

and taken advantage of it

3640

02:21:21,670 --> 02:21:19,040

you called it a wave

3641

02:21:24,830 --> 02:21:21,680

meaning that we're on the lower end now

3642

02:21:28,790 --> 02:21:24,840

yeah it's pretty clear at this point

3643

02:21:30,950 --> 02:21:28,800

that vr like okay so when

3644

02:21:33,110 --> 02:21:30,960

you know when palmer lucky started

3645

02:21:35,510 --> 02:21:33,120

oculus and then you know valve had also

3646

02:21:37,349 --> 02:21:35,520

been working on vr at that time and then

3647

02:21:39,590 --> 02:21:37,359

sony got into it and like everybody was

3648

02:21:41,429 --> 02:21:39,600

releasing vr systems

3649

02:21:43,429 --> 02:21:41,439

there was this possibility at that time

3650

02:21:45,910 --> 02:21:43,439

that maybe this is like the future of

3651

02:21:48,230 --> 02:21:45,920

all this stuff from now like it's just

3652

02:21:50,389 --> 02:21:48,240

going to be this gets better and

3653

02:21:53,750 --> 02:21:50,399

you know i think most of the people who

3654

02:21:55,990 --> 02:21:53,760

bought vr systems during that time those

3655

02:21:57,510 --> 02:21:56,000

are like in their closet right now or

3656

02:22:00,150 --> 02:21:57,520

something or they're not being used

3657

02:22:01,910 --> 02:22:00,160

daily right that's true for me and so

3658

02:22:04,309 --> 02:22:01,920

um

3659

02:22:08,309 --> 02:22:05,910

what causes people to get those things

3660

02:22:10,790 --> 02:22:08,319

out of their closet or you know what

3661

02:22:12,870 --> 02:22:10,800

what's the next system that does better

3662

02:22:15,030 --> 02:22:12,880

that won't go into the closet quite so

3663

02:22:17,510 --> 02:22:15,040

fast right

3664

02:22:20,070 --> 02:22:17,520

are you planning on making a vr game and

3665

02:22:23,030 --> 02:22:20,080

or do you have ideas for vr games i have

3666

02:22:24,630 --> 02:22:23,040

lots of ideas for vr games um not super

3667

02:22:26,230 --> 02:22:24,640

super deep ones they're just more like

3668

02:22:28,230 --> 02:22:26,240

starting points because like i said this

3669

02:22:30,469 --> 02:22:28,240

process of making games is pretty hard

3670

02:22:31,429 --> 02:22:30,479

and you have to get really into it um

3671

02:22:33,110 --> 02:22:31,439

and

3672

02:22:34,389 --> 02:22:33,120

we never really started on any of these

3673

02:22:38,070 --> 02:22:34,399

ideas so it's hard to say where they

3674

02:22:47,190 --> 02:22:41,830

for sure

3675

02:22:49,429 --> 02:22:47,200

i see interesting places to start

3676

02:22:51,670 --> 02:22:49,439

for a studio of our size we can't really

3677

02:22:54,389 --> 02:22:51,680

make vr games right now because we can't

3678

02:22:56,790 --> 02:22:54,399

afford to because if nobody buys it

3679

02:22:59,750 --> 02:22:56,800

i see out of business right um that

3680

02:23:01,670 --> 02:22:59,760

might change in the future um but at

3681

02:23:03,590 --> 02:23:01,680

this time it's just not really something

3682

02:23:05,910 --> 02:23:03,600

that we could do

3683

02:23:06,870 --> 02:23:05,920

have you played the stanley parable

3684

02:23:08,309 --> 02:23:06,880

yeah

3685

02:23:10,790 --> 02:23:08,319

what do you think of it i know you don't

3686

02:23:12,230 --> 02:23:10,800

like to espouse

3687

02:23:14,389 --> 02:23:12,240

i mean the things that i remember the

3688

02:23:16,469 --> 02:23:14,399

most about the stanley parable are just

3689

02:23:17,590 --> 02:23:16,479

you know the character of the narrator

3690

02:23:18,710 --> 02:23:17,600

right

3691

02:23:20,230 --> 02:23:18,720

and

3692

02:23:21,750 --> 02:23:20,240

you know the way it's playing with

3693

02:23:22,870 --> 02:23:21,760

breaking the fourth wall with regard to

3694

02:23:23,990 --> 02:23:22,880

the narration and all that like all

3695

02:23:25,990 --> 02:23:24,000

things that you know like they're

3696

02:23:27,910 --> 02:23:26,000

obvious right but i think it was

3697

02:23:29,590 --> 02:23:27,920

it was a really interesting and funny

3698

02:23:30,389 --> 02:23:29,600

execution of that

3699

02:23:31,990 --> 02:23:30,399

um

3700

02:23:33,750 --> 02:23:32,000

all that was there so stanley parable

3701

02:23:36,790 --> 02:23:33,760

originally if i remember correctly was

3702

02:23:38,230 --> 02:23:36,800

like a free small demo kind of a thing

3703

02:23:41,030 --> 02:23:38,240

and then the bigger game came

3704

02:23:42,950 --> 02:23:41,040

substantially later um but i felt like a

3705

02:23:44,870 --> 02:23:42,960

lot of this stuff was nailed actually in

3706

02:23:47,190 --> 02:23:44,880

the original version and then the bigger

3707

02:23:48,550 --> 02:23:47,200

game just did more of it

3708

02:23:50,550 --> 02:23:48,560

i would say

3709

02:23:53,270 --> 02:23:50,560

what do you think of open ai as applied

3710

02:23:55,190 --> 02:23:53,280

to video games

3711

02:23:56,550 --> 02:23:55,200

i don't know like

3712

02:23:58,630 --> 02:23:56,560

i'm not really that familiar with

3713

02:24:01,429 --> 02:23:58,640

everything openai is doing like i know

3714

02:24:03,830 --> 02:24:01,439

you know they've done the gpt models of

3715

02:24:05,830 --> 02:24:03,840

you know language processing and then

3716

02:24:08,070 --> 02:24:05,840

people have found weird ways of applying

3717

02:24:09,990 --> 02:24:08,080

that to all sorts of things that are not

3718

02:24:11,830 --> 02:24:10,000

the original application i don't know

3719

02:24:14,630 --> 02:24:11,840

what else they're working on

3720

02:24:16,469 --> 02:24:14,640

i do think that

3721

02:24:17,910 --> 02:24:16,479

like that general kind of deep learning

3722

02:24:19,830 --> 02:24:17,920

neural network thing has a lot of

3723

02:24:21,750 --> 02:24:19,840

applicability in games

3724

02:24:24,230 --> 02:24:21,760

um

3725

02:24:27,670 --> 02:24:24,240

places that come to mind right away are

3726
02:24:29,910 --> 02:24:27,680
like making animations more believable

3727
02:24:31,990 --> 02:24:29,920
that's interesting stuff like that maybe

3728
02:24:33,349 --> 02:24:32,000
uh

3729
02:24:35,910 --> 02:24:33,359
making

3730
02:24:37,190 --> 02:24:35,920
voice synthesis finally happen right

3731
02:24:39,510 --> 02:24:37,200
because there's this thing where in a

3732
02:24:42,790 --> 02:24:41,429
you have voice you have voice actors

3733
02:24:44,469 --> 02:24:42,800
reading

3734
02:24:46,710 --> 02:24:44,479
pre-written stuff and if you're trying

3735
02:24:47,670 --> 02:24:46,720
to do a world like like fallout or

3736
02:24:49,030 --> 02:24:47,680
something where a lot of different

3737
02:24:50,550 --> 02:24:49,040
things could happen

3738
02:24:52,630 --> 02:24:50,560

you just have to pre-record a bunch of

3739

02:24:54,230 --> 02:24:52,640

lines but the actors can't really act

3740

02:24:55,990 --> 02:24:54,240

the lines that well because it's this

3741

02:24:57,830 --> 02:24:56,000

super non-linear space of like they

3742

02:24:59,670 --> 02:24:57,840

don't know what's happening right

3743

02:25:01,429 --> 02:24:59,680

also honestly

3744

02:25:05,590 --> 02:25:01,439

the

3745

02:25:07,670 --> 02:25:05,600

record this kind of acting

3746

02:25:08,710 --> 02:25:07,680

is not actually conducive to good acting

3747

02:25:10,309 --> 02:25:08,720

so

3748

02:25:12,309 --> 02:25:10,319

the actors who are good have done a

3749

02:25:15,030 --> 02:25:12,319

really good job of like working within

3750

02:25:16,309 --> 02:25:15,040

that format to generate good results

3751

02:25:25,429 --> 02:25:16,319

right

3752

02:25:29,190 --> 02:25:26,790

i forgot where i was going to go from

3753

02:25:31,510 --> 02:25:29,200

there but uh you were thinking of

3754

02:25:33,830 --> 02:25:31,520

applications of open ai to video games

3755

02:25:35,910 --> 02:25:33,840

yeah i mean so oh so there's sort of a

3756

02:25:38,710 --> 02:25:35,920

trade-off right i think

3757

02:25:40,389 --> 02:25:38,720

if you wanted to do a game like that by

3758

02:25:42,630 --> 02:25:40,399

actually generating the text

3759

02:25:45,270 --> 02:25:42,640

procedurally and then having a character

3760

02:25:47,349 --> 02:25:45,280

speak it with like an ai generated voice

3761

02:25:49,590 --> 02:25:47,359

i think in the short term

3762

02:25:51,270 --> 02:25:49,600

that's not as good of acting

3763

02:25:52,870 --> 02:25:51,280

nearly as like if you have an actual

3764

02:25:54,230 --> 02:25:52,880

actor do it

3765

02:25:55,990 --> 02:25:54,240

but then again there's lots of video

3766

02:25:57,190 --> 02:25:56,000

games with bad acting and people think

3767

02:25:57,910 --> 02:25:57,200

that's fine

3768

02:26:00,070 --> 02:25:57,920

so

3769

02:26:01,590 --> 02:26:00,080

maybe you can make a trade-off where the

3770

02:26:02,950 --> 02:26:01,600

amount of stuff you could do in the game

3771

02:26:05,349 --> 02:26:02,960

is so much higher or the amount of

3772

02:26:06,790 --> 02:26:05,359

possibility space is so much bigger that

3773

02:26:08,309 --> 02:26:06,800

it's fine that the acting isn't

3774

02:26:11,349 --> 02:26:08,319

necessarily that good and you

3775

02:26:12,550 --> 02:26:11,359

consciously make that trade off right

3776

02:26:14,630 --> 02:26:12,560

what's your

3777

02:26:15,830 --> 02:26:14,640

thoughts on the potential of unreal

3778

02:26:17,110 --> 02:26:15,840

engine 5

3779

02:26:18,790 --> 02:26:17,120

do you see it as completely game

3780

02:26:21,670 --> 02:26:18,800

changing

3781

02:26:23,750 --> 02:26:21,680

um i mean it's doing

3782

02:26:26,070 --> 02:26:23,760

i i don't use off-the-shelf engines

3783

02:26:27,030 --> 02:26:26,080

right i'm i'm a do-it-yourself kind of

3784

02:26:29,510 --> 02:26:27,040

guy

3785

02:26:33,510 --> 02:26:31,910

part of what i value in having our own

3786

02:26:34,870 --> 02:26:33,520

company is the ability to craft

3787

02:26:37,110 --> 02:26:34,880

something technically that will do

3788

02:26:39,590 --> 02:26:37,120

exactly what we want right um

3789

02:26:42,710 --> 02:26:39,600

i think engines like that are useful for

3790

02:26:44,950 --> 02:26:42,720

a lot of people obviously um

3791

02:26:46,710 --> 02:26:44,960

with unreal i think that they're

3792

02:26:47,429 --> 02:26:46,720

they're

3793

02:26:49,349 --> 02:26:47,439

like

3794

02:26:50,710 --> 02:26:49,359

the stuff they showed off this year if

3795

02:26:52,950 --> 02:26:50,720

it was this year and not late last year

3796

02:26:54,550 --> 02:26:52,960

i've sort of lost

3797

02:26:58,469 --> 02:26:54,560

my remembrance of when they announced

3798

02:27:01,190 --> 02:26:58,479

like the nanite stuff and all that um

3799

02:27:04,389 --> 02:27:01,200

i mean i think that's just the latest

3800

02:27:08,630 --> 02:27:06,469

the kind of unreal engine playbook that

3801
02:27:10,389 --> 02:27:08,640
they've been following

3802
02:27:13,429 --> 02:27:10,399
since um

3803
02:27:15,270 --> 02:27:13,439
since the beginning really

3804
02:27:17,349 --> 02:27:15,280
so that's been successful for them

3805
02:27:19,830 --> 02:27:17,359
obviously right like they build things

3806
02:27:21,429 --> 02:27:19,840
that look really good

3807
02:27:23,830 --> 02:27:21,439
people want to use those things in their

3808
02:27:25,190 --> 02:27:23,840
games and so they license the engine and

3809
02:27:27,590 --> 02:27:25,200
this is

3810
02:27:29,590 --> 02:27:27,600
another step of that it is another step

3811
02:27:31,510 --> 02:27:29,600
of that in a time when it's harder to do

3812
02:27:34,550 --> 02:27:31,520
so that's really interesting like in the

3813
02:27:35,990 --> 02:27:34,560

early days of games

3814

02:27:38,150 --> 02:27:36,000

in the very beginning

3815

02:27:40,230 --> 02:27:38,160

it was just people like mostly john

3816

02:27:42,870 --> 02:27:40,240

carmack um

3817

02:27:45,190 --> 02:27:42,880

figuring out how to do stuff in 3d at

3818

02:27:47,270 --> 02:27:45,200

all in real time right but then once we

3819

02:27:48,550 --> 02:27:47,280

kind of had the basics of that

3820

02:27:50,230 --> 02:27:48,560

um

3821

02:27:53,349 --> 02:27:50,240

there was a great deal of like computer

3822

02:27:55,830 --> 02:27:53,359

graphics research that had been done

3823

02:28:00,150 --> 02:27:55,840

that was still mostly too slow for real

3824

02:28:02,309 --> 02:28:00,160

time but that we could figure out how to

3825

02:28:04,389 --> 02:28:02,319

incorporate elements of and and go

3826

02:28:06,710 --> 02:28:04,399

forward right and so we kind of had a

3827

02:28:07,670 --> 02:28:06,720

road map for a while like oh how do we

3828

02:28:11,270 --> 02:28:07,680

do

3829

02:28:12,550 --> 02:28:11,280

that in real time on the hardware that

3830

02:28:13,910 --> 02:28:12,560

we have and that's a very concrete

3831

02:28:15,510 --> 02:28:13,920

problem right

3832

02:28:17,110 --> 02:28:15,520

um

3833

02:28:18,469 --> 02:28:17,120

now it's like

3834

02:28:20,309 --> 02:28:18,479

well we kind of caught up with

3835

02:28:21,670 --> 02:28:20,319

everything that's obviously good like

3836

02:28:24,150 --> 02:28:21,680

you know

3837

02:28:26,389 --> 02:28:24,160

something like a pixar movie does do way

3838

02:28:28,070 --> 02:28:26,399

more expensive rendering than we do but

3839

02:28:30,309 --> 02:28:28,080

it's unclear how much of that is really

3840

02:28:33,510 --> 02:28:30,319

conducive to real time and

3841

02:28:35,270 --> 02:28:33,520

whatever and um so

3842

02:28:37,270 --> 02:28:35,280

there's not like a clear road map

3843

02:28:39,349 --> 02:28:37,280

anymore like there used to be and so

3844

02:28:42,230 --> 02:28:39,359

if this is your job is to advance the

3845

02:28:43,670 --> 02:28:42,240

field now you're kind of striking out in

3846

02:28:46,070 --> 02:28:43,680

your own direction and so that's what

3847

02:28:47,510 --> 02:28:46,080

they've been doing here and

3848

02:28:49,590 --> 02:28:47,520

it looks like they've been doing that

3849

02:28:51,190 --> 02:28:49,600

successfully we'll see

3850

02:28:54,150 --> 02:28:51,200

i think there's some downsides to that

3851
02:28:55,190 --> 02:28:54,160
kind of model that they were advertising

3852
02:28:57,030 --> 02:28:55,200
um

3853
02:28:58,790 --> 02:28:57,040
just practical downsides in terms of how

3854
02:29:00,550 --> 02:28:58,800
do you make a game but

3855
02:29:02,710 --> 02:29:00,560
that's also what i thought when they

3856
02:29:05,590 --> 02:29:02,720
gave the demos

3857
02:29:07,030 --> 02:29:05,600
for what became gears of war i was like

3858
02:29:08,309 --> 02:29:07,040
i don't know how i would ever deal with

3859
02:29:10,070 --> 02:29:08,319
this and then that became industry

3860
02:29:12,070 --> 02:29:10,080
standard so we'll see

3861
02:29:13,670 --> 02:29:12,080
i was looking up some of the tech demos

3862
02:29:17,510 --> 02:29:13,680
on that night it seems like what's being

3863
02:29:19,990 --> 02:29:17,520

done is revolutionary and i don't know

3864

02:29:21,750 --> 02:29:20,000

i don't know what it is what that secret

3865

02:29:24,070 --> 02:29:21,760

sauce is that allows them to render so

3866

02:29:25,190 --> 02:29:24,080

many polygons

3867

02:29:27,429 --> 02:29:25,200

they've actually published some

3868

02:29:29,990 --> 02:29:27,439

technical papers that explain it right i

3869

02:29:31,830 --> 02:29:30,000

think they're so not worried about

3870

02:29:33,190 --> 02:29:31,840

other engines catching up to them that

3871

02:29:35,270 --> 02:29:33,200

they're just like here's how we do it

3872

02:29:36,389 --> 02:29:35,280

