

ENQUIRING MINDS
EQM EP 4 SEG 1

GIRL: When I grow up...

BOY: I would like to be an animator.

GIRL: A marine biologist.

GIRL: An artist.

BOY: A forensic scientist.

GIRL: A zoo keeper.

GIRL: I want to be a photographer.

BOY: A chef.

GIRL: An author.

BOY: Teacher.

BOY: A surfer.

BOY: Video game designer.

GIRL: A doctor.

GIRL: A fashion designer.

BOY: A builder, cartoonist or stunt man.

VOICE-OVER: Join our reporters as they check out some great jobs, meet interesting people, and go on some cool adventures. Enquiring Minds shows you that you can have fun while following your dreams through higher education.

SACHA: Hi and welcome to the show. On this episode Lockie and Nia explore and underwater world and meet a researcher who spends her days swimming with sharks. But first Holly meets brother Luke and Tadhg who are just crazy for computer games.

HOLLY: Imagination's pretty important in any kid's life. I mean who wouldn't want to take on the challenge of a fantasy maze or get behind the wheel of a race car or go into mock battle in the latest computer game? Well these two brothers love computer games that much that they decided that one day they want to make designing them their full-time jobs.

LUKE: Yeah. Yeah.

TADHG: Yeah.

HOLLY: Hello. How you going?

BOYS: We're good. How are you?

HOLLY: So what is it that you love about these computer games?

TADHG: We love playing because it brings people together and it's just really fun, general awesomeness.

HOLLY: How about you, Luke?

LUKE: They're fun to play with friends.

HOLLY: Yeah, fun to play with friends. Do you find them challenging?

LUKE: Yeah, sometimes.

HOLLY: So what are your favourite types of games?

LUKE: RPG which stands for role playing game.

HOLLY: Tadgh, what about you, what do you love about the games?

TADHG: I love just playing because they're really fun and it gives you some reflexes because you need to have fast reflexes to see what your opponent's doing and then try to do the opposite and stop them from doing what they're trying to do.

HOLLY: And why do you both want to be game designers?

TADHG: We want to be game designers because then we can share our passion with other people and give them good games to play.

HOLLY: And what kind of games would you like to design?

TADHG: I would like to make games where you can customise your character and get it and go into a world where you can walk around, make friends, do stuff and buy things just to level up your character, get them new gear so they can survive in like a wilderness place.

HOLLY: So guys, who's the better player?

BOYS: me.

TADHG: No, you're not.

LUKE: Me.

TADHG: I'm better.

HOLLY: So when Mum won't let you play the computer games what do you?

TADHG: We're designing a Halo game where you have a fleet of ships, you buy arms for your spies and then you have to try to stop the covenant from getting to Earth.

HOLLY: So can you show me some of the games you design?

TADHG: Yeah, it's upstairs.

HOLLY: Let's go. So what game are you designing here?

TADHG: Well, I got this off my favourite Halo so this is a Halo game about after the last Halo where the covenant have not been defeated but you're trying to stop them from getting back to Earth.

HOLLY: So you like art, do you?

LUKE: Yeah, it's one of my favourite subjects at school.

HOLLY: And what about maths? Do you like maths?

LUKE: Yeah, I'm good at that as well.

HOLLY: Hey, guys?

LUKE: Yeah?

HOLLY: Do you want to go and meet someone that actually makes computer games?

TADHG: We can?

HOLLY: Yes.

TADHG: Awesome.

LUKE: That would be fun.

TADHG: That would be epic.

HOLLY: Let's go.

TADHG: Cool, let's go.

KYLE: So I guess I began really loving computers in primary school so probably towards Year 5 and 6 when my brother was playing around with computers a lot more and I got to see how it all works on the inside and so from there it just went on and on and I've been obsessed with computers ever since. Just seeing all the little bits and pieces and how they all fit together, you know, and how it makes some magic happen on the screen. I just thought it was so amazing and incredible.

HOLLY: Hey, Kyle.

KYLE: Hi, Holly.

HOLLY: How are you going?

KYLE: How are you? I'm good.

HOLLY: Good. I bought Luke and Tadhg with me.

KYLE: Hey guys, how are you? I'm Kyle, nice to meet you.

TADHG: Nice to meet you. Why did you want to become a game designer?

KYLE: I wanted to be a game designer because when I was younger I played all the best games and I thought hey, wouldn't it be great if I could make my own games.

LUKE: What were your favourite subjects at school?

KYLE: At school my favourite subjects would have been maths and computer studies so I did lots of computer and maths sort of related stuff. I thought it was really fun. How about you guys, what's your favourite subjects?

TADHG: My favourite subject at school is math.

LUKE: My favourite subject is art/math.

