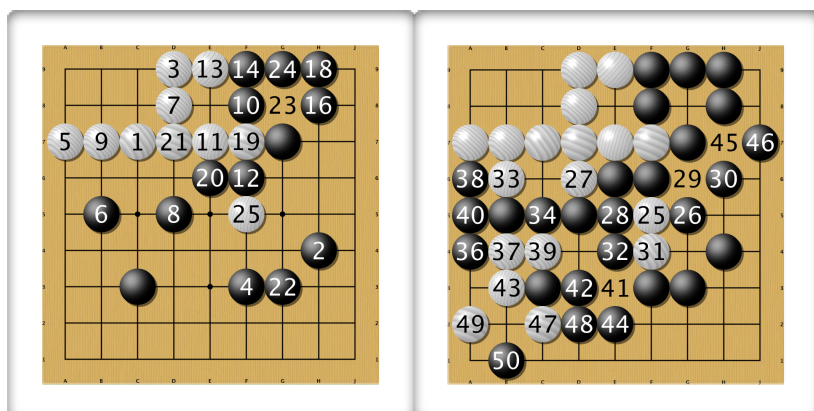


Go Journal

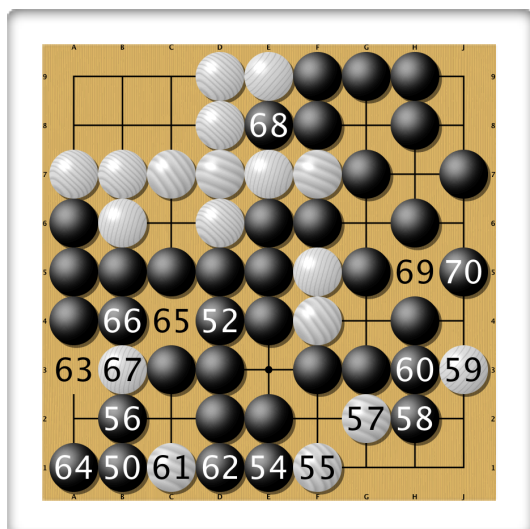
Game Number 1

Dear Go Journal,

Today I managed to play my first official game on the KGS server. I played against a user named **vajirettac** on a 9x9 board. We were roughly the same dan level on the server, but while communicating with this person I found out he was actually pretty amazing at the game, so this game was more of a learning and informative game. It was a very quick game with 70 moves, and only a 30 second time limit between each move.



I started my game on the standard 2-2 away from the edge of the board on the upper left. I attempted to use the Knight's Move or *Keima* in this play by playing it at 3. Having gained more experience now I feel that I should have expanded and placed my stones around the board instead of placing them all on the top left. Although, as a more experienced he figured that I would only play in my own position and he started to place stones on the top right.



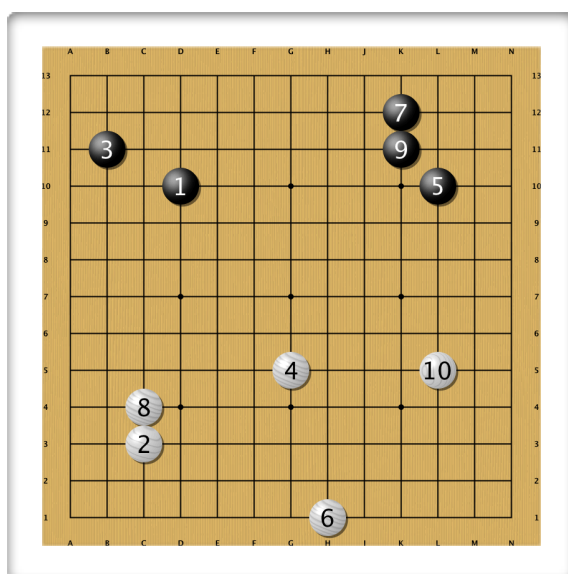
By nearly the end of the game, he started to dominate in terms of territory as he captured most of the top right and bottom right from the start, and attacking the bottom didn't end up giving me more territory. Although he did end up winning the game, I started to develop an understanding of where to place my stones and also learnt to try and place more stones in

different areas of the board as it contributes and helps in gaining and attacking for more territory in the end.

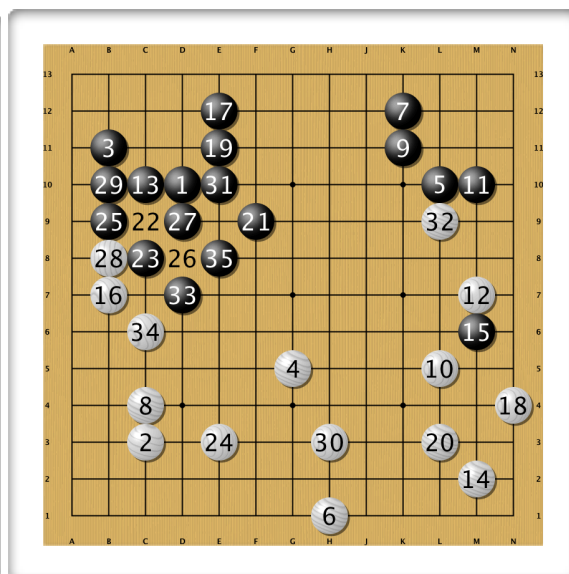
Game Number 2

Dear Go Journal,

Today I played my second official game on the KGS server with one of my classmates - Dayris. We played the game on the 13x13 board, and the game spanned over 200 moves, and took around 60 minutes to play, which is relatively short compared to traditional games played on the board. We both are roughly the same dan level, and have the same experience in playing the game. In this scenario, I was playing black and Dayris was playing white. We started the game marking our sides of the board without concentrating on attacking the others territory.