mostly because a lot of in something

3873

02:29:38,870 --> 02:29:36,399

like that

3874

02:29:40,630 --> 02:29:38,880

a lot of what makes it work is just that

3875

02:29:42,389 --> 02:29:40,640

you got in there and really figured out

3876

02:29:44,150 --> 02:29:42,399

like hundreds of little practical

3877

02:29:45,910 --> 02:29:44,160

problems right and they probably didn't

3878

02:29:48,710 --> 02:29:45,920

publish all those

3879

02:29:49,830 --> 02:29:48,720

because how would you right um

3880

02:29:51,670 --> 02:29:49,840

but yeah i think there are some

3881

02:29:53,349 --> 02:29:51,680

relatively in-depth explanations if

3882

02:29:55,030 --> 02:29:53,359

you're interested and now do you see

3883

02:29:56,950 --> 02:29:55,040

that as game changing outside of the

3884

02:29:58,870 --> 02:29:56,960

visual aspects like it's visual eye

3885

02:30:00,389 --> 02:29:58,880

candy do you see it as actually changing

3886

02:30:01,670 --> 02:30:00,399

the mechanics of the game or the way

3887

02:30:05,429 --> 02:30:01,680

that

3888

02:30:07,510 --> 02:30:05,439

they can spend it elsewhere or they can

3889

02:30:08,870 --> 02:30:07,520

use it to test

3890

02:30:10,630 --> 02:30:08,880

mechanically

3891

02:30:12,469 --> 02:30:10,640

yeah no design wise i don't see an

3892

02:30:14,150 --> 02:30:12,479

obvious thing that that does

3893

02:30:15,670 --> 02:30:14,160

um it's an obvious increase in the

3894

02:30:17,110 --> 02:30:15,680

visual fidelity that you could have in a

3895

02:30:18,469 --> 02:30:17,120

scene right

3896

02:30:20,150 --> 02:30:18,479

um

3897

02:30:21,830 --> 02:30:20,160

that said

3898

02:30:23,830 --> 02:30:21,840

like the way that they pitched it in at

3899

02:30:25,990 --> 02:30:23,840

least one of the things that i saw was

3900

02:30:27,590 --> 02:30:26,000

um hey your artists don't have to deal

3901
02:30:28,550 --> 02:30:27,600
with all these level of detail tools and

3902
02:30:30,070 --> 02:30:28,560
whatever

3903
02:30:32,309 --> 02:30:30,080
they can just

3904
02:30:34,950 --> 02:30:32,319
dump this source polygons that they're

3905
02:30:36,950 --> 02:30:34,960
working with into the game and run with

3906
02:30:38,389 --> 02:30:36,960
that and on the one hand that sounds

3907
02:30:39,510 --> 02:30:38,399
very easy right

3908
02:30:41,590 --> 02:30:39,520
on the other hand that sounds like a

3909
02:30:43,590 --> 02:30:41,600
giant pain in the ass because now the

3910
02:30:45,110 --> 02:30:43,600
amount of data that i have in source

3911
02:30:47,510 --> 02:30:45,120
control is like

3912
02:30:49,590 --> 02:30:47,520
several orders of magnitude bigger and

3913
02:30:52,070 --> 02:30:49,600

like that becomes its own

3914

02:30:53,510 --> 02:30:52,080

like i want to see what people do about

3915

02:30:56,070 --> 02:30:53,520

that right

3916

02:31:04,469 --> 02:30:59,110

that said it well and also it does seem

3917

02:31:07,190 --> 02:31:05,910

just because it's a little too high-end

3918

02:31:09,510 --> 02:31:07,200

but that's the history of all these

3919

02:31:10,630 --> 02:31:09,520

things is they get built they get

3920

02:31:13,670 --> 02:31:10,640

announced

3921

02:31:16,150 --> 02:31:13,680

they're probably too slow to really use

3922

02:31:18,389 --> 02:31:16,160

right now but then next generation or a

3923

02:31:19,110 --> 02:31:18,399

few years go by and things get faster

3924

02:31:20,070 --> 02:31:19,120

and

3925

02:31:21,830 --> 02:31:20,080

then

3926

02:31:23,830 --> 02:31:21,840

you know so that's the same playbook

3927

02:31:25,750 --> 02:31:23,840

that's been going on for a long time now

3928

02:31:28,790 --> 02:31:25,760

that said systems aren't getting as much

3929

02:31:30,630 --> 02:31:28,800

faster over time as they used to um but

3930

02:31:32,150 --> 02:31:30,640

still yeah i don't know like i would

3931

02:31:33,349 --> 02:31:32,160

just like to see i'm interested to see

3932

02:31:35,030 --> 02:31:33,359

what they do with it and where they go

3933

02:31:36,550 --> 02:31:35,040

with it all right we're going to get to

3934

02:31:38,870 --> 02:31:36,560

audience questions

3935

02:31:40,790 --> 02:31:38,880

okay this one comes from forcefield i

3936

02:31:43,110 --> 02:31:40,800

want so bad to ask jonathan blow if he's

3937

02:31:44,870 --> 02:31:43,120

familiar with the work of henry berkson

3938

02:31:46,870 --> 02:31:44,880

the theme of the witness resonates so

3939

02:31:49,670 --> 02:31:46,880

much with his philosophy and all of what

3940

02:31:51,349 --> 02:31:49,680

jonathan said in in this interview just

3941

02:31:53,190 --> 02:31:51,359

underscores that i don't know why he

3942

02:31:54,550 --> 02:31:53,200

says in this interview

3943

02:31:56,469 --> 02:31:54,560

maybe i pulled this from someone's

3944

02:31:57,910 --> 02:31:56,479

youtube comment

3945

02:31:59,990 --> 02:31:57,920

so okay

3946

02:32:01,429 --> 02:32:00,000

so my understanding of henry bergson

3947

02:32:02,950 --> 02:32:01,439

this is funny because it came up

3948

02:32:06,230 --> 02:32:02,960

actually also in that other interview of

3949

02:32:07,990 --> 02:32:06,240

yours that i was watching um

3950

02:32:10,230 --> 02:32:08,000

my impression of him is that he was

3951

02:32:12,790 --> 02:32:10,240

quite prolific and said a lot of things

3952

02:32:15,349 --> 02:32:12,800

right and and

3953

02:32:17,270 --> 02:32:15,359

i don't know very much

3954

02:32:20,950 --> 02:32:17,280

i i don't have a comprehensive picture

3955

02:32:25,349 --> 02:32:20,960

of what he did um my impression of him

3956

02:32:28,070 --> 02:32:25,359

from what i did see which is maybe um

3957

02:32:29,510 --> 02:32:28,080

you know some long-form articles about

3958

02:32:30,950 --> 02:32:29,520

that time

3959

02:32:33,429 --> 02:32:30,960

combined with

3960

02:32:35,349 --> 02:32:33,439

i think i have a book of his and tried

3961

02:32:39,270 --> 02:32:35,359

to read a little bit of it is that i'm

3962

02:32:44,790 --> 02:32:41,670

to the kind of things that he said and

3963

02:32:45,830 --> 02:32:44,800

wrote but that is a relatively ignorant

3964

02:32:46,950 --> 02:32:45,840

statement

3965

02:32:48,230 --> 02:32:46,960

because you don't know enough yet

3966

02:32:49,830 --> 02:32:48,240

because i don't i don't totally know

3967

02:32:51,510 --> 02:32:49,840

yeah it's just like

3968

02:32:53,349 --> 02:32:51,520

we're surrounded by so much information

3969

02:32:54,870 --> 02:32:53,359

that we have to early on make judgments

3970

02:32:57,349 --> 02:32:54,880

about what to look further into and what

3971

02:33:00,230 --> 02:32:57,359

to ignore and i put him in the to ignore

3972

02:33:02,389 --> 02:33:00,240

pile but that might be wrong right right

3973

02:33:04,950 --> 02:33:02,399

okay so this question comes from steph

3974

02:33:07,670 --> 02:33:04,960

how do you achieve subconscious artistic

3975

02:33:09,750 --> 02:33:07,680

expression in game making so for example

3976

02:33:12,550 --> 02:33:09,760

beethoven said that music just came to

3977

02:33:14,469 --> 02:33:12,560

him he channeled it more than anything

3978

02:33:15,510 --> 02:33:14,479

and david lynch said that great ideas

3979

02:33:17,270 --> 02:33:15,520

are like

3980

02:33:18,830 --> 02:33:17,280

big fish in our subconscious that we

3981

02:33:21,270 --> 02:33:18,840

have to catch

3982

02:33:23,270 --> 02:33:21,280

yes he may he wrote a book about that

3983

02:33:24,870 --> 02:33:23,280

called catching the big fish

3984

02:33:26,630 --> 02:33:24,880

it's very short and easy to read for

3985

02:33:29,750 --> 02:33:26,640

people who are interested

3986

02:33:29,760 --> 02:33:34,150

i mean i don't have anything to add

3987

02:33:37,590 --> 02:33:35,429

how is it that you allow your

3988

02:33:39,670 --> 02:33:37,600

subconscious to create

3989

02:33:42,150 --> 02:33:39,680

i mean i don't like if i try too hard to

3990

02:33:44,150 --> 02:33:42,160

make it happen then i'm trying too hard

3991

02:33:46,309 --> 02:33:44,160

and it's either not good or it doesn't

3992

02:33:49,990 --> 02:33:46,319

really happen right so i've definitely

3993

02:33:50,950 --> 02:33:50,000

been the beneficiary of ideas popping up

3994

02:33:52,309 --> 02:33:50,960

right

3995

02:33:54,309 --> 02:33:52,319

um

3996

02:33:56,070 --> 02:33:54,319

i have a speech that i did about this

3997

02:33:57,429 --> 02:33:56,080

topic that i could link to i'll have to

3998

02:33:59,030 --> 02:33:57,439

dig it up and

3999

02:34:01,510 --> 02:33:59,040

email you afterwards maybe you can put

4000

02:34:04,150 --> 02:34:01,520

it in notes or something

4001
02:34:05,830 --> 02:34:04,160
i i've been the beneficiary of this kind

4002
02:34:07,190 --> 02:34:05,840
of thing sometimes not as much as i

4003
02:34:08,469 --> 02:34:07,200
would like

4004
02:34:14,309 --> 02:34:08,479
and

4005
02:34:17,590 --> 02:34:15,910
it always makes the work that i do

4006
02:34:19,429 --> 02:34:17,600
better

4007
02:34:22,230 --> 02:34:19,439
when those come in

4008
02:34:25,270 --> 02:34:23,510
i don't

4009
02:34:29,270 --> 02:34:25,280
like if i could tell you how to do it i

4010
02:34:32,630 --> 02:34:31,190
i do think that working hard on

4011
02:34:34,790 --> 02:34:32,640
something

4012
02:34:36,150 --> 02:34:34,800
is one of the ingredients

4013
02:34:37,990 --> 02:34:36,160

um

4014

02:34:39,910 --> 02:34:38,000

you know you can't just be lazy and not

4015

02:34:41,030 --> 02:34:39,920

care about something and get these kind

4016

02:34:42,870 --> 02:34:41,040

of ideas

4017

02:34:46,630 --> 02:34:42,880

you have to really care about it and

4018

02:34:48,150 --> 02:34:46,640

want to know aside from that

4019

02:34:50,150 --> 02:34:48,160

i don't know man

4020

02:34:51,590 --> 02:34:50,160

um

4021

02:34:53,429 --> 02:34:51,600

all right well we'll move on to the next

4022

02:34:55,510 --> 02:34:53,439

one steven brent says it seems to me

4023

02:34:57,190 --> 02:34:55,520

that you jonathan blow

4024

02:34:59,030 --> 02:34:57,200

one of your goals as a game designer is

4025

02:35:00,870 --> 02:34:59,040

to produce not just a physical response

4026
02:35:02,710 --> 02:35:00,880
in the player but to cultivate a state

4027
02:35:04,150 --> 02:35:02,720
of mind or awareness

4028
02:35:07,270 --> 02:35:04,160
do you think that video games are

4029
02:35:09,510 --> 02:35:07,280
uniquely suited for this goal over other

4030
02:35:13,110 --> 02:35:09,520
media other forms of media or

4031
02:35:17,590 --> 02:35:14,950
they have their own thing that they can

4032
02:35:19,910 --> 02:35:17,600
do i mean we covered this earlier right

4033
02:35:25,110 --> 02:35:22,550
there are things about the medium that

4034
02:35:28,070 --> 02:35:25,120
we haven't yet completely figured out

4035
02:35:30,630 --> 02:35:28,080
that are ways of expressing

4036
02:35:32,950 --> 02:35:30,640
things that are different

4037
02:35:35,429 --> 02:35:32,960
from what other media

4038
02:35:36,870 --> 02:35:35,439

do and that doesn't just mean the way is

4039

02:35:38,710 --> 02:35:36,880

different it means that the thing you're

4040

02:35:41,750 --> 02:35:38,720

actually expressing is different you

4041

02:35:43,429 --> 02:35:41,760

know like if you read a poem in a book

4042

02:35:45,510 --> 02:35:43,439

that's different than listening to

4043

02:35:46,469 --> 02:35:45,520

someone say a poem it's very different

4044

02:35:48,790 --> 02:35:46,479

right

4045

02:35:53,030 --> 02:35:50,790

the the meaning that you get from the

4046

02:35:56,790 --> 02:35:53,040

thing is just different in each of those

4047

02:35:58,790 --> 02:35:56,800

cases and so games has its own version

4048

02:36:01,030 --> 02:35:58,800

of that and something later that comes

4049

02:36:02,950 --> 02:36:01,040

after games will also have its own

4050

02:36:06,790 --> 02:36:02,960

version of that right

4051
02:36:10,710 --> 02:36:09,510
i don't think that there's anything

4052
02:36:12,790 --> 02:36:10,720
that

4053
02:36:14,230 --> 02:36:12,800
like it's not like games are better at

4054
02:36:16,710 --> 02:36:14,240
everything than anything else i think

4055
02:36:18,389 --> 02:36:16,720
games are worse at some things and quite

4056
02:36:19,990 --> 02:36:18,399
vocally have said that i think games are

4057
02:36:22,150 --> 02:36:20,000
worse at storytelling

4058
02:36:24,790 --> 02:36:22,160
than the traditional storytelling media

4059
02:36:27,270 --> 02:36:24,800
which gets some people very mad but i

4060
02:36:28,550 --> 02:36:27,280
think it's pretty obvious and

4061
02:36:30,309 --> 02:36:28,560
yeah um

4062
02:36:32,870 --> 02:36:30,319
however uh

4063
02:36:34,469 --> 02:36:32,880

that doesn't so it's

4064

02:36:37,190 --> 02:36:34,479

it's not like it's better than other

4065

02:36:39,590 --> 02:36:37,200

things but it is

4066

02:36:41,830 --> 02:36:39,600

its own

4067

02:36:43,110 --> 02:36:41,840

very useful direction at which to come

4068

02:36:45,750 --> 02:36:43,120

at things and

4069

02:36:47,429 --> 02:36:45,760

most of which is to date underutilized

4070

02:36:49,830 --> 02:36:47,439

right

4071

02:36:51,510 --> 02:36:49,840

maybe someday we'll start doing it in a

4072

02:36:55,030 --> 02:36:51,520

bigger

4073

02:36:57,030 --> 02:36:55,040

more powerful way we'll see

4074

02:36:58,469 --> 02:36:57,040

puja sony says

4075

02:37:03,110 --> 02:36:58,479

do you think video games can be designed

4076
02:37:03,120 --> 02:37:10,469
such as being implemented as therapy

4077
02:37:13,670 --> 02:37:12,710
as said no

4078
02:37:15,349 --> 02:37:13,680
right

4079
02:37:17,510 --> 02:37:15,359
um

4080
02:37:19,510 --> 02:37:17,520
like i don't know very much about

4081
02:37:21,910 --> 02:37:19,520
actual mental illness right so i'm not

4082
02:37:26,870 --> 02:37:21,920
about to prescribe any way of dealing

4083
02:37:31,830 --> 02:37:29,510
i think a game could be an ingredient in

4084
02:37:34,070 --> 02:37:31,840
something but i should certainly

4085
02:37:35,990 --> 02:37:34,080
for the foreseeable future if i were to

4086
02:37:40,630 --> 02:37:36,000
plan some regime of how to deal with

4087
02:37:44,150 --> 02:37:42,630
to talk to who's very competent in

4088
02:37:47,190 --> 02:37:44,160

dealing with mental illness and who has

4089

02:37:50,150 --> 02:37:47,200

a lot of experience and who can make

4090

02:37:51,750 --> 02:37:50,160

uh very informed and very likely

4091

02:37:53,910 --> 02:37:51,760

beneficial choices about how to deal

4092

02:37:55,590 --> 02:37:53,920

with it and then among the choices that

4093

02:37:56,790 --> 02:37:55,600

that person picks

4094

02:37:58,309 --> 02:37:56,800

maybe there could be some game

4095

02:37:59,910 --> 02:37:58,319

approaches in there

4096

02:38:02,070 --> 02:37:59,920

right it's not like it's not like you

4097

02:38:03,910 --> 02:38:02,080

could play a game

4098

02:38:05,349 --> 02:38:03,920

that acts like a pill that you take that

4099

02:38:07,830 --> 02:38:05,359

would cure mental illness that's just

4100

02:38:09,910 --> 02:38:07,840

not gonna be a thing yeah it seems clear

4101
02:38:12,469 --> 02:38:09,920
that some video games for many people

4102
02:38:13,990 --> 02:38:12,479
are therapeutic they say this game got

4103
02:38:15,590 --> 02:38:14,000
me out of my depression this game helped

4104
02:38:17,349 --> 02:38:15,600
me see so-and-so from another

4105
02:38:19,750 --> 02:38:17,359
perspective oh yeah that was a thing i

4106
02:38:20,950 --> 02:38:19,760
want to say though too sure

4107
02:38:23,990 --> 02:38:20,960
um