KYLE: Art and math, cool.

HOLLY: Can you tell us how you go about designing a game?

KYLE: Sure, why don't I show you? So I decided I really wanted to follow computer gaming towards the end of high school in Year 11 when I was working on a major project to create my own game and from that I followed it up ever since going through uni, studying IT, so I can continue making games. So I hear you guys have used Game Maker before, right?

TADHG: Yes.

KYLE: Do you want to make a game today?

TADHG: Yeah.

LUKE: Sure.

KYLE: So what have you got in mind, any ideas what you want to do?

TADHG: Space Invaders.

LUKE: Yeah, let's try Space Invaders.

KYLE: Space Invaders, okay.

HOLLY: Does one person normally build a game or is it a team of people?

KYLE: So normally you'd have a team of people. You have some people who make this art work, you have other people who do the programming and put it all together but today because we want to get it done right away and we've only got us three we're just going to have the art made by other people and we're just going to put it together. But in a normal situation you would have a whole team, everyone doing their different part.

There was one class where a student came in to speak to us and he'd already been in the industry working in games for over two years and he told us about his experience, what he's done and I just looked at him and thought I want to do that too. So ever since that day I've been following working towards that goal.

First thing we have to do is get that art into the game. So we've got a bad guy, a good guy, hearts, red laser, blue laser and now we need all the stages of the barriers. So have you guys used paint before?

BOYS: Yes.

KYLE: Yeah, it's not too hard to do some simple stuff.

LUKE: How many hours a day do you play video games?

KYLE: I normally play about two hours after work on a day and then a bit more on the weekend. But you've got to study first, that's very important. Once you've done all your homework then you can play games.

I think computer games are becoming more and more the top form of entertainment for people. They're getting more and more popular, more and more people are playing them and there's a whole wide variety of different game styles for everyone to adapt to. I think it's going to be one of the biggest things out there. Does this look right?

TADHG: Yeah, we need a black background.

KYLE: A black background that's exactly what I was thinking. So who wants to put the bad guy in?

TADHG: Luke can.

KYLE: This is going to be hard, look at all the bad guys.

TADHG: I think that's enough, Luke.

KYLE: So how about we go for hitting the aliens first, see what happens when that happens.

TADHG: So as it stands we'll just make it disappear.

KYLE: Disappear. How many points do you think killing one of these?

TADHG: Maybe 10.

KYLE: 10 points, so why don't we see what happens.

TADHG: There we are.

KYLE: And if you look up the top here your score is going up. It's one of the best feelings in the world to know that other people are out there playing something that you've worked on and they're enjoying it. So just to know that something you've done has made other people get entertainment, have fun playing their games it's really great.

TADHG: Yes.

KYLE: Now you're in space.

TADHG: We're in space. I think that's our game.

KYLE: It looks really good.

TADHG: So Kyle, did you design any of your own games when you were in university?

KYLE: Yeah, I've made a few cool games here and there. Do you want to go and see one?

TADHG: Yeah.

KYLE: We can play it now if you'd like. Technology is changing so fast it can be overnight something can be completely different. So I guess the biggest thing I would say would be the new interfaces to control games so you've got all the motion sensors, you've got the cameras that can track your body and all of the new ways to really get immersed in a game.

Okay, so guys, this is a game I made at uni it's called Blazing Tanks. What you have to do is you control the green tanks and you have to go out and kill all the other tanks. Don't get shot though because you only die in one hit. So you think you're ready?

HOLLY: You've got that?

TADHG: Oh, yes.

LUKE: Yes, yeah?

HOLLY: I think I'm shooting.

LUKE: Shoot Tadhg.

TADHG: Oi no, no.

LUKE: Yes, I got him.

TADHG: Oi.

KYLE: You've got to kill the blue guys.

LUKE: I know, but I'm a traitor.

TADHG: What?

HOLLY: Which one am I? Help me.

KYLE: Luke just got you.

HOLLY: Oh, damn it!

TADHG: Luke, you're so mean.

KYLE: Go for it, Luke.

HOLLY: I can't believe you just shot me.

TADHG: He shot me too.

KYLE: Now you've got to finish it all on your own.

LUKE: I know.

HOLLY: We should be working as a team.

KYLE: There's two left.

LUKE: I'm good at this. Yes! I beat the game.

KYLE: You did, you beat the game.

HOLLY: Thanks to Kyle, Luke and Tadhg have got a better understanding of what it takes to build computer games and who knows, maybe in the future they will be working side by side on the latest game that will take the world by storm.

KYLE: Good work. It's a hard level, watch out.

SACHA: Up next – Lockie and Nia sink their teeth into a story all about sharks.

END OF TRANSCRIPT