4108
02:38:25,590 --> 02:38:24,000
they definitely can be very beneficial

4109
02:38:27,110 --> 02:38:25,600
before you get to the point of mental

4110
02:38:29,830 --> 02:38:27,120
illness right

4111
02:38:31,990 --> 02:38:29,840
um if if you were in danger of having

4112
02:38:33,830 --> 02:38:32,000
some kind of a spiral downward or just

4113
02:38:36,150 --> 02:38:33,840

even in making people's lives better

4114

02:38:38,070 --> 02:38:36,160

however

4115

02:38:40,830 --> 02:38:38,080

we don't really use them that way

4116

02:38:43,429 --> 02:38:40,840

and actually a lot of

4117

02:38:46,710 --> 02:38:43,439

games i think are net negative maybe

4118

02:38:48,469 --> 02:38:46,720

most games in that

4119

02:38:50,309 --> 02:38:48,479

they seem fun they seem interesting they

4120

02:38:52,309 --> 02:38:50,319

seem compelling and and maybe they are

4121

02:38:55,110 --> 02:38:52,319

those things in the short term

4122

02:38:57,590 --> 02:38:55,120

but they cause you to make trade-offs

4123

02:38:59,750 --> 02:38:57,600

that are bad in the long term right and

4124

02:39:01,030 --> 02:38:59,760

that make you un less happy in the long

4125

02:39:02,309 --> 02:39:01,040

term

4126

02:39:04,150 --> 02:39:02,319

right so if you just sit there playing

4127

02:39:06,309 --> 02:39:04,160

like world of warcraft every day for 10

4128

02:39:08,389 --> 02:39:06,319

years

4129

02:39:10,070 --> 02:39:08,399

was that really a good thing to do i

4130

02:39:11,910 --> 02:39:10,080

have to advise people against things

4131

02:39:14,790 --> 02:39:11,920

like that it doesn't seem very good to

4132

02:39:18,790 --> 02:39:16,870

it sounds similar to social media where

4133

02:39:20,630 --> 02:39:18,800

initially could be connecting connecting

4134

02:39:21,510 --> 02:39:20,640

you with your family and your friends

4135

02:39:24,710 --> 02:39:21,520

but then

4136

02:39:29,349 --> 02:39:24,720

maybe in week one even it becomes

4137

02:39:33,590 --> 02:39:31,110

yeah i mean there are many things in

4138

02:39:36,389 --> 02:39:33,600

life like that but i think

4139

02:39:38,389 --> 02:39:36,399

once we unpacked computers and software

4140

02:39:40,070 --> 02:39:38,399

we like discovered a whole bunch of new

4141

02:39:42,309 --> 02:39:40,080

ones right

4142

02:39:44,550 --> 02:39:42,319

social media is definitely one

4143

02:39:46,309 --> 02:39:44,560

um social media probably more dangerous

4144

02:39:48,550 --> 02:39:46,319

than video games right video games get a

4145

02:39:50,230 --> 02:39:48,560

bad rap but i think social media

4146

02:39:52,710 --> 02:39:50,240

is worse

4147

02:39:54,230 --> 02:39:52,720

um

4148

02:39:57,270 --> 02:39:54,240

but but games you think it should be

4149

02:40:03,270 --> 02:39:58,950

i don't know maybe

4150

02:40:06,469 --> 02:40:04,630

sorry if i'm putting you on the spot

4151
02:40:08,150 --> 02:40:06,479
it's just i'm curious no no no no i just

4152
02:40:10,630 --> 02:40:08,160
i don't know what i think with regard

4153
02:40:12,389 --> 02:40:10,640
because broadly speaking

4154
02:40:14,150 --> 02:40:12,399
i think we have way too much regulation

4155
02:40:16,230 --> 02:40:14,160
right now in too many places that are

4156
02:40:17,750 --> 02:40:16,240
unhelpful that doesn't mean there isn't

4157
02:40:20,950 --> 02:40:17,760
regulation that could be made that would

4158
02:40:21,830 --> 02:40:20,960
be helpful in specific places like so on

4159
02:40:24,550 --> 02:40:21,840
net

4160
02:40:26,309 --> 02:40:24,560
i think we need to delete a lot of laws

4161
02:40:28,710 --> 02:40:26,319
um

4162
02:40:30,550 --> 02:40:28,720
but maybe that's a place where we could

4163
02:40:36,070 --> 02:40:30,560

have some i don't know

4164

02:40:39,510 --> 02:40:38,389

yeah all right

4165

02:40:41,269 --> 02:40:39,520

james r

4166

02:40:43,349 --> 02:40:41,279

wants to know what are his thoughts on

4167

02:40:46,950 --> 02:40:43,359

mind uploading digital consciousness and

4168

02:40:52,710 --> 02:40:49,590

i think those ideas

4169

02:40:56,309 --> 02:40:54,469

again they're

4170

02:40:58,150 --> 02:40:56,319

we're in this world

4171

02:40:59,429 --> 02:40:58,160

where people get excited about ideas

4172

02:41:00,630 --> 02:40:59,439

like that that haven't been fully

4173

02:41:01,990 --> 02:41:00,640

thought out

4174

02:41:04,070 --> 02:41:02,000

all right so similar to the free will

4175

02:41:06,230 --> 02:41:04,080

question being simplistic yes it's too

4176
02:41:09,349 --> 02:41:06,240
simple so so let me let me at least say

4177
02:41:11,830 --> 02:41:09,359
why so that people don't get mad um so

4178
02:41:13,750 --> 02:41:11,840
uploading your brain into a computer

4179
02:41:15,510 --> 02:41:13,760
right and then you're supposed to be a

4180
02:41:16,870 --> 02:41:15,520
conscious dude who like walks around and

4181
02:41:18,309 --> 02:41:16,880
does all sorts of cool stuff inside the

4182
02:41:20,469 --> 02:41:18,319
computer all right well

4183
02:41:21,990 --> 02:41:20,479
that implies

4184
02:41:23,349 --> 02:41:22,000
that

4185
02:41:25,269 --> 02:41:23,359
thinking is what

4186
02:41:26,469 --> 02:41:25,279
makes you conscious because that's like

4187
02:41:28,389 --> 02:41:26,479
the computer would be doing simple

4188
02:41:30,710 --> 02:41:28,399

manipulation we already know that's not

4189

02:41:32,870 --> 02:41:30,720

true and in fact anyone who's

4190

02:41:34,870 --> 02:41:32,880

been done any successful meditation at

4191

02:41:36,469 --> 02:41:34,880

all for even like a minute

4192

02:41:37,830 --> 02:41:36,479

knows that thinking is not what makes

4193

02:41:39,990 --> 02:41:37,840

you conscious thinking is a thing that

4194

02:41:40,790 --> 02:41:40,000

you're conscious of right

4195

02:41:44,469 --> 02:41:40,800

so

4196

02:41:46,150 --> 02:41:44,479

you have to be talking about

4197

02:41:48,150 --> 02:41:46,160

replicating something besides the

4198

02:41:49,510 --> 02:41:48,160

thinking part that's actually the vast

4199

02:41:52,150 --> 02:41:49,520

majority of your experience okay so

4200

02:41:54,469 --> 02:41:52,160

that's part a part b

4201
02:41:58,309 --> 02:41:56,469
if that is suddenly conscious why why

4202
02:41:59,750 --> 02:41:58,319
are other things that computers are

4203
02:42:01,269 --> 02:41:59,760
already doing not conscious they're

4204
02:42:03,670 --> 02:42:01,279
pretty complicated

4205
02:42:05,269 --> 02:42:03,680
right um and if something a computer

4206
02:42:06,630 --> 02:42:05,279
does can be conscious

4207
02:42:08,710 --> 02:42:06,640
um

4208
02:42:10,950 --> 02:42:08,720
why

4209
02:42:13,750 --> 02:42:10,960
like what's a computation do you even

4210
02:42:16,230 --> 02:42:13,760
know like i actually don't understand to

4211
02:42:17,830 --> 02:42:16,240
this day what a computation is right i

4212
02:42:19,030 --> 02:42:17,840
still am trying to understand that and

4213
02:42:21,269 --> 02:42:19,040

so

4214

02:42:23,269 --> 02:42:21,279

there's this rhetorical magic doing a

4215

02:42:25,670 --> 02:42:23,279

lot of work where like oh if a computer

4216

02:42:27,269 --> 02:42:25,680

is computing things and simulating you

4217

02:42:28,550 --> 02:42:27,279

then that simulation will be conscious

4218

02:42:30,710 --> 02:42:28,560

and it's like

4219

02:42:32,309 --> 02:42:30,720

if that's true

4220

02:42:33,590 --> 02:42:32,319

then it has some implications that you

4221

02:42:35,190 --> 02:42:33,600

haven't thought about

4222

02:42:37,110 --> 02:42:35,200

that maybe other things are conscious

4223

02:42:38,550 --> 02:42:37,120

that you don't think are conscious or

4224

02:42:41,590 --> 02:42:38,560

that maybe

4225

02:42:45,190 --> 02:42:43,750

you know maybe maybe material has

4226

02:42:47,269 --> 02:42:45,200

aspects to it

4227

02:42:48,870 --> 02:42:47,279

if you have a materialist view maybe

4228

02:42:51,830 --> 02:42:48,880

material has aspects to it that you

4229

02:42:53,670 --> 02:42:51,840

haven't considered right and so

4230

02:42:56,070 --> 02:42:53,680

um it's i don't want to try to make the

4231

02:42:57,110 --> 02:42:56,080

full complete case here for that because

4232

02:42:59,030 --> 02:42:57,120

i haven't

4233

02:43:01,349 --> 02:42:59,040

prepared it or thought about it lately

4234

02:43:02,870 --> 02:43:01,359

um but i i will say one of the speeches

4235

02:43:04,389 --> 02:43:02,880

that i gave a

4236

02:43:06,790 --> 02:43:04,399

private version of a year ago that i

4237

02:43:07,990 --> 02:43:06,800

want to give a full version of is um you

4238

02:43:10,150 --> 02:43:08,000

know one version of this is the

4239

02:43:12,309 --> 02:43:10,160

simulation argument is has been pretty

4240

02:43:14,389 --> 02:43:12,319

popular among people who

4241

02:43:16,070 --> 02:43:14,399

who talk about stuff and that is like oh

4242

02:43:18,309 --> 02:43:16,080

if you do the math it's actually likely

4243

02:43:20,469 --> 02:43:18,319

that we're living in a simulation right

4244

02:43:21,830 --> 02:43:20,479

now that's in a computer right and so

4245

02:43:23,190 --> 02:43:21,840

therefore of course you could simulate

4246

02:43:25,670 --> 02:43:23,200

yourself in another computer because you

4247

02:43:27,110 --> 02:43:25,680

already are in one and like

4248

02:43:29,750 --> 02:43:27,120

i think that argument is basically

4249

02:43:30,710 --> 02:43:29,760

meaningless and i can make a pretty good

4250

02:43:31,750 --> 02:43:30,720

case

4251

02:43:34,309 --> 02:43:31,760

as to

4252

02:43:36,150 --> 02:43:34,319

why it doesn't actually mean anything

4253

02:43:38,950 --> 02:43:36,160

but it probably takes an hour to make

4254

02:43:43,110 --> 02:43:41,110

or more or two hours

4255

02:43:44,550 --> 02:43:43,120

yeah the next question comes from tom

4256

02:43:46,469 --> 02:43:44,560

this is quite long but most of it is

4257

02:43:48,790 --> 02:43:46,479

plotted thank you kurt for arranging

4258

02:43:50,309 --> 02:43:48,800

this interview a very pleasant surprise

4259

02:43:51,750 --> 02:43:50,319

which has motivated me to comment for

4260

02:43:53,670 --> 02:43:51,760

the first time

4261

02:43:54,950 --> 02:43:53,680

thank you mr blow for your willingness

4262

02:43:57,990 --> 02:43:54,960

to be interviewed here are my two

4263

02:43:59,670 --> 02:43:58,000

questions what further insights into the

4264

02:44:03,110 --> 02:43:59,680

tension between the analytical and

4265

02:44:05,190 --> 02:44:03,120

rational versus intuitive slash supra

4266

02:44:07,429 --> 02:44:05,200

rational mindsets presented in the

4267

02:44:09,590 --> 02:44:07,439

witness have you seen

4268

02:44:12,230 --> 02:44:09,600

have you had since its initial release

4269

02:44:14,389 --> 02:44:12,240

okay wait let me think about how to

4270

02:44:16,150 --> 02:44:14,399

yeah please reread the sentence at least

4271

02:44:18,070 --> 02:44:16,160

what further insights into the tension

4272

02:44:19,590 --> 02:44:18,080

between the analytical mind and the

4273

02:44:21,269 --> 02:44:19,600

intuitive mind

4274

02:44:23,990 --> 02:44:21,279

presented in the witness have you had

4275

02:44:25,750 --> 02:44:24,000

since its initial release

4276

02:44:27,429 --> 02:44:25,760

i i mean i understand the question i

4277

02:44:29,750 --> 02:44:27,439

would say that i don't

4278

02:44:33,190 --> 02:44:29,760

break it down that way for myself i

4279

02:44:35,349 --> 02:44:33,200

understand so that is um

4280

02:44:37,349 --> 02:44:35,359

that is a dichotomy

4281

02:44:39,670 --> 02:44:37,359

that we toss around

4282

02:44:41,510 --> 02:44:39,680

like our society has tossed around and

4283

02:44:43,030 --> 02:44:41,520

has found to be useful in thinking about

4284

02:44:44,950 --> 02:44:43,040

things sometimes

4285

02:44:46,950 --> 02:44:44,960

it's not really the way i thought about

4286

02:44:49,269 --> 02:44:46,960

what i was doing there

4287

02:44:51,830 --> 02:44:49,279

necessarily or

4288

02:44:53,030 --> 02:44:51,840

maybe it's a little bit related but

4289

02:44:55,190 --> 02:44:53,040

but again

4290

02:44:57,670 --> 02:44:55,200

um i wouldn't be satisfied by thinking

4291

02:44:59,190 --> 02:44:57,680

about things in that way

4292

02:45:01,190 --> 02:44:59,200

yeah okay then his second question is

4293

02:45:03,670 --> 02:45:01,200

have you heard of jonathan pagel's work

4294

02:45:06,389 --> 02:45:03,680

concerning symbols understood as basic

4295

02:45:08,870 --> 02:45:06,399

structures of reality

4296

02:45:12,150 --> 02:45:08,880

um i've heard of it i'm not familiar

4297

02:45:15,030 --> 02:45:13,750

yeah he said i would like this is the

4298

02:45:17,510 --> 02:45:15,040

end of it it's not a question i would

4299

02:45:19,110 --> 02:45:17,520

like to kindly ask you kurt to send my

4300

02:45:32,389 --> 02:45:19,120

and many other people around here

4301
02:45:35,910 --> 02:45:33,830
well that's great it's always nice to

4302
02:45:38,389 --> 02:45:35,920
hear you know like

4303
02:45:40,309 --> 02:45:38,399
we work so hard on these things

4304
02:45:41,269 --> 02:45:40,319
you know it's it's always good to hear

4305
02:45:44,790 --> 02:45:41,279
when

4306
02:45:47,110 --> 02:45:44,800
someone

4307
02:45:51,190 --> 02:45:47,120
chris marola any puzzle games in the

4308
02:45:55,830 --> 02:45:53,750
well um so right around the time the

4309
02:45:58,389 --> 02:45:55,840
witness came out a couple months later a

4310
02:46:01,190 --> 02:45:58,399
game came out called steven sausage roll

4311
02:46:02,630 --> 02:46:01,200
which sounds like a very silly name

4312
02:46:07,670 --> 02:46:02,640
it really is one of the best puzzle

4313
02:46:11,110 --> 02:46:09,510

i recommend people play it

4314

02:46:13,750 --> 02:46:11,120

i i don't want to spoil anything i can't

4315

02:46:18,710 --> 02:46:16,550

you may bounce off it it's pretty hard

4316

02:46:20,150 --> 02:46:18,720

but if you're interested in puzzle games

4317

02:46:22,830 --> 02:46:20,160

it's amazing

4318

02:46:24,950 --> 02:46:22,840

i got to play it actually

4319

02:46:26,710 --> 02:46:24,960

before uh the witness came out because i

4320

02:46:29,910 --> 02:46:26,720

was playing a pre-release version and i

4321

02:46:31,429 --> 02:46:29,920

had this feeling like wow this might be

4322

02:46:32,550 --> 02:46:31,439

better than the kind of stuff that i'm

4323

02:46:34,469 --> 02:46:32,560

doing

4324

02:46:36,830 --> 02:46:34,479

that's i mean that's

4325

02:46:39,830 --> 02:46:36,840

pretty amazing to see

4326

02:46:41,269 --> 02:46:39,840

but also worrisome it's like oh man is

4327

02:46:44,710 --> 02:46:41,279

this thing that i'm working on gonna

4328

02:46:46,790 --> 02:46:44,720

actually be good um

4329

02:46:47,670 --> 02:46:46,800

there's some other games that came out

4330

02:46:52,070 --> 02:46:47,680

since

4331

02:46:55,590 --> 02:46:53,750

i mean i really like those actronics

4332

02:46:57,670 --> 02:46:55,600

games which are kind of puzzly they're

4333

02:46:59,349 --> 02:46:57,680

kind of a lot about programming

4334

02:47:01,190 --> 02:46:59,359

there's one particular game of his

4335

02:47:02,630 --> 02:47:01,200

called opus magnum that i think is very

4336

02:47:04,070 --> 02:47:02,640

approachable

4337

02:47:06,230 --> 02:47:04,080

um

4338

02:47:10,950 --> 02:47:06,240

so

4339

02:47:13,830 --> 02:47:12,230

you just said

4340

02:47:15,910 --> 02:47:13,840

man i don't know if my game will be any

4341

02:47:18,150 --> 02:47:15,920

good now when you say that what are you

4342

02:47:21,030 --> 02:47:18,160

referring to as being good is it if

4343

02:47:23,349 --> 02:47:21,040

people enjoy them is it if people like

4344

02:47:24,389 --> 02:47:23,359

that's an overstatement because

4345

02:47:25,590 --> 02:47:24,399

like

4346

02:47:27,190 --> 02:47:25,600

the feeling was more it's an

4347

02:47:28,469 --> 02:47:27,200

oversimplification because i knew it was

4348

02:47:29,349 --> 02:47:28,479

good right

4349

02:47:31,670 --> 02:47:29,359

um

4350

02:47:35,269 --> 02:47:31,680

for my you know again for my metric of

4351
02:47:39,349 --> 02:47:35,279
what's good um but

4352
02:47:43,750 --> 02:47:42,389
there there's a certain uh

4353
02:47:45,349 --> 02:47:43,760
way

4354
02:47:47,590 --> 02:47:45,359
that we went into at length before about

4355
02:47:49,110 --> 02:47:47,600
going into a possibility space of a game

4356
02:47:51,510 --> 02:47:49,120
of like what how things work and

4357
02:47:53,670 --> 02:47:51,520
discovering what can happen

4358
02:47:55,190 --> 02:47:53,680
from that and and finding the best

4359
02:47:56,550 --> 02:47:55,200
things and giving them to the player

4360
02:47:57,349 --> 02:47:56,560
right and

4361
02:47:59,269 --> 02:47:57,359
um

4362
02:48:01,349 --> 02:47:59,279
i had done a bunch of talks where i

4363
02:48:03,030 --> 02:48:01,359

discussed that process but i hadn't

4364

02:48:05,190 --> 02:48:03,040

really seen much in the way of other

4365

02:48:07,030 --> 02:48:05,200

games that did that and steven sausage

4366

02:48:08,790 --> 02:48:07,040

roll actually does that

4367

02:48:11,030 --> 02:48:08,800

um

4368

02:48:15,510 --> 02:48:11,040

and

4369

02:48:15,520 --> 02:48:19,269

very happy that i got to play it so

4370

02:48:24,790 --> 02:48:21,349

it does that in a different way i would

4371

02:48:27,349 --> 02:48:24,800

say than the witness did and so

4372

02:48:29,030 --> 02:48:27,359

it was like wow

4373

02:48:32,870 --> 02:48:29,040

somebody else is doing the same kind of

4374

02:48:36,870 --> 02:48:34,870

whereas i thought i was sort of the only

4375

02:48:37,910 --> 02:48:36,880

person doing it i guess is the feeling

4376

02:48:39,269 --> 02:48:37,920

right so

4377

02:48:41,190 --> 02:48:39,279

it's a good feeling because you don't

4378

02:48:43,269 --> 02:48:41,200

feel as alone anymore

4379

02:48:45,190 --> 02:48:43,279

have you reached out to the developer

4380

02:48:49,110 --> 02:48:45,200

oh um i mean he sent me a pre-release

4381

02:48:51,190 --> 02:48:49,120

copy so you know he's someone who i've

4382

02:48:54,790 --> 02:48:51,200

never met in person but you know knew

4383

02:48:56,950 --> 02:48:54,800

about and we'd corresponded and stuff

4384

02:48:59,670 --> 02:48:56,960

champion chap asks i seem to remember

4385

02:49:01,349 --> 02:48:59,680

john saying he has fantasia

4386

02:49:03,269 --> 02:49:01,359

could you ask him

4387

02:49:05,269 --> 02:49:03,279

if he if well if he does and does it

4388

02:49:06,710 --> 02:49:05,279

show in the game design

4389

02:49:09,510 --> 02:49:06,720

um

4390

02:49:11,830 --> 02:49:09,520

yes we'll define for the people out

4391

02:49:16,150 --> 02:49:13,510

this is something it's a relatively new

4392

02:49:17,269 --> 02:49:16,160

concept i think from the past couple

4393

02:49:18,870 --> 02:49:17,279

decades

4394

02:49:20,710 --> 02:49:18,880

um

4395

02:49:22,150 --> 02:49:20,720

uh but the idea is

4396

02:49:23,429 --> 02:49:22,160

um

4397

02:49:25,429 --> 02:49:23,439

some people

4398

02:49:26,870 --> 02:49:25,439

when they close their eyes and you ask

4399

02:49:29,269 --> 02:49:26,880

them to visualize something they

4400

02:49:30,389 --> 02:49:29,279

actually see a picture of some kind i do

4401

02:49:32,150 --> 02:49:30,399

not

4402

02:49:34,230 --> 02:49:32,160

i don't

4403

02:49:36,550 --> 02:49:34,240

um it's not that i can't because i have

4404

02:49:39,190 --> 02:49:36,560

in rare occasions seen quite vivid

4405

02:49:41,750 --> 02:49:39,200

mental pictures but from day to day i

4406

02:49:45,429 --> 02:49:41,760

simply don't have a picture

4407

02:49:48,630 --> 02:49:47,110

does that show up in the design i don't

4408

02:49:51,510 --> 02:49:48,640

know i mean

4409

02:49:52,389 --> 02:49:51,520

probably in some way because it's part

4410

02:50:03,030 --> 02:49:52,399

of

4411

02:50:08,150 --> 02:50:05,349

brian mauch asks

4412

02:50:11,110 --> 02:50:08,160

ask why the industry has gone to

4413

02:50:12,870 --> 02:50:11,120

and why studios and publishers are

4414

02:50:14,070 --> 02:50:12,880

comfortable releasing unfinished games

4415

02:50:16,070 --> 02:50:14,080

full of bugs

4416

02:50:18,309 --> 02:50:16,080

at full triple a prices

4417

02:50:20,150 --> 02:50:18,319

because they can because people can buy

4418

02:50:22,710 --> 02:50:20,160

them but also games have legitimately

4419

02:50:24,790 --> 02:50:22,720

gotten harder and harder to make

4420

02:50:28,550 --> 02:50:24,800

because they're so complicated and

4421

02:50:42,070 --> 02:50:31,269

i

4422

02:50:49,910 --> 02:50:42,080

and

4423

02:50:52,309 --> 02:50:49,920

that seems to be succeeding but who know

4424

02:50:54,469 --> 02:50:52,319

like having a programming language be

4425

02:50:57,590 --> 02:50:54,479

adopted by the world is like a whole

4426
02:51:08,230 --> 02:50:57,600
thing and who knows if that will happen

4427
02:51:11,910 --> 02:51:10,150
also the thing to say is that people

4428
02:51:13,510 --> 02:51:11,920
have been saying some variation of that

4429
02:51:16,469 --> 02:51:13,520
the entire time i've been in the games

4430
02:51:19,910 --> 02:51:16,479
industry right it used to be

4431
02:51:21,910 --> 02:51:19,920
aaa games are so unimaginative and

4432
02:51:23,590 --> 02:51:21,920
uh

4433
02:51:24,630 --> 02:51:23,600
you know don't don't do anything

4434
02:51:25,510 --> 02:51:24,640
creative

4435
02:51:31,349 --> 02:51:25,520
um

4436
02:51:32,950 --> 02:51:31,359
it used to be well there was a time when

4437
02:51:35,030 --> 02:51:32,960
it was that they were super buggy when

4438
02:51:37,190 --> 02:51:35,040

we were first starting to do 3d

4439

02:51:38,550 --> 02:51:37,200

uh because it was so hard and then we

4440

02:51:40,150 --> 02:51:38,560

kind of figured it out and they became

4441

02:51:41,590 --> 02:51:40,160

less buggy for a while but now they're

4442

02:51:43,429 --> 02:51:41,600

more buggy again because they're more

4443

02:51:45,830 --> 02:51:43,439

complicated um

4444

02:51:48,469 --> 02:51:45,840

i'm not sure that games are uniquely bad

4445

02:51:49,590 --> 02:51:48,479

in that respect now it's just aaa doing

4446

02:51:52,630 --> 02:51:49,600

their thing

4447

02:51:56,950 --> 02:51:54,950

james jones asks do you have any ideas

4448

02:51:58,950 --> 02:51:56,960

on using neuralink or any other brain

4449

02:52:01,990 --> 02:51:58,960

software interfaces in the future

4450

02:52:03,750 --> 02:52:02,000

no i mean with that kind of thing

4451
02:52:06,150 --> 02:52:03,760
what you have in your mind right now is

4452
02:52:07,269 --> 02:52:06,160
like what you imagine it might be like

4453
02:52:09,429 --> 02:52:07,279
you don't know what it's going to be

4454
02:52:11,910 --> 02:52:09,439
like right and you can't design for

4455
02:52:15,510 --> 02:52:11,920
something unless you know what it is so

4456
02:52:19,429 --> 02:52:15,520
we just have to see

4457
02:52:21,269 --> 02:52:19,439
okay ein ethne says oh exciting as i'm a

4458
02:52:23,110 --> 02:52:21,279
software engineer question for him do

4459
02:52:25,269 --> 02:52:23,120
you use machine learning and or ai

4460
02:52:27,590 --> 02:52:25,279
development when working on game design

4461
02:52:29,590 --> 02:52:27,600
and development if so how

4462
02:52:31,990 --> 02:52:29,600
uh not on any current projects there's

4463
02:52:33,590 --> 02:52:32,000

one that we were doing um

4464

02:52:34,870 --> 02:52:33,600

for a little bit but

4465

02:52:36,870 --> 02:52:34,880

it turned out we were working on too

4466

02:52:39,670 --> 02:52:36,880

many things at once so that's on pause

4467

02:52:41,590 --> 02:52:39,680

right now but we were using it to

4468

02:52:44,950 --> 02:52:41,600

try and generate

4469

02:52:46,469 --> 02:52:44,960

facial animation from uh vocal tracks so

4470

02:52:48,150 --> 02:52:46,479

a little bit the opposite of what i was

4471

02:52:50,389 --> 02:52:48,160

talking about before but like if you

4472

02:52:52,469 --> 02:52:50,399

have a voice actor read some lines

4473

02:52:53,830 --> 02:52:52,479

and it's well acted and all that stuff

4474

02:52:55,429 --> 02:52:53,840

now you want the character on the screen

4475

02:52:58,790 --> 02:52:55,439

to like say the lines and have their

4476

02:53:00,630 --> 02:52:58,800

face move in the right way there's

4477

02:53:02,630 --> 02:53:00,640

historically you might try to record

4478

02:53:03,750 --> 02:53:02,640

that by having the actor like wear all

4479

02:53:04,710 --> 02:53:03,760

this stuff

4480

02:53:06,469 --> 02:53:04,720

and then

4481

02:53:08,150 --> 02:53:06,479

you know but but there's a lot of

4482

02:53:10,469 --> 02:53:08,160

drawbacks to that

4483

02:53:13,510 --> 02:53:10,479

so we were like hey can we just generate

4484

02:53:15,830 --> 02:53:13,520

the animation and we had uh some

4485

02:53:18,309 --> 02:53:15,840

beginning of that but we hadn't gotten

4486

02:53:20,230 --> 02:53:18,319

very far before we pushed pause on the

4487

02:53:21,750 --> 02:53:20,240

project

4488

02:53:23,510 --> 02:53:21,760

there's this great youtube channel

4489

02:53:25,349 --> 02:53:23,520

called two minute papers

4490

02:53:27,349 --> 02:53:25,359

do you subscribe to it

4491

02:53:30,070 --> 02:53:27,359

no but i've seen a couple of them i

4492

02:53:31,990 --> 02:53:30,080

think man like every week or so it makes

4493

02:53:34,070 --> 02:53:32,000

me wonder man the implications of this

4494

02:53:36,309 --> 02:53:34,080

for game development but it's also like

4495

02:53:37,990 --> 02:53:36,319

you hear about there's a pill that works

4496

02:53:39,830 --> 02:53:38,000

in rats such that they can eat as much

4497

02:53:41,750 --> 02:53:39,840

food as they want and they don't get

4498

02:53:44,230 --> 02:53:41,760

fat and then you then you wonder well

4499

02:53:47,429 --> 02:53:44,240

man that'll be great once it comes to

4500

02:53:48,710 --> 02:53:47,439

humans and then it does way too long

4501
02:53:50,630 --> 02:53:48,720
yeah

4502
02:53:52,550 --> 02:53:50,640
okay so this guy

4503
02:53:55,190 --> 02:53:52,560
this guy named

4504
02:53:57,349 --> 02:53:55,200
johannes norbaca from a programming

4505
02:53:59,910 --> 02:53:57,359
language designers perspective

4506
02:54:01,830 --> 02:53:59,920
where jai has been described as

4507
02:54:03,670 --> 02:54:01,840
data oriented

4508
02:54:06,710 --> 02:54:03,680
what is his opinion on other data

4509
02:54:08,150 --> 02:54:06,720
oriented languages like erlang elixir

4510
02:54:09,670 --> 02:54:08,160
clojure

4511
02:54:11,590 --> 02:54:09,680
and

4512
02:54:13,510 --> 02:54:11,600
in context to that what languages

4513
02:54:15,670 --> 02:54:13,520

virtual machines and paradigms inspired

4514

02:54:17,429 --> 02:54:15,680

you while you were designing jai

4515

02:54:19,030 --> 02:54:17,439

so how does it compare contrast to other

4516

02:54:22,309 --> 02:54:19,040

data oriented all those languages

4517

02:54:23,750 --> 02:54:22,319

mentioned seemed very different to me so

4518

02:54:25,510 --> 02:54:23,760

and and i

4519

02:54:27,990 --> 02:54:25,520

some of them i know more about how they

4520

02:54:29,750 --> 02:54:28,000

work than others so i i find it hard to

4521

02:54:30,950 --> 02:54:29,760

make a statement that crosses all of

4522

02:54:33,429 --> 02:54:30,960

those um

4523

02:54:35,910 --> 02:54:33,439

i also would say i wouldn't necessarily

4524

02:54:37,590 --> 02:54:35,920

say data oriented is

4525

02:54:38,790 --> 02:54:37,600

the motivator behind what i'm doing i

4526
02:54:41,349 --> 02:54:38,800
think it's

4527
02:54:44,309 --> 02:54:41,359
compatible with a data oriented approach

4528
02:54:47,030 --> 02:54:44,319
but i wouldn't say that that's

4529
02:54:49,590 --> 02:54:47,040
the lens from which it's being designed

4530
02:54:54,790 --> 02:54:49,600
um

4531
02:54:57,510 --> 02:54:55,990
it's going to be hard to say this in a

4532
02:54:59,429 --> 02:54:57,520
way that's going to be taken correctly

4533
02:55:00,950 --> 02:54:59,439
but like

4534
02:55:03,349 --> 02:55:00,960
lisp and

4535
02:55:05,349 --> 02:55:03,359
standard ml of new jersey which is like

4536
02:55:07,349 --> 02:55:05,359
a later functional language that i used

4537
02:55:09,750 --> 02:55:07,359
in the early 90s um

4538
02:55:11,830 --> 02:55:09,760

our inspirations but not in any obvious

4539

02:55:14,469 --> 02:55:11,840

way because the way this language works

4540

02:55:15,429 --> 02:55:14,479

is nothing like the way those work but

4541

02:55:17,990 --> 02:55:15,439

um

4542

02:55:19,590 --> 02:55:18,000

like lisp especially was a messy

4543

02:55:20,870 --> 02:55:19,600

programming language that was pretty bad

4544

02:55:22,550 --> 02:55:20,880

in a lot of ways like there's a lot of

4545

02:55:24,230 --> 02:55:22,560

lisp evangelists that say like oh it's

4546

02:55:26,150 --> 02:55:24,240

great it's actually pretty bad in a lot

4547

02:55:28,309 --> 02:55:26,160

of ways but it had some things about it

4548

02:55:31,110 --> 02:55:28,319

that were really good and that never

4549

02:55:32,550 --> 02:55:31,120

really were reproduced

4550

02:55:35,030 --> 02:55:32,560

at least certainly not in systems

4551

02:55:35,830 --> 02:55:35,040

languages like c

4552

02:55:38,309 --> 02:55:35,840

and

4553

02:55:40,150 --> 02:55:38,319

the failure to reproduce those things

4554

02:55:41,830 --> 02:55:40,160

has led to a lot of practical problems

4555

02:55:44,150 --> 02:55:41,840

today

4556

02:55:45,990 --> 02:55:44,160

so for example in in any interpreted

4557

02:55:49,110 --> 02:55:46,000

language so even like python today or

4558

02:55:51,030 --> 02:55:49,120

something but going back to lisp

4559

02:55:52,790 --> 02:55:51,040

you don't need to have a build process

4560

02:55:55,190 --> 02:55:52,800

to know what the program is it's just

4561

02:55:56,630 --> 02:55:55,200

like whatever file you load first loads

4562

02:55:57,990 --> 02:55:56,640

some other files

4563

02:56:00,150 --> 02:55:58,000

and then it starts running because it's

4564

02:56:02,550 --> 02:56:00,160

an interpreted language and so

4565

02:56:04,150 --> 02:56:02,560

your program defines itself in that way

4566

02:56:06,710 --> 02:56:04,160

right whereas in languages like c and

4567

02:56:09,590 --> 02:56:06,720

all the languages that came down from c

4568

02:56:11,349 --> 02:56:09,600

that's not true you like need an entire

4569

02:56:13,030 --> 02:56:11,359

at least one probably multiple

4570

02:56:15,030 --> 02:56:13,040

programming languages outside your

4571

02:56:16,950 --> 02:56:15,040

original language to say what the

4572

02:56:18,870 --> 02:56:16,960

program is to define what all the files

4573

02:56:21,830 --> 02:56:18,880

are and how they get put together

4574

02:56:24,309 --> 02:56:21,840

and that's a very severe deficiency

4575

02:56:26,710 --> 02:56:24,319

actually but nobody seems to take that

4576

02:56:29,910 --> 02:56:26,720

deficiency seriously but we all suffer

4577

02:56:31,349 --> 02:56:29,920

from it all the time so um

4578

02:56:33,429 --> 02:56:31,359

it's things like that it's like okay

4579

02:56:35,190 --> 02:56:33,439

let's do a systems language but let's

4580

02:56:38,309 --> 02:56:35,200

take this good part about lisp that we

4581

02:56:40,150 --> 02:56:38,319

figured out in like freaking 1965

4582

02:56:41,349 --> 02:56:40,160

right and actually bring that to these

4583

02:56:42,550 --> 02:56:41,359

languages

4584

02:56:46,070 --> 02:56:42,560

um

4585

02:56:49,910 --> 02:56:47,910

laura labu wants to know what connects

4586

02:56:54,230 --> 02:56:49,920

him for what connects you john to

4587

02:56:56,070 --> 02:56:54,240

non-dualist teachers like rupert spyra

4588

02:56:57,990 --> 02:56:56,080

what connects me i mean aren't we all

4589

02:56:59,590 --> 02:56:58,000

connected right

4590

02:57:03,030 --> 02:56:59,600

um

4591

02:57:08,950 --> 02:57:06,790

you know i i ran into rupert's teachings

4592

02:57:10,870 --> 02:57:08,960

somewhere and i resonated

4593

02:57:16,469 --> 02:57:10,880

with them quite well

4594

02:57:20,150 --> 02:57:18,070

i don't know i don't know what more i

4595

02:57:21,030 --> 02:57:20,160

don't know why it resonated with you

4596

02:57:23,030 --> 02:57:21,040

well

4597

02:57:30,230 --> 02:57:23,040

i wouldn't even say that i just would

4598

02:57:30,240 --> 02:57:32,790

um

4599

02:57:37,269 --> 02:57:34,630

it's very hard to say things about this

4600

02:57:39,110 --> 02:57:37,279

without feeling like i'm telling people

4601
02:57:40,950 --> 02:57:39,120
what they should do or what they should

4602
02:57:44,150 --> 02:57:40,960
resonate with or

4603
02:57:46,309 --> 02:57:44,160
etcetera right it's your own opinion

4604
02:57:48,230 --> 02:57:46,319
yeah i mean i think all of us are drawn

4605
02:57:49,269 --> 02:57:48,240
to things and

4606
02:57:51,110 --> 02:57:49,279
you know

4607
02:57:52,070 --> 02:57:51,120
repelled by other things

4608
02:57:54,630 --> 02:57:52,080
um

4609
02:57:59,030 --> 02:57:54,640
i wouldn't say

4610
02:58:06,070 --> 02:58:01,750
like sometimes the impulses that draw us

4611
02:58:09,910 --> 02:58:08,469
impulses to be respected and paid

4612
02:58:12,630 --> 02:58:09,920
attention to and sometimes those

4613
02:58:13,590 --> 02:58:12,640

impulses are like

4614

02:58:15,750 --> 02:58:13,600

you know

4615

02:58:17,429 --> 02:58:15,760

shallower and

4616

02:58:20,309 --> 02:58:17,439

maybe things that we would be better to

4617

02:58:24,070 --> 02:58:20,319

do without right and so

4618

02:58:26,150 --> 02:58:24,080

um so i don't think like it's a very

4619

02:58:27,670 --> 02:58:26,160

contemporary statement to say oh well

4620

02:58:29,110 --> 02:58:27,680

people just like different things and

4621

02:58:31,030 --> 02:58:29,120

it's all equally good i don't think it's

4622

02:58:34,469 --> 02:58:31,040

actually all equally good

4623

02:58:39,510 --> 02:58:36,469

and i think that this idea that it's all

4624

02:58:41,590 --> 02:58:39,520

equally good is kind of part of why

4625

02:58:42,710 --> 02:58:41,600

society we're at a stagnant point right

4626
02:58:45,349 --> 02:58:42,720
now

4627
02:58:48,150 --> 02:58:45,359
um but all that said

4628
02:58:50,150 --> 02:58:48,160
i it is a rather personal thing

4629
02:58:55,110 --> 02:58:50,160
what

4630
02:58:55,990 --> 02:58:55,120
with me and

4631
02:58:58,150 --> 02:58:56,000
um

4632
02:59:01,990 --> 02:58:58,160
to try to project that on onto other

4633
02:59:04,630 --> 02:59:02,000
people i don't think is my job and so if

4634
02:59:06,950 --> 02:59:04,640
i make a game that

4635
02:59:09,030 --> 02:59:06,960
deals with material like this it's a

4636
02:59:10,150 --> 02:59:09,040
challenge to do that without attempting

4637
02:59:12,389 --> 02:59:10,160
to

4638
02:59:14,469 --> 02:59:12,399

throw throw it at you

4639

02:59:15,990 --> 02:59:14,479

so that it tries to stick or something

4640

02:59:17,429 --> 02:59:16,000

right that's not

4641

02:59:18,150 --> 02:59:17,439

you know it's a different thing it's

4642

02:59:19,910 --> 02:59:18,160

like oh you're not trying to

4643

02:59:22,150 --> 02:59:19,920

indoctrinate anyone or nor do you want

4644

02:59:23,349 --> 02:59:22,160

it to feel like that yeah it's just like

4645

02:59:25,990 --> 02:59:23,359

hey

4646

02:59:27,590 --> 02:59:26,000

look at this thing and

4647

02:59:29,349 --> 02:59:27,600

if you want to

4648

02:59:30,550 --> 02:59:29,359

and maybe there's an opportunity for you

4649

02:59:32,469 --> 02:59:30,560

to have

4650

02:59:33,990 --> 02:59:32,479

some kind of feeling like i had in the

4651
02:59:36,309 --> 02:59:34,000
process of encountering this material

4652
02:59:38,950 --> 02:59:36,319
but maybe not right and if not that's

4653
02:59:41,190 --> 02:59:38,960
cool but if so that's great

4654
02:59:43,030 --> 02:59:41,200
right and so

4655
02:59:44,630 --> 02:59:43,040
maybe we've gone far afield from the

4656
02:59:46,150 --> 02:59:44,640
original question but

4657
02:59:48,870 --> 02:59:46,160
that's how i feel about it

4658
02:59:51,670 --> 02:59:48,880
you also mentioned that this insistence

4659
02:59:53,510 --> 02:59:51,680
that there is no

4660
02:59:55,510 --> 02:59:53,520
skill or competence or that we're all

4661
02:59:57,429 --> 02:59:55,520
equal in some manner is one of the

4662
02:59:59,830 --> 02:59:57,439
reasons why we're at a societal

4663
03:00:02,230 --> 02:59:59,840

stagnation point okay so firstly what's

4664

03:00:03,269 --> 03:00:02,240

meant by this stagnation and then how is

4665

03:00:12,389 --> 03:00:03,279

it

4666

03:00:14,389 --> 03:00:12,399

okay so to go back to that insistence

4667

03:00:15,750 --> 03:00:14,399

it comes from something that's true

4668

03:00:18,469 --> 03:00:15,760

originally and it's just over

4669

03:00:20,150 --> 03:00:18,479

extrapolated right the thing that's true

4670

03:00:22,630 --> 03:00:20,160

is that

4671

03:00:25,910 --> 03:00:22,640

you know we're all born here and none of

4672

03:00:27,830 --> 03:00:25,920

us is better than anybody else and

4673

03:00:29,910 --> 03:00:27,840

we're all equivalent to each other in

4674

03:00:33,750 --> 03:00:29,920

some way right there but for the grace

4675

03:00:35,510 --> 03:00:33,760

of god go i kind of realization right um

4676
03:00:37,590 --> 03:00:35,520
but that doesn't mean you can't make bad

4677
03:00:45,670 --> 03:00:37,600
choices and that doesn't mean that

4678
03:00:49,830 --> 03:00:47,510
i mean okay see when you talk start

4679
03:00:57,349 --> 03:00:49,840
talking about spiritual stuff

4680
03:00:57,359 --> 03:01:00,870
let me just

4681
03:01:03,990 --> 03:01:02,550
when you start talking about spiritual

4682
03:01:06,790 --> 03:01:04,000
stuff

4683
03:01:08,309 --> 03:01:06,800
you almost can't say anything because

4684
03:01:10,150 --> 03:01:08,319
what even what i just said is not

4685
03:01:12,790 --> 03:01:10,160
actually true that you can't

4686
03:01:14,550 --> 03:01:12,800
of course you can't make bad choices

4687
03:01:18,070 --> 03:01:14,560
um it's actually not possible to make

4688
03:01:22,710 --> 03:01:20,550

if you go to the world

4689

03:01:24,710 --> 03:01:22,720

of human beings just trying to do human

4690

03:01:26,710 --> 03:01:24,720

being life stuff then you can make bad

4691

03:01:30,150 --> 03:01:26,720

choices right so

4692

03:01:35,510 --> 03:01:33,670

we we somehow have a society where

4693

03:01:38,550 --> 03:01:35,520

we kind of want to think that that's not

4694

03:01:40,630 --> 03:01:38,560

true like if somebody

4695

03:01:43,750 --> 03:01:40,640

if somebody ends up in an unfortunate

4696

03:01:46,230 --> 03:01:43,760

place it's because of the forces that

4697

03:01:49,429 --> 03:01:46,240

were acting on them right they were

4698

03:01:51,349 --> 03:01:49,439

under privileged and had a bad

4699

03:01:53,670 --> 03:01:51,359

you know

4700

03:01:55,429 --> 03:01:53,680

were under you fell into the undertow of

4701
03:01:57,670 --> 03:01:55,439
society whatever right

4702
03:01:59,110 --> 03:01:57,680
and all that is true

4703
03:02:02,790 --> 03:01:59,120
to some degree

4704
03:02:03,590 --> 03:02:02,800
but at the same time

4705
03:02:07,750 --> 03:02:03,600
if

4706
03:02:11,830 --> 03:02:07,760
this idea that people are

4707
03:02:15,190 --> 03:02:11,840
also responsible for themselves

4708
03:02:17,349 --> 03:02:15,200
there's no energy to go to a good place

4709
03:02:19,750 --> 03:02:17,359
that comes from anywhere right

4710
03:02:21,269 --> 03:02:19,760
so if you want to go to a good place

4711
03:02:22,630 --> 03:02:21,279
there are some

4712
03:02:24,150 --> 03:02:22,640
attitudes

4713
03:02:26,230 --> 03:02:24,160

that are much more conducive to that

4714

03:02:29,110 --> 03:02:26,240

than other attitudes and i think

4715

03:02:31,990 --> 03:02:29,120

we've got some attitudes that

4716

03:02:34,309 --> 03:02:32,000

don't help and

4717

03:02:36,630 --> 03:02:34,319

you know personally

4718

03:02:38,309 --> 03:02:36,640

i see this at all levels of society so

4719

03:02:41,190 --> 03:02:38,319

like if you look at people who are the

4720

03:02:42,469 --> 03:02:41,200

experts in various things

4721

03:02:45,750 --> 03:02:42,479

or who

4722

03:02:47,670 --> 03:02:45,760

uh who are the societally um

4723

03:02:49,429 --> 03:02:47,680

designated experts like the people who

4724

03:02:50,870 --> 03:02:49,439

have the degrees

4725

03:02:52,710 --> 03:02:50,880

the people who have the positions in

4726
03:02:54,150 --> 03:02:52,720
government and whatever i don't think

4727
03:02:55,910 --> 03:02:54,160
most of those people are very good at

4728
03:02:58,150 --> 03:02:55,920
what they do there are occasional

4729
03:03:01,110 --> 03:02:58,160
outliers right but for the most part

4730
03:03:02,950 --> 03:03:01,120
it's just we set up a system of how do

4731
03:03:03,830 --> 03:03:02,960
you rise in the ranks of these various

4732
03:03:04,710 --> 03:03:03,840
things

4733
03:03:06,710 --> 03:03:04,720
um

4734
03:03:08,710 --> 03:03:06,720
those systems were founded

4735
03:03:10,630 --> 03:03:08,720
originally

4736
03:03:13,429 --> 03:03:10,640
in ways that were functional

4737
03:03:16,309 --> 03:03:13,439
you know like like originally having a

4738
03:03:17,910 --> 03:03:16,319

phd was a really big deal right

4739

03:03:20,630 --> 03:03:17,920

now it's

4740

03:03:22,469 --> 03:03:20,640

well and when we set up that system

4741

03:03:23,830 --> 03:03:22,479

it was a system to help with that kind

4742

03:03:27,590 --> 03:03:23,840

of learning and discovery of new

4743

03:03:29,910 --> 03:03:27,600

knowledge now getting a phd is basically

4744

03:03:30,790 --> 03:03:29,920

filling out a tax form

4745

03:03:32,710 --> 03:03:30,800

but

4746

03:03:34,950 --> 03:03:32,720

it takes four or five years

4747

03:03:36,630 --> 03:03:34,960

not for everybody some people do phds

4748

03:03:38,070 --> 03:03:36,640

that are actually

4749

03:03:40,550 --> 03:03:38,080

closer to the spirit of what the

4750

03:03:42,389 --> 03:03:40,560

original thing was but we've kind of

4751
03:03:43,670 --> 03:03:42,399
slowly over time replaced the original

4752
03:03:45,750 --> 03:03:43,680
thing with this other thing that is

4753
03:03:46,870 --> 03:03:45,760
actually quite different right

4754
03:03:51,910 --> 03:03:46,880
and

4755
03:03:55,110 --> 03:03:51,920
um

4756
03:03:58,790 --> 03:03:57,510
there are consequences to that i think

4757
03:04:00,950 --> 03:03:58,800
and

4758
03:04:03,990 --> 03:04:00,960
that's all i mean we're getting into

4759
03:04:08,710 --> 03:04:04,000
like personal rants at this point

4760
03:04:12,150 --> 03:04:10,389
that's but that's that's how i feel

4761
03:04:14,309 --> 03:04:12,160
about it

4762
03:04:17,030 --> 03:04:14,319
mr k wants to know what the f is going

4763
03:04:19,349 --> 03:04:17,040

on what the f is kojima working on i

4764

03:04:21,269 --> 03:04:19,359

have no idea i live in the us he lives

4765

03:04:23,030 --> 03:04:21,279

in does he still live in japan or did he

4766

03:04:25,510 --> 03:04:23,040

move i don't think so i think he's in

4767

03:04:27,429 --> 03:04:25,520

america now okay well that shows you how

4768

03:04:28,790 --> 03:04:27,439

much i know kojima production on there

4769

03:04:30,550 --> 03:04:28,800

yeah

4770

03:04:32,150 --> 03:04:30,560

xenoevil says i suppose the main

4771

03:04:34,070 --> 03:04:32,160

question i have is why he thinks the

4772

03:04:36,070 --> 03:04:34,080

success of braid didn't lead to more

4773

03:04:37,269 --> 03:04:36,080

copycat games it's still pretty much one

4774

03:04:39,190 --> 03:04:37,279

of a kind

4775

03:04:41,910 --> 03:04:39,200

okay actually

4776

03:04:45,349 --> 03:04:41,920

there sort of were copycat games

4777

03:04:47,429 --> 03:04:45,359

but in a different way and

4778

03:04:49,190 --> 03:04:47,439

because the motivation was different

4779

03:04:50,550 --> 03:04:49,200

right so

4780

03:04:52,630 --> 03:04:50,560

as we discussed

4781

03:04:54,070 --> 03:04:52,640

when doing braid

4782

03:04:57,030 --> 03:04:54,080

part of the motivation was an

4783

03:05:00,309 --> 03:04:57,040

exploration of the universe in like how

4784

03:05:04,070 --> 03:05:01,990

make a little mini universe that has

4785

03:05:06,710 --> 03:05:04,080

these fascinating aspects that in some

4786

03:05:09,670 --> 03:05:06,720

way reflects the big universe back at us

4787

03:05:11,830 --> 03:05:09,680

in an interesting way right

4788

03:05:13,750 --> 03:05:11,840

what the game is taken to be by a lot of

4789

03:05:15,590 --> 03:05:13,760

people who play it

4790

03:05:17,750 --> 03:05:15,600

as well as many people who would want to

4791

03:05:19,910 --> 03:05:17,760

copy it is like well it's a fun

4792

03:05:22,950 --> 03:05:19,920

platformer game and it's got some trippy

4793

03:05:25,269 --> 03:05:22,960

time stuff which is true actually right

4794

03:05:27,030 --> 03:05:25,279

but the goal wasn't exactly to do trippy

4795

03:05:28,309 --> 03:05:27,040

time stuff you know

4796

03:05:30,230 --> 03:05:28,319

um

4797

03:05:32,150 --> 03:05:30,240

if you start to make a game and your

4798

03:05:33,590 --> 03:05:32,160

goal is to do trippy time stuff which

4799

03:05:35,349 --> 03:05:33,600

you might do if you were going to make a

4800

03:05:37,030 --> 03:05:35,359

copycat game there's a lot easier ways

4801

03:05:38,790 --> 03:05:37,040

to do it because it's actually pretty

4802

03:05:41,030 --> 03:05:38,800

hard to program the system that has all

4803

03:05:42,790 --> 03:05:41,040

these different time behaviors that all

4804

03:05:45,349 --> 03:05:42,800

mesh in the same

4805

03:05:47,590 --> 03:05:45,359

simulator it's much easier to like make

4806

03:05:49,269 --> 03:05:47,600

a game where the fiction is about time

4807

03:05:50,870 --> 03:05:49,279

travel because anybody can write a story

4808

03:05:52,790 --> 03:05:50,880

about time travel right

4809

03:05:54,870 --> 03:05:52,800

and then um

4810

03:05:56,389 --> 03:05:54,880

maybe we'll have some animated scenes

4811

03:05:58,950 --> 03:05:56,399

that you can make the animation go

4812

03:06:01,030 --> 03:05:58,960

backwards and it looks cool like

4813

03:06:02,950 --> 03:06:01,040

there's a castle that's destroyed and

4814

03:06:04,950 --> 03:06:02,960

you press rewind and it undestroys

4815

03:06:06,309 --> 03:06:04,960

itself and that looks cool right there

4816

03:06:08,070 --> 03:06:06,319

are definitely a number of games who

4817

03:06:09,349 --> 03:06:08,080

have done stuff like that

4818

03:06:12,550 --> 03:06:09,359

um

4819

03:06:17,030 --> 03:06:12,560

and those things are just a lot easier

4820

03:06:19,990 --> 03:06:18,710

there's no need to do the hard thing if

4821

03:06:22,230 --> 03:06:20,000

you're just trying to make money or

4822

03:06:23,429 --> 03:06:22,240

whatever would be your reason or even if

4823

03:06:25,269 --> 03:06:23,439

you're just trying to do something that

4824

03:06:30,469 --> 03:06:25,279

looks cool

4825

03:06:30,479 --> 03:06:33,190

uh

4826

03:06:38,389 --> 03:06:35,830

yeah there i i'm not aware of any game

4827

03:06:39,990 --> 03:06:38,399

that is a copycat of braid in the deep

4828

03:06:43,510 --> 03:06:40,000

sense and i think it's just because

4829

03:06:45,990 --> 03:06:43,520

there's easier things to do

4830

03:06:47,990 --> 03:06:46,000

okay this person was lord wants to know

4831

03:06:49,750 --> 03:06:48,000

it i'd love to hear more about john's

4832

03:06:51,750 --> 03:06:49,760

past struggles and with burnout and

4833

03:06:53,590 --> 03:06:51,760

motivation and his approach to getting

4834

03:06:55,269 --> 03:06:53,600

work done how his approach to getting

4835

03:06:57,190 --> 03:06:55,279

work done has changed

4836

03:06:59,190 --> 03:06:57,200

i mean i have a whole speech about that

4837

03:07:02,309 --> 03:06:59,200

that i can link you to as well all right

4838

03:07:04,070 --> 03:07:02,319

please do okay

4839

03:07:05,269 --> 03:07:04,080

um

4840

03:07:06,790 --> 03:07:05,279

you know in terms of individual

4841

03:07:08,950 --> 03:07:06,800

motivation i'll say one other thing

4842

03:07:10,469 --> 03:07:08,960

which is

4843

03:07:11,990 --> 03:07:10,479

i mean obviously this was a very short

4844

03:07:13,429 --> 03:07:12,000

question and i don't know the

4845

03:07:15,910 --> 03:07:13,439

questioner's background and all these

4846

03:07:18,710 --> 03:07:15,920

things but a lot of the time i get a lot

4847

03:07:22,150 --> 03:07:18,720

of questions these days by like

4848

03:07:23,990 --> 03:07:22,160

people who are asking how how do you do

4849

03:07:25,590 --> 03:07:24,000

a lot of work or how do you get started

4850

03:07:28,230 --> 03:07:25,600

and all that and

4851

03:07:30,870 --> 03:07:28,240

very often these questions

4852

03:07:32,550 --> 03:07:30,880

are themselves a procrastination

4853

03:07:34,790 --> 03:07:32,560

right it's like

4854

03:07:35,910 --> 03:07:34,800

obviously i'm in the state where i can't

4855

03:07:38,150 --> 03:07:35,920

do

4856

03:07:41,030 --> 03:07:38,160

a lot of work right now so i need

4857

03:07:42,070 --> 03:07:41,040

somebody to give me the answer before i

4858

03:07:45,510 --> 03:07:42,080

can

4859

03:07:47,110 --> 03:07:45,520

and actually the secret is you sit down

4860

03:07:49,190 --> 03:07:47,120

and decide to do it

4861

03:07:51,110 --> 03:07:49,200

that's all it is right

4862

03:07:52,870 --> 03:07:51,120

um

4863

03:07:55,510 --> 03:07:52,880

seinfeld is like that that's his famous

4864

03:07:56,710 --> 03:07:55,520

advice to comics to comedians um yeah

4865

03:07:58,790 --> 03:07:56,720

comedians always want to know what's the

4866

03:08:00,150 --> 03:07:58,800

secret he says just work stop talking

4867

03:08:02,469 --> 03:08:00,160

about it yeah

4868

03:08:05,190 --> 03:08:02,479

because that's it's like oh

4869

03:08:07,510 --> 03:08:05,200

someday i have permission to not

4870

03:08:10,469 --> 03:08:07,520

actually do this work until someday

4871

03:08:12,710 --> 03:08:10,479

somebody bestows upon me the magical

4872

03:08:15,190 --> 03:08:12,720

you know i don't know baton from olympic

4873

03:08:17,590 --> 03:08:15,200

baton right it's that's not how it is

4874

03:08:19,510 --> 03:08:17,600

it's like you make a baton and run with

4875

03:08:22,790 --> 03:08:19,520

it that's that's actually how it is and

4876
03:08:26,070 --> 03:08:23,590
now

4877
03:08:28,070 --> 03:08:26,080
it might be that

4878
03:08:29,429 --> 03:08:28,080
people

4879
03:08:31,030 --> 03:08:29,439
don't want to work that much on

4880
03:08:32,469 --> 03:08:31,040
something maybe they don't actually

4881
03:08:34,870 --> 03:08:32,479
think it's as important as they would

4882
03:08:37,030 --> 03:08:34,880
like to think it is right like what you

4883
03:08:38,870 --> 03:08:37,040
intellectually think should be important

4884
03:08:40,870 --> 03:08:38,880
versus how you actually respond to

4885
03:08:44,469 --> 03:08:40,880
things is very different and you might

4886
03:08:45,990 --> 03:08:44,479
have a a mismatch there um

4887
03:08:47,510 --> 03:08:46,000
maybe you there's nothing that's

4888
03:08:50,630 --> 03:08:47,520

important enough to you yet maybe you

4889

03:08:52,710 --> 03:08:50,640

haven't discovered that and so

4890

03:08:53,990 --> 03:08:52,720

maybe you go to the gym and work out for

4891

03:08:56,230 --> 03:08:54,000

a while right

4892

03:08:58,070 --> 03:08:56,240

um

4893

03:09:01,750 --> 03:08:58,080

yeah that's probably enough on that

4894

03:09:04,469 --> 03:09:01,760

topic bc one and zero many people have

4895

03:09:08,469 --> 03:09:04,479

said some similar sentiments please beta

4896

03:09:09,830 --> 03:09:08,479

access to jai i will pay 100 for access

4897

03:09:13,269 --> 03:09:09,840

we're you know we're working on rolling

4898

03:09:15,190 --> 03:09:13,279

it out wider it's been um

4899

03:09:17,349 --> 03:09:15,200

so one of my goals

4900

03:09:19,590 --> 03:09:17,359

in doing this language has been to solve

4901

03:09:20,950 --> 03:09:19,600

problems that

4902

03:09:22,550 --> 03:09:20,960

are happening with the way things are

4903

03:09:24,550 --> 03:09:22,560

currently done and one of those problems

4904

03:09:26,469 --> 03:09:24,560

is we have all this messy software that

4905

03:09:28,550 --> 03:09:26,479

doesn't really work and why do we have

4906

03:09:30,070 --> 03:09:28,560

that well people make stuff and they

4907

03:09:31,190 --> 03:09:30,080

don't work that hard on it and then they

4908

03:09:33,110 --> 03:09:31,200

give it out

4909

03:09:35,429 --> 03:09:33,120

and then they let for people

4910

03:09:37,269 --> 03:09:35,439

who are using it to run into problems

4911

03:09:39,670 --> 03:09:37,279

and then report the problems and like

4912

03:09:42,710 --> 03:09:41,030

meanwhile you have all these people

4913

03:09:46,309 --> 03:09:42,720

experiencing a lot of problems or

4914

03:09:48,070 --> 03:09:46,319

slowness or unreliability right and if

4915

03:09:51,750 --> 03:09:48,080

you

4916

03:09:53,510 --> 03:09:51,760

successful add up all the time that

4917

03:09:54,469 --> 03:09:53,520

those people spent experiencing those

4918

03:09:57,429 --> 03:09:54,479

problems

4919

03:10:00,309 --> 03:09:57,439

it's quite large right even if imagine

4920

03:10:02,150 --> 03:10:00,319

only a hundred people used your thing

4921

03:10:04,150 --> 03:10:02,160

and you cost them each an hour that's a

4922

03:10:06,790 --> 03:10:04,160

hundred hours right that's three and a

4923

03:10:08,710 --> 03:10:06,800

half weeks or no two and a half weeks of

4924

03:10:10,229 --> 03:10:08,720

full-time work so if you could have

4925

03:10:12,550 --> 03:10:10,239

fixed this problem

4926
03:10:14,309 --> 03:10:12,560
in let's say it would have taken you two

4927
03:10:16,550 --> 03:10:14,319
very hard days of work to fix this

4928
03:10:18,309 --> 03:10:16,560
problem that cost these people an hour

4929
03:10:20,950 --> 03:10:18,319
um

4930
03:10:23,750 --> 03:10:20,960
the the net benefit to everybody is

4931
03:10:24,630 --> 03:10:23,760
still a couple weeks right

4932
03:10:26,790 --> 03:10:24,640
now

4933
03:10:28,870 --> 03:10:26,800
100 users is a very

4934
03:10:30,870 --> 03:10:28,880
uh unsuccessful piece of software

4935
03:10:33,349 --> 03:10:30,880
actually right okay once you get to the

4936
03:10:35,429 --> 03:10:33,359
tens of thousands or millions

4937
03:10:36,870 --> 03:10:35,439
these factors are just insane how big

4938
03:10:37,910 --> 03:10:36,880

they are right and so what i'm trying to

4939

03:10:40,389 --> 03:10:37,920

do is

4940

03:10:42,309 --> 03:10:40,399

not create pollution of that kind

4941

03:10:44,630 --> 03:10:42,319

right i'm trying to not have negative

4942

03:10:46,469 --> 03:10:44,640

externalities so

4943

03:10:48,070 --> 03:10:46,479

we're starting with a small group we're

4944

03:10:49,910 --> 03:10:48,080

refining the language we're making it

4945

03:10:51,269 --> 03:10:49,920

better and we're slowly growing the

4946

03:10:53,670 --> 03:10:51,279

number of people right now there's about

4947

03:10:54,469 --> 03:10:53,680

100 people

4948

03:10:56,710 --> 03:10:54,479

and

4949

03:10:58,389 --> 03:10:56,720

i do want to start looking at widening

4950

03:11:00,710 --> 03:10:58,399

that soon

4951
03:11:02,389 --> 03:11:00,720
in some way that lets people

4952
03:11:04,389 --> 03:11:02,399
opt in

4953
03:11:07,590 --> 03:11:04,399
but i don't exactly you know we haven't

4954
03:11:11,590 --> 03:11:09,510
michael baz paulov says thoughts on

4955
03:11:13,590 --> 03:11:11,600
supergiant's success with haiti's early

4956
03:11:15,670 --> 03:11:13,600
access model do you think this model

4957
03:11:17,429 --> 03:11:15,680
will be more prevalent in the industry

4958
03:11:19,030 --> 03:11:17,439
seems like it minimizes risk and

4959
03:11:20,950 --> 03:11:19,040
provides valuable feedback in early

4960
03:11:23,429 --> 03:11:20,960
stages but doesn't hurt the artistic

4961
03:11:24,710 --> 03:11:23,439
vision

4962
03:11:26,550 --> 03:11:24,720
i mean i think it's great that their

4963
03:11:28,710 --> 03:11:26,560

game was so successful

4964

03:11:29,910 --> 03:11:28,720

i don't care that much about business

4965

03:11:31,830 --> 03:11:29,920

models

4966

03:11:33,830 --> 03:11:31,840

in the sense that if i spend most of my

4967

03:11:36,309 --> 03:11:33,840

time like spending a lot of time

4968

03:11:38,790 --> 03:11:36,319

thinking about business models is what

4969

03:11:40,710 --> 03:11:38,800

most game companies do

4970

03:11:43,429 --> 03:11:40,720

and if i want to be different from that

4971

03:11:47,190 --> 03:11:43,439

i probably shouldn't do that right um

4972

03:11:49,269 --> 03:11:47,200

also my idea of

4973

03:11:51,110 --> 03:11:49,279

an artistic process is probably very

4974

03:11:52,950 --> 03:11:51,120

different from theirs and

4975

03:11:56,229 --> 03:11:52,960

i just don't really do feedback that

4976

03:11:57,510 --> 03:11:56,239

much honestly like i use feedback as

4977

03:11:59,830 --> 03:11:57,520

um

4978

03:12:01,429 --> 03:11:59,840

as a reality check right so like we

4979

03:12:04,229 --> 03:12:01,439

might go play test a game somewhere and

4980

03:12:05,429 --> 03:12:04,239

we see does the game work

4981

03:12:09,590 --> 03:12:05,439

does

4982

03:12:14,150 --> 03:12:11,429

like if there are things that we thought

4983

03:12:16,630 --> 03:12:14,160

were going to be good did people

4984

03:12:21,030 --> 03:12:18,630

get some kind of reasonable response

4985

03:12:23,510 --> 03:12:21,040

from them you know but what we don't do

4986

03:12:25,510 --> 03:12:23,520

is what play testing typically is which

4987

03:12:27,190 --> 03:12:25,520

is

4988

03:12:28,790 --> 03:12:27,200

have people answer some questions about

4989

03:12:29,990 --> 03:12:28,800

what they like the most and put more of

4990

03:12:31,510 --> 03:12:30,000

that in and

4991

03:12:34,070 --> 03:12:31,520

what didn't they like and then change

4992

03:12:36,790 --> 03:12:34,080

those things or cut them out i mean even

4993

03:12:38,469 --> 03:12:36,800

if a lot of people don't like something

4994

03:12:40,309 --> 03:12:38,479

in one of my games if it's the right

4995

03:12:43,349 --> 03:12:40,319

thing for that game it's in the game you

4996

03:12:45,190 --> 03:12:43,359

know it's a very different thing so

4997

03:12:48,070 --> 03:12:45,200

um but that's just a different way of

4998

03:12:50,550 --> 03:12:48,080

development than what supergiant does um

4999

03:12:52,070 --> 03:12:50,560

that's fine that's why you want

5000

03:12:53,349 --> 03:12:52,080

a lot of different developers in the

5001
03:12:54,710 --> 03:12:53,359
world is because they can do different

5002
03:12:57,750 --> 03:12:54,720
things different ways and there's

5003
03:13:00,070 --> 03:12:57,760
variety so

5004
03:13:01,910 --> 03:13:00,080
early access also i think it's better

5005
03:13:05,429 --> 03:13:01,920
for some kinds of games than others

5006
03:13:07,750 --> 03:13:05,439
right a game with a lot of replayability

5007
03:13:08,950 --> 03:13:07,760
like something like hades early access

5008
03:13:10,950 --> 03:13:08,960
makes sense because when you play the

5009
03:13:12,870 --> 03:13:10,960
better version later you're like oh cool

5010
03:13:14,790 --> 03:13:12,880
right i'm playing the better if you do a

5011
03:13:16,550 --> 03:13:14,800
puzzle a single player puzzle game like

5012
03:13:18,309 --> 03:13:16,560
the last couple that we've done

5013
03:13:19,750 --> 03:13:18,319

if you play the bad version initially

5014

03:13:21,590 --> 03:13:19,760

you can't replay it later because you

5015

03:13:22,309 --> 03:13:21,600

know how everything goes

5016

03:13:25,190 --> 03:13:22,319

so

5017

03:13:27,429 --> 03:13:25,200

you just played the bad version right

5018

03:13:29,110 --> 03:13:27,439

and then so you're giving your most

5019

03:13:31,269 --> 03:13:29,120

enthusiastic people

5020

03:13:33,750 --> 03:13:31,279

the bad version of the game and it's

5021

03:13:35,830 --> 03:13:33,760

just not good for that kind of a thing

5022

03:13:37,990 --> 03:13:35,840

if i think how does the side question

5023

03:13:39,670 --> 03:13:38,000

just for me how does play testing work

5024

03:13:40,790 --> 03:13:39,680

do you get your family and friends to do

5025

03:13:42,469 --> 03:13:40,800

it

5026

03:13:44,469 --> 03:13:42,479

is there a company that play tests and

5027

03:13:47,110 --> 03:13:44,479

you just put your game there how is it

5028

03:13:48,870 --> 03:13:47,120

that people don't break the ndas

5029

03:13:51,750 --> 03:13:48,880

because ndas are broken all the time but

5030

03:13:53,429 --> 03:13:51,760

oh yeah i rarely hear but i'm i don't

5031

03:13:54,710 --> 03:13:53,439

follow game rumors but i rarely hear

5032

03:13:56,309 --> 03:13:54,720

about what's happening grand theft auto

5033

03:13:57,910 --> 03:13:56,319

6 for example or some other major

5034

03:13:59,830 --> 03:13:57,920

relationships how does that work we

5035

03:14:01,990 --> 03:13:59,840

don't play tests that much like way less

5036

03:14:03,349 --> 03:14:02,000

than most development studios we will

5037

03:14:04,870 --> 03:14:03,359

play test

5038

03:14:06,790 --> 03:14:04,880

this next game probably more than

5039

03:14:08,950 --> 03:14:06,800

previous games but that's because it's

5040

03:14:14,710 --> 03:14:08,960

so big and like we just need to do that

5041

03:14:19,190 --> 03:14:16,469

the way that we have play tested in the

5042

03:14:20,710 --> 03:14:19,200

past was sort of in the beginning you

5043

03:14:21,990 --> 03:14:20,720

just have a small number of people that

5044

03:14:23,670 --> 03:14:22,000

you know

5045

03:14:25,670 --> 03:14:23,680

like friends who are maybe other game

5046

03:14:26,790 --> 03:14:25,680

developers or something play it just

5047

03:14:28,710 --> 03:14:26,800

because

5048

03:14:31,110 --> 03:14:28,720

you just want to see

5049

03:14:32,790 --> 03:14:31,120

how it works just just in the beginning

5050

03:14:34,790 --> 03:14:32,800

right it's not refined it doesn't have

5051

03:14:36,950 --> 03:14:34,800

all the polish like it probably doesn't

5052

03:14:39,670 --> 03:14:36,960

even have good art visual art for most

5053

03:14:41,670 --> 03:14:39,680

of it so

5054

03:14:43,590 --> 03:14:41,680

you don't even expect

5055

03:14:45,190 --> 03:14:43,600

like even if your design is correct and

5056

03:14:47,269 --> 03:14:45,200

all that and even if the parameters are

5057

03:14:48,630 --> 03:14:47,279

all tuned you wouldn't expect the same

5058

03:14:50,790 --> 03:14:48,640

final response that you would get from

5059

03:14:52,550 --> 03:14:50,800

the finished game because it doesn't

5060

03:14:53,750 --> 03:14:52,560

look good it doesn't feel good and all

5061

03:14:55,429 --> 03:14:53,760

these things right so you're looking for

5062

03:14:57,670 --> 03:14:55,439

a different thing early on

5063

03:14:58,870 --> 03:14:57,680

um

5064

03:15:00,950 --> 03:14:58,880

later

5065

03:15:03,429 --> 03:15:00,960

it's more about testing the final thing

5066

03:15:05,110 --> 03:15:03,439

to make sure if it's polished and

5067

03:15:06,870 --> 03:15:05,120

make sure weird things don't happen when

5068

03:15:07,910 --> 03:15:06,880

people go into some corner that you

5069

03:15:10,389 --> 03:15:07,920

never

5070

03:15:11,750 --> 03:15:10,399

walked into that way and whatever now

5071

03:15:12,550 --> 03:15:11,760

for that kind of thing there are also

5072

03:15:15,910 --> 03:15:12,560

like

5073

03:15:17,830 --> 03:15:15,920

qa right quality assurance houses which

5074

03:15:18,710 --> 03:15:17,840

is kind of like play testing

5075

03:15:20,790 --> 03:15:18,720

but

5076

03:15:22,389 --> 03:15:20,800

it's different like play testing is like

5077

03:15:24,550 --> 03:15:22,399

hey you play it kind of the way a player

5078

03:15:26,389 --> 03:15:24,560

would qa is like

5079

03:15:28,870 --> 03:15:26,399

it's their job to just try and break the

5080

03:15:30,389 --> 03:15:28,880

game all day for weeks or months right

5081

03:15:31,349 --> 03:15:30,399

and that's a very useful service but

5082

03:15:34,630 --> 03:15:31,359

it's

5083

03:15:37,110 --> 03:15:34,640

testing but we do engage that in some

5084

03:15:38,630 --> 03:15:37,120

way on every game as well

5085

03:15:40,070 --> 03:15:38,640

ivan wants to know these are the last

5086

03:15:41,750 --> 03:15:40,080

three questions ivan wants to know if

5087

03:15:43,670 --> 03:15:41,760

political questions are allowed what are

5088

03:15:46,550 --> 03:15:43,680

his thoughts on the state of free speech

5089

03:15:48,229 --> 03:15:46,560

in the world now thanks

5090

03:15:50,070 --> 03:15:48,239

i'm trying to get away from political

5091

03:15:52,870 --> 03:15:50,080

questions there are definitely political

5092

03:15:54,870 --> 03:15:52,880

issues that could rile me up um

5093

03:15:57,830 --> 03:15:54,880

and i do think

5094

03:15:58,870 --> 03:15:57,840

i will say very briefly that i do think

5095

03:16:01,190 --> 03:15:58,880

uh

5096

03:16:06,630 --> 03:16:01,200

the loss of free speech is kind of a

5097

03:16:11,990 --> 03:16:08,790

in the days that we are living in right

5098

03:16:12,950 --> 03:16:12,000

now um having political opinions is very

5099

03:16:14,790 --> 03:16:12,960

easy

5100

03:16:16,630 --> 03:16:14,800

everybody has one

5101
03:16:18,389 --> 03:16:16,640
being loud about them now is very easy

5102
03:16:20,229 --> 03:16:18,399
now that we have all this social media

5103
03:16:21,670 --> 03:16:20,239
so like i'm not sure that i'm adding

5104
03:16:22,870 --> 03:16:21,680
very much

5105
03:16:25,269 --> 03:16:22,880
um

5106
03:16:27,349 --> 03:16:25,279
by having opinions i will say there is

5107
03:16:29,990 --> 03:16:27,359
some value to being

5108
03:16:33,429 --> 03:16:30,000
a little a contrarian haven like if you

5109
03:16:34,950 --> 03:16:33,439
believe something that's different than

5110
03:16:37,190 --> 03:16:34,960
the what's being broadcast from

5111
03:16:39,910 --> 03:16:37,200
mainstream news media or something then

5112
03:16:41,750 --> 03:16:39,920
you can serve as a little pocket of like

5113
03:16:44,710 --> 03:16:41,760

hey there's at least some people who

5114

03:16:47,030 --> 03:16:44,720

don't believe this and

5115

03:16:49,110 --> 03:16:47,040

you know maybe people can feel less

5116

03:16:50,710 --> 03:16:49,120

crazy if they're hanging out but the

5117

03:16:53,349 --> 03:16:50,720

thing is that

5118

03:16:55,110 --> 03:16:53,359

again like the political rhetoric

5119

03:16:57,190 --> 03:16:55,120

is almost completely disingenuous

5120

03:16:59,750 --> 03:16:57,200

because people will pretend that they're

5121

03:17:01,990 --> 03:16:59,760

standing by big principles when they say

5122

03:17:04,309 --> 03:17:02,000

all these things but then they're not

5123

03:17:06,389 --> 03:17:04,319

really right they just want whatever the

5124

03:17:08,550 --> 03:17:06,399

ends are that

5125

03:17:10,309 --> 03:17:08,560

you know and

5126
03:17:12,710 --> 03:17:10,319
and so arguing

5127
03:17:15,110 --> 03:17:12,720
about principles almost is beside the

5128
03:17:17,750 --> 03:17:15,120
point right because most people are

5129
03:17:19,830 --> 03:17:17,760
faking right like free speech was made

5130
03:17:22,469 --> 03:17:19,840
to be this big principle in the 60s and

5131
03:17:23,990 --> 03:17:22,479
70s even in the 80s right

5132
03:17:25,670 --> 03:17:24,000
when i was growing up

5133
03:17:27,429 --> 03:17:25,680
um

5134
03:17:30,070 --> 03:17:27,439
but like

5135
03:17:32,469 --> 03:17:30,080
for some reason now all the people in

5136
03:17:34,309 --> 03:17:32,479
some particular political area that used

5137
03:17:36,630 --> 03:17:34,319
to be very in favor of

5138
03:17:38,070 --> 03:17:36,640

free speech is now very anti-free speech

5139

03:17:40,469 --> 03:17:38,080

when a lot of the other underlying

5140

03:17:42,950 --> 03:17:40,479

values supposedly didn't change and it's

5141

03:17:44,229 --> 03:17:42,960

like oh wait that was never really a

5142

03:17:46,070 --> 03:17:44,239

principle

5143

03:17:47,750 --> 03:17:46,080

that was just a thing that was being

5144

03:17:50,389 --> 03:17:47,760

said well for some people it was a

5145

03:17:53,590 --> 03:17:50,399

principle okay but for other people it

5146

03:17:56,790 --> 03:17:53,600

was just a thing that was being said

5147

03:17:58,790 --> 03:17:56,800

an appeal to principles in order to

5148

03:18:02,150 --> 03:17:58,800

try to achieve some ends that they

5149

03:18:03,510 --> 03:18:02,160

desired right and so

5150

03:18:05,030 --> 03:18:03,520

i think that's the majority of what's

5151

03:18:06,229 --> 03:18:05,040

going on

5152

03:18:07,830 --> 03:18:06,239

i don't

5153

03:18:08,870 --> 03:18:07,840

want to participate in that i think

5154

03:18:10,950 --> 03:18:08,880

there's just

5155

03:18:12,710 --> 03:18:10,960

more important things to think about on

5156

03:18:14,309 --> 03:18:12,720

the other hand if we destroy our entire

5157

03:18:16,550 --> 03:18:14,319

society through fighting over these

5158

03:18:19,910 --> 03:18:16,560

things then

5159

03:18:22,790 --> 03:18:19,920

maybe that's bad too right um one thing

5160

03:18:25,349 --> 03:18:22,800

that i've definitely learned from

5161

03:18:29,750 --> 03:18:28,309

spiritually uh

5162

03:18:31,990 --> 03:18:29,760

helpful people

5163

03:18:34,630 --> 03:18:32,000

is that

5164

03:18:36,710 --> 03:18:34,640

you do give energy to something in ways

5165

03:18:38,790 --> 03:18:36,720

that you don't intend and i don't mean

5166

03:18:41,110 --> 03:18:38,800

energy in a woo new wave thing i just

5167

03:18:45,269 --> 03:18:42,950

like look if you if you disagree with

5168

03:18:47,510 --> 03:18:45,279

someone about something right

5169

03:18:48,950 --> 03:18:47,520

if you argue with them about it first of

5170

03:18:50,630 --> 03:18:48,960

all

5171

03:18:54,229 --> 03:18:50,640

they're going to argue back and solidify

5172

03:18:56,070 --> 03:18:54,239

their stance right so you're actually

5173

03:18:57,510 --> 03:18:56,080

whereas they might have just said no big

5174

03:18:59,349 --> 03:18:57,520

deal and and changed their mind two

5175

03:19:01,910 --> 03:18:59,359

weeks later so you're you're causing the

5176
03:19:03,269 --> 03:19:01,920
thing that you don't want to cause right

5177
03:19:05,190 --> 03:19:03,279
but secondly

5178
03:19:07,429 --> 03:19:05,200
you are becoming the thing that you

5179
03:19:08,790 --> 03:19:07,439
thought was not good by engaging in

5180
03:19:11,990 --> 03:19:08,800
these arguments

5181
03:19:14,150 --> 03:19:12,000
and so forth um

5182
03:19:15,830 --> 03:19:14,160
and spending time and energy on those

5183
03:19:17,429 --> 03:19:15,840
that are better served

5184
03:19:19,030 --> 03:19:17,439
in other directions whatever you think

5185
03:19:21,030 --> 03:19:19,040
those directions should be

5186
03:19:23,670 --> 03:19:21,040
now i will say i have spent occasional

5187
03:19:25,750 --> 03:19:23,680
times now and again arguing with people

5188
03:19:29,429 --> 03:19:25,760

on social media about these things

5189

03:19:31,110 --> 03:19:29,439

mostly before it became apparent how

5190

03:19:32,790 --> 03:19:31,120

widespread some of these beliefs were

5191

03:19:34,229 --> 03:19:32,800

going to be and how i wouldn't make a

5192

03:19:39,110 --> 03:19:34,239

difference by

5193

03:19:41,670 --> 03:19:40,870

like if you think ideas are still in

5194

03:19:43,349 --> 03:19:41,680

play

5195

03:19:46,070 --> 03:19:43,359

then there are reasons to try and

5196

03:19:48,389 --> 03:19:46,080

convince people right but if something

5197

03:19:49,990 --> 03:19:48,399

is just a wave that's gonna just

5198

03:19:51,990 --> 03:19:50,000

annihilate everything then it's like

5199

03:19:54,150 --> 03:19:52,000

well

5200

03:19:56,070 --> 03:19:54,160

maybe i should just save my energy and

5201
03:19:57,670 --> 03:19:56,080
and use it over here instead of over

5202
03:20:02,309 --> 03:19:57,680
there um

5203
03:20:04,070 --> 03:20:03,269
like

5204
03:20:07,349 --> 03:20:04,080
there

5205
03:20:09,030 --> 03:20:07,359
always utility to all these things so

5206
03:20:09,910 --> 03:20:09,040
like arguing with somebody about

5207
03:20:10,950 --> 03:20:09,920
something

5208
03:20:13,349 --> 03:20:10,960
um

5209
03:20:15,429 --> 03:20:13,359
seems useless but then

5210
03:20:16,790 --> 03:20:15,439
maybe someday you it's actually

5211
03:20:18,389 --> 03:20:16,800
important that you have these

5212
03:20:20,309 --> 03:20:18,399
argumentative skills or have thought

5213
03:20:22,229 --> 03:20:20,319

about these things because maybe

5214

03:20:23,429 --> 03:20:22,239

maybe you end up in an argument

5215

03:20:25,670 --> 03:20:23,439

where somebody's going to make a

5216

03:20:29,030 --> 03:20:25,680

decision based on something and that

5217

03:20:31,110 --> 03:20:29,040

decision matters in some way against

5218

03:20:33,910 --> 03:20:31,120

again we're on the human level and not

5219

03:20:36,389 --> 03:20:33,920

like the spiritual level here um

5220

03:20:40,790 --> 03:20:36,399

you know maybe that matters

5221

03:20:44,790 --> 03:20:42,630

if you didn't think about those things

5222

03:20:46,070 --> 03:20:44,800

or you didn't practice arguing with

5223

03:20:47,750 --> 03:20:46,080

somebody about them you're kind of not

5224

03:20:49,429 --> 03:20:47,760

prepared it's like not

5225

03:20:51,269 --> 03:20:49,439

training to fight or something like if

5226

03:20:52,550 --> 03:20:51,279

you if you're supposed to protect your

5227

03:20:54,229 --> 03:20:52,560

wife and kid

5228

03:20:55,110 --> 03:20:54,239

in a rough neighborhood that you live in

5229

03:20:57,269 --> 03:20:55,120

right

5230

03:20:59,590 --> 03:20:57,279

um if you never learned a fight and then

5231

03:21:01,349 --> 03:20:59,600

the day comes that you have to

5232

03:21:02,710 --> 03:21:01,359

maybe you were derelict in your duty a

5233

03:21:04,070 --> 03:21:02,720

little bit

5234

03:21:06,150 --> 03:21:04,080

um

5235

03:21:08,389 --> 03:21:06,160

that said though

5236

03:21:11,190 --> 03:21:08,399

it's not like people need excuses to

5237

03:21:13,590 --> 03:21:11,200

argue with each other right like our

5238

03:21:15,670 --> 03:21:13,600

egos want to argue with each other all

5239

03:21:16,469 --> 03:21:15,680

the time

5240

03:21:18,469 --> 03:21:16,479

so

5241

03:21:20,790 --> 03:21:18,479

one has to be very careful

5242

03:21:24,630 --> 03:21:20,800

coming up with excuses why that's okay

5243

03:21:27,510 --> 03:21:26,229

when you were talking about the problems

5244

03:21:30,950 --> 03:21:27,520

with our culture you also mentioned

5245

03:21:33,670 --> 03:21:30,960

stagnation and around since 1970 or so

5246

03:21:35,269 --> 03:21:33,680

um or mid-1970s peter thiel and eric

5247

03:21:37,590 --> 03:21:35,279

weinstein have thoughts on that i'm

5248

03:21:39,349 --> 03:21:37,600

curious if you've seen their thoughts or

5249

03:21:42,469 --> 03:21:39,359

heard their thoughts yeah i've seen a

5250

03:21:45,190 --> 03:21:42,479

bunch that both of those guys have said

5251
03:21:48,469 --> 03:21:45,200
i have a relatively contrarian view here

5252
03:21:51,510 --> 03:21:48,479
in that i agree with peter thiel but

5253
03:21:53,349 --> 03:21:51,520
about the general state of things but i

5254
03:21:54,870 --> 03:21:53,359
also think

5255
03:21:57,429 --> 03:21:54,880
that he's a little too charitable

5256
03:21:59,349 --> 03:21:57,439
because what he says is that the domain

5257
03:22:01,429 --> 03:21:59,359
of software is

5258
03:22:04,229 --> 03:22:01,439
most of the

5259
03:22:05,670 --> 03:22:04,239
advancement in recent decades

5260
03:22:07,429 --> 03:22:05,680
i actually don't think that's true i

5261
03:22:10,150 --> 03:22:07,439
think software stopped advancing around

5262
03:22:11,910 --> 03:22:10,160
1990 for the most part we've had small

5263
03:22:13,830 --> 03:22:11,920

things that happened but

5264

03:22:15,670 --> 03:22:13,840

um i think

5265

03:22:16,550 --> 03:22:15,680

this is an area where people are pretty

5266

03:22:18,710 --> 03:22:16,560

um

5267

03:22:20,070 --> 03:22:18,720

confused about if they don't

5268

03:22:21,030 --> 03:22:20,080

think about it all the time because they

5269

03:22:22,309 --> 03:22:21,040

look and they say what do you mean

5270

03:22:24,469 --> 03:22:22,319

there's all these web companies there's

5271

03:22:25,910 --> 03:22:24,479

all these websites they're ipo'ing

5272

03:22:27,750 --> 03:22:25,920

there's like billions of dollars and all

5273

03:22:30,150 --> 03:22:27,760

that but what's really happening there

5274

03:22:32,389 --> 03:22:30,160

is technologies that we figured out in

5275

03:22:34,469 --> 03:22:32,399

prior decades like integrated circuits

5276

03:22:38,150 --> 03:22:34,479

that go very fast made by companies like

5277

03:22:40,550 --> 03:22:38,160

intel amd whatever you know various chip

5278

03:22:42,469 --> 03:22:40,560

fabs and all this stuff

5279

03:22:44,070 --> 03:22:42,479

combined with like networking and

5280

03:22:46,389 --> 03:22:44,080

communications hardware and the material

5281

03:22:48,630 --> 03:22:46,399

science that went into that

5282

03:22:50,150 --> 03:22:48,640

have made this scenario where you can

5283

03:22:52,309 --> 03:22:50,160

have software

5284

03:22:54,150 --> 03:22:52,319

that a lot of people use and that's

5285

03:22:56,150 --> 03:22:54,160

network connected in a very easy way

5286

03:22:58,790 --> 03:22:56,160

right that's actually what created all

5287

03:23:01,349 --> 03:22:58,800

of this the actual software in most

5288

03:23:03,429 --> 03:23:01,359

cases is pretty dumb and pretty bad and

5289

03:23:05,990 --> 03:23:03,439

doesn't really have

5290

03:23:07,429 --> 03:23:06,000

new ideas because it doesn't have to

5291

03:23:08,710 --> 03:23:07,439

because

5292

03:23:10,070 --> 03:23:08,720

you know if you want to make a website

5293

03:23:13,349 --> 03:23:10,080

that makes a bunch of money it's not

5294

03:23:15,510 --> 03:23:13,359

like you have to have some new

5295

03:23:17,110 --> 03:23:15,520

technical software idea to make that

5296

03:23:19,830 --> 03:23:17,120

work you just need to make the website

5297

03:23:22,070 --> 03:23:19,840

and we've actually known the technology

5298

03:23:25,750 --> 03:23:22,080

that you need to work make the website

5299

03:23:28,710 --> 03:23:25,760

we've known since like 1965

5300

03:23:29,990 --> 03:23:28,720

none of that stuff is new um well let's

5301
03:23:32,710 --> 03:23:30,000
if we're talking about networking

5302
03:23:35,150 --> 03:23:32,720
specifically let's say 1975 to like give

5303
03:23:37,590 --> 03:23:35,160
it more time to percolate but like by

5304
03:23:40,150 --> 03:23:37,600
1975 you basically had everything that

5305
03:23:41,750 --> 03:23:40,160
you need to build a modern website it's

5306
03:23:44,550 --> 03:23:41,760
just we've made it a lot more

5307
03:23:46,469 --> 03:23:44,560
complicated than it needs to be and so

5308
03:23:50,389 --> 03:23:46,479
people think

5309
03:23:51,349 --> 03:23:50,399
sciencey than they actually are

5310
03:23:53,349 --> 03:23:51,359
and so

5311
03:23:54,710 --> 03:23:53,359
um when peters thiel says like one of

5312
03:23:56,630 --> 03:23:54,720
his big

5313
03:23:58,309 --> 03:23:56,640

catch phrases i don't want to you know

5314

03:24:00,630 --> 03:23:58,319

that's a little bit of a denigrating way

5315

03:24:02,070 --> 03:24:00,640

to say it but like he says you know

5316

03:24:03,910 --> 03:24:02,080

we've had very little progress in the

5317

03:24:05,670 --> 03:24:03,920

world of atoms and mostly in the world

5318

03:24:07,429 --> 03:24:05,680

of bits i don't think we've had very

5319

03:24:09,750 --> 03:24:07,439

much progress in the world of bits what

5320

03:24:13,190 --> 03:24:09,760

we've had is the use of the world of

5321

03:24:15,269 --> 03:24:13,200

bits to generate a lot of economic

5322

03:24:16,870 --> 03:24:15,279

windfall which is legitimate right

5323

03:24:19,349 --> 03:24:16,880

because we're replacing all sorts of

5324

03:24:21,190 --> 03:24:19,359

things that used to have large costs due

5325

03:24:23,030 --> 03:24:21,200

to requiring physical manufacturing and

5326

03:24:24,790 --> 03:24:23,040

all this stuff right and so

5327

03:24:26,229 --> 03:24:24,800

those costs go away so i think it makes

5328

03:24:29,349 --> 03:24:26,239

sense that companies make money by

5329

03:24:32,710 --> 03:24:30,710

but that's not

5330

03:24:34,870 --> 03:24:32,720

technological advancement

5331

03:24:37,190 --> 03:24:34,880

at all it's just figuring out how to

5332

03:24:39,590 --> 03:24:37,200

apply computers to

5333

03:24:40,630 --> 03:24:39,600

food delivery or whatever right

5334

03:24:43,190 --> 03:24:40,640

so

5335

03:24:45,030 --> 03:24:43,200

the other way that i say this is uh

5336

03:24:47,110 --> 03:24:45,040

like like everybody in silicon valley

5337

03:24:49,910 --> 03:24:47,120

says they work in tech right like oh i

5338

03:24:51,590 --> 03:24:49,920

work in tech um i don't think almost any

5339

03:24:54,309 --> 03:24:51,600

of these companies are tech companies so

5340

03:24:56,309 --> 03:24:54,319

for example uh

5341

03:24:58,229 --> 03:24:56,319

if you meet a truck driver and he's

5342

03:24:59,830 --> 03:24:58,239

driving at just a regular truck not even

5343

03:25:02,070 --> 03:24:59,840

a tesla electric truck or anything a

5344

03:25:03,830 --> 03:25:02,080

regular old diesel truck and he's

5345

03:25:07,030 --> 03:25:03,840

driving

5346

03:25:09,349 --> 03:25:07,040

across the interstate from you know

5347

03:25:11,910 --> 03:25:09,359

texas to california to deliver a bunch

5348

03:25:13,670 --> 03:25:11,920

of goods does he work in tech

5349

03:25:14,790 --> 03:25:13,680

and the answer is probably not

5350

03:25:17,670 --> 03:25:14,800

right

5351

03:25:19,910 --> 03:25:17,680

um but a truck actually

5352

03:25:22,070 --> 03:25:19,920

was amazing technology at some time that

5353

03:25:24,710 --> 03:25:22,080

was completely new and even a modern

5354

03:25:26,309 --> 03:25:24,720

truck is an iterated refined much better

5355

03:25:29,269 --> 03:25:26,319

truck than what we originally knew how

5356

03:25:32,229 --> 03:25:29,279

to make so he is driving this amazing

5357

03:25:34,950 --> 03:25:32,239

technological artifact right but like we

5358

03:25:37,750 --> 03:25:34,960

don't say he works in tech he works in

5359

03:25:39,990 --> 03:25:37,760

the application of a particular piece of

5360

03:25:42,630 --> 03:25:40,000

technology to

5361

03:25:44,150 --> 03:25:42,640

transport and that's not to say anything

5362

03:25:46,469 --> 03:25:44,160

you know negative about truck drivers

5363

03:25:48,469 --> 03:25:46,479

like those dudes if they all quit right

5364

03:25:49,910 --> 03:25:48,479

now we would be in a lot of trouble like

5365

03:25:51,110 --> 03:25:49,920

we should have a great deal of respect

5366

03:25:54,309 --> 03:25:51,120

for what they do

5367

03:25:58,389 --> 03:25:56,630

but like there's this pretend that goes

5368

03:26:00,150 --> 03:25:58,399

on that what's happening at all these

5369

03:26:02,070 --> 03:26:00,160

web companies is fundamentally different

5370

03:26:04,870 --> 03:26:02,080

from that but it's not

5371

03:26:08,309 --> 03:26:04,880

there it's basically driving trucks

5372

03:26:10,309 --> 03:26:08,319

uh from the database to the web client

5373

03:26:11,910 --> 03:26:10,319

right

5374

03:26:13,510 --> 03:26:11,920

um but they make it a lot harder than it

5375

03:26:15,910 --> 03:26:13,520

has to be so it seems like it's more

5376

03:26:19,190 --> 03:26:15,920

than that

5377

03:26:20,950 --> 03:26:19,200

last question man sure rari vk says if

5378

03:26:22,389 --> 03:26:20,960

it's not oh

5379

03:26:24,150 --> 03:26:22,399

i think there was a question about the

5380

03:26:26,950 --> 03:26:24,160

work process but i don't have the person

5381

03:26:28,870 --> 03:26:26,960

like is it scrum is it like lean startup

5382

03:26:31,030 --> 03:26:28,880

where you do mvp feedback iterate like

5383

03:26:33,349 --> 03:26:31,040

is there a title for what you use as

5384

03:26:34,229 --> 03:26:33,359

your work process with your team

5385

03:26:37,910 --> 03:26:34,239

um

5386

03:26:41,590 --> 03:26:39,590

we're not necessary we don't necessarily

5387

03:26:43,190 --> 03:26:41,600

have the optimal work process and that's

5388

03:26:44,550 --> 03:26:43,200

by design

5389

03:26:47,030 --> 03:26:44,560

because at what i was really worried

5390

03:26:48,469 --> 03:26:47,040

about working on the witness especially

5391

03:26:51,110 --> 03:26:48,479

because that's when the team started

5392

03:26:53,590 --> 03:26:51,120

becoming big

5393

03:26:55,349 --> 03:26:53,600

i was worried about killing the art

5394

03:26:57,349 --> 03:26:55,359

by making it too much of a business or

5395

03:26:59,030 --> 03:26:57,359

making it too much of a

5396

03:27:00,550 --> 03:26:59,040

of a process right

5397

03:27:02,630 --> 03:27:00,560

um that

5398

03:27:04,389 --> 03:27:02,640

outputs a product

5399

03:27:06,150 --> 03:27:04,399

um like sometimes you need time to

5400

03:27:08,469 --> 03:27:06,160

figure things out like how to make them

5401
03:27:10,070 --> 03:27:08,479
the best version that they could be

5402
03:27:12,229 --> 03:27:10,080
so there were many times on the witness

5403
03:27:13,670 --> 03:27:12,239
where it was like you know i don't think

5404
03:27:15,110 --> 03:27:13,680
people are doing that much work right

5405
03:27:16,790 --> 03:27:15,120
now

5406
03:27:18,630 --> 03:27:16,800
because i'm not

5407
03:27:21,110 --> 03:27:18,640
guiding them to the right

5408
03:27:22,550 --> 03:27:21,120
things that need to be done but i don't

5409
03:27:24,070 --> 03:27:22,560
know right now

5410
03:27:25,510 --> 03:27:24,080
so i need the time just to take the

5411
03:27:26,950 --> 03:27:25,520
break right

5412
03:27:28,630 --> 03:27:26,960
now that's bad as the team gets bigger

5413
03:27:29,750 --> 03:27:28,640

and bigger and it's more expensive

5414

03:27:31,590 --> 03:27:29,760

right

5415

03:27:33,349 --> 03:27:31,600

and i think we do some of that still

5416

03:27:34,309 --> 03:27:33,359

today but

5417

03:27:37,910 --> 03:27:34,319

um

5418

03:27:37,920 --> 03:27:41,030

but also

5419

03:27:45,110 --> 03:27:43,269

you know our model is very loose we have

5420

03:27:47,510 --> 03:27:45,120

occasional meetings once in a while

5421

03:27:49,349 --> 03:27:47,520

we're working still remotely because of

5422

03:27:50,950 --> 03:27:49,359

covid um

5423

03:27:52,870 --> 03:27:50,960

and but even before that we had some

5424

03:27:54,710 --> 03:27:52,880

remote people

5425

03:27:56,469 --> 03:27:54,720

we

5426
03:27:59,190 --> 03:27:56,479
have occasional meetings

5427
03:28:00,550 --> 03:27:59,200
um but then but not a lot

5428
03:28:01,750 --> 03:28:00,560
you know

5429
03:28:03,670 --> 03:28:01,760
and um

5430
03:28:06,309 --> 03:28:03,680
for the most part we trust

5431
03:28:08,309 --> 03:28:06,319
people we hire to be able to execute

5432
03:28:09,349 --> 03:28:08,319
some idea all the way down to the end

5433
03:28:11,110 --> 03:28:09,359
with only

5434
03:28:12,950 --> 03:28:11,120
maybe feedback from a couple teammates

5435
03:28:15,750 --> 03:28:12,960
or something about how it's going not

5436
03:28:17,110 --> 03:28:15,760
not for me or the whole company

5437
03:28:18,710 --> 03:28:17,120
we don't do like

5438
03:28:20,550 --> 03:28:18,720

any of these programming methodologies

5439

03:28:21,190 --> 03:28:20,560

like agile or scrum or i think those are

5440

03:28:29,910 --> 03:28:21,200

all

5441

03:28:31,670 --> 03:28:29,920

of thing right traps

5442

03:28:33,510 --> 03:28:31,680

not exactly traps because they're useful

5443

03:28:36,630 --> 03:28:33,520

in a certain way there's this broad

5444

03:28:38,630 --> 03:28:36,640

category of process um

5445

03:28:40,550 --> 03:28:38,640

that is helpful

5446

03:28:42,070 --> 03:28:40,560

to people who would otherwise be totally

5447

03:28:43,670 --> 03:28:42,080

unproductive whether they're new to

5448

03:28:45,910 --> 03:28:43,680

programming or

5449

03:28:48,150 --> 03:28:45,920

just find it very hard to focus or

5450

03:28:51,269 --> 03:28:48,160

whatever right you put in this certain

5451

03:28:53,990 --> 03:28:51,279

level of regularity and discipline and

5452

03:28:55,190 --> 03:28:54,000

expected results and all that

5453

03:28:56,469 --> 03:28:55,200

and

5454

03:28:58,550 --> 03:28:56,479

uh

5455

03:29:00,070 --> 03:28:58,560

you improve results for that those

5456

03:29:02,309 --> 03:29:00,080

people right

5457

03:29:04,070 --> 03:29:02,319

and and also maybe people i think who

5458

03:29:06,710 --> 03:29:04,080

this is just a job for them like they're

5459

03:29:08,070 --> 03:29:06,720

working on it to make money and to feed

5460

03:29:10,229 --> 03:29:08,080

their family or whatever nothing wrong

5461

03:29:11,910 --> 03:29:10,239

with that but they're not like

5462

03:29:13,670 --> 03:29:11,920

in it right

5463

03:29:15,990 --> 03:29:13,680

um

5464

03:29:17,830 --> 03:29:16,000

okay

5465

03:29:19,670 --> 03:29:17,840

however that acts for people who know

5466

03:29:21,910 --> 03:29:19,680

some math it acts kind of like a

5467

03:29:24,150 --> 03:29:21,920

bandpass filter where you filter out the

5468

03:29:26,229 --> 03:29:24,160

poor results but you also filter out the

5469

03:29:27,990 --> 03:29:26,239

amazing outlier results because like

5470

03:29:32,150 --> 03:29:28,000

sometimes you just need

5471

03:29:34,070 --> 03:29:32,160

a dude who's bad at certain things

5472

03:29:35,830 --> 03:29:34,080

to be on the team because he's good at

5473

03:29:37,110 --> 03:29:35,840

certain other he's amazing at certain

5474

03:29:37,990 --> 03:29:37,120

other things right

5475

03:29:40,630 --> 03:29:38,000

or

5476

03:29:41,990 --> 03:29:40,640

sometimes you need you know

5477

03:29:44,550 --> 03:29:42,000

people who

5478

03:29:45,670 --> 03:29:44,560

don't really show results on something

5479

03:29:47,269 --> 03:29:45,680

for a long time because they're

5480

03:29:49,190 --> 03:29:47,279

ruminating on it

5481

03:29:51,590 --> 03:29:49,200

and then eventually something good comes

5482

03:29:54,229 --> 03:29:51,600

out right and so

5483

03:29:55,429 --> 03:29:54,239

um if you forbid all those things from

5484

03:29:56,309 --> 03:29:55,439

happening

5485

03:29:58,469 --> 03:29:56,319

then

5486

03:30:01,030 --> 03:29:58,479

that's bad right because you're you're

5487

03:30:03,670 --> 03:30:01,040

selecting away those results so that's

5488

03:30:06,150 --> 03:30:03,680

why we don't do those

5489

03:30:08,630 --> 03:30:06,160

final question rory vk says if it's not

5490

03:30:10,950 --> 03:30:08,640

too late she submitted this last name

5491

03:30:14,950 --> 03:30:10,960

why is it called the witness

5492

03:30:17,510 --> 03:30:16,389

sorry

5493

03:30:20,389 --> 03:30:17,520

um

5494

03:30:28,150 --> 03:30:23,910

it was the name that was

5495

03:30:30,870 --> 03:30:28,160

the game

5496

03:30:32,950 --> 03:30:30,880

that i was able to come up with um

5497

03:30:35,110 --> 03:30:32,960

and the reasons for that are many and

5498

03:30:37,190 --> 03:30:35,120

they're intertwined and

5499

03:30:38,469 --> 03:30:37,200

they're things that i don't really

5500

03:30:39,990 --> 03:30:38,479

because like i said i don't want to be

5501
03:30:40,950 --> 03:30:40,000
in the business of saying what games are

5502
03:30:42,550 --> 03:30:40,960
about

5503
03:30:44,790 --> 03:30:42,560
they're

5504
03:30:47,190 --> 03:30:44,800
things like that and so

5505
03:30:52,309 --> 03:30:49,190
i think that's

5506
03:30:55,590 --> 03:30:52,319
all i can say on that

5507
03:30:57,190 --> 03:30:55,600
jonathan it's i'm

5508
03:31:01,269 --> 03:30:57,200
i'm

5509
03:31:03,510 --> 03:31:01,279
it was a good time i mean we went almost

5510
03:31:05,110 --> 03:31:03,520
five hours we started late or no we

5511
03:31:07,990 --> 03:31:05,120
didn't we didn't four three and a half

5512
03:31:10,309 --> 03:31:08,000
four yeah yeah that's that's plenty long

5513
03:31:11,990 --> 03:31:10,319

you know

5514

03:31:13,590 --> 03:31:12,000

thank you so much yeah thanks for

5515

03:31:14,790 --> 03:31:13,600

talking to me and i um

5516

03:31:17,510 --> 03:31:14,800

you know

5517

03:31:19,110 --> 03:31:17,520

have have a good time continuing to do

5518

03:31:24,070 --> 03:31:19,120

your

5519

03:31:25,990 --> 03:31:24,080

continues to go well

5520

03:31:27,750 --> 03:31:26,000

the podcast is now finished if you'd

5521

03:31:30,870 --> 03:31:27,760

like to support conversations like this

5522

03:31:34,950 --> 03:31:30,880

then do consider going to [patreon.com](https://www.patreon.com)

5523

03:31:37,590 --> 03:31:34,960

c-u-r-t j-a-i-m-u-n-g-a-l

5524

03:31:39,349 --> 03:31:37,600

that is kurt jaimungle it's support from

5525

03:31:41,190 --> 03:31:39,359

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