Stone 1-10



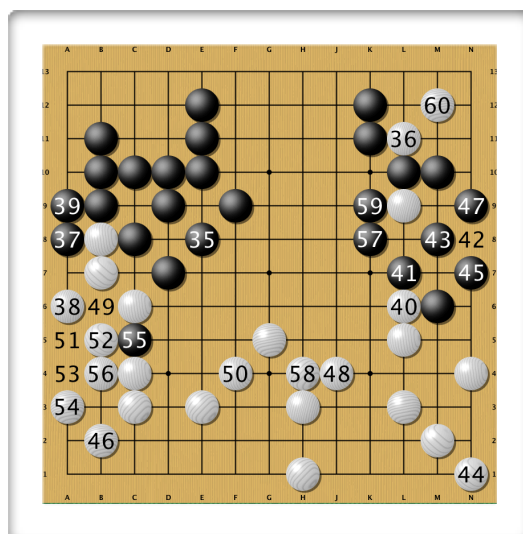
Stone 10-35

Moves 1-10 were concentrated on primarily starting to mark our positions and sides of the board. However, after the first 10 moves the speed of the game escalated as we started to attack each others territory. My logic in playing the 11th and the 15th in the positions they are in was to try and push my opponent into creating a ladder on the 12th stone, which would move upwards towards the edge of the board. This would give me an advantage as I already have stones placed in the general direction, but also help to help me build my territory without getting attacked somewhere else.

Clearly this was not the case, my opponent shifted the attack on the left hand side of the board where I played my next few pieces. As my opponent started to play pieces in her territory I started to map out the top left of my territory, where she placed her 22nd and 26th stones. I didn't quite understand the logic in putting these stones where she did as they were primarily in atari when they were placed, and that she played a losing move. I was able to gain some points from this losing move.

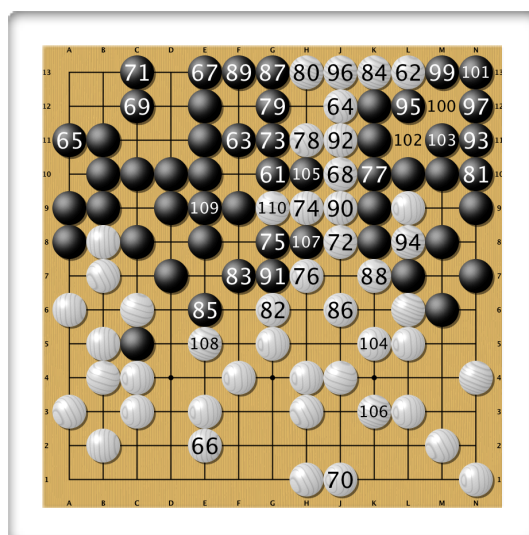
Moreover, looking backward I feel I made an error in placing the 19th and the 17th stones where I placed them, as the territory could have been made larger if they were placed elsewhere. But, at the time I felt that it was the natural thing to do - to enclose the space I

have and fix a decent amount of territory from the beginning. Although I did come to a realization that it's not always necessary in the long run to do so.



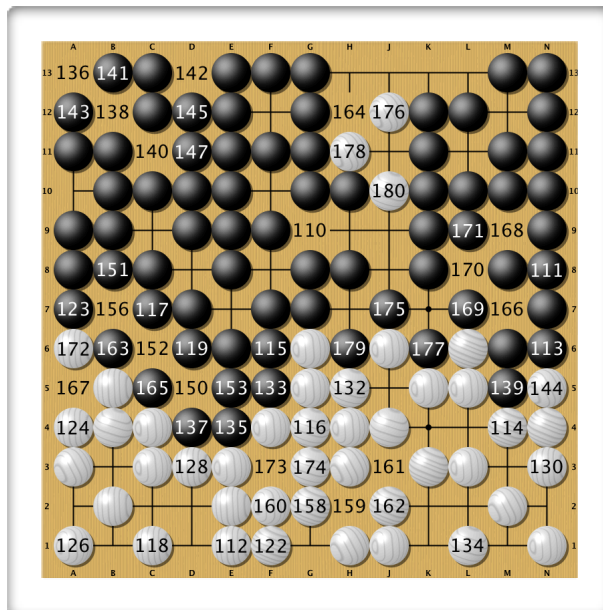
Stone 35-60

For the moves from 35-50, I played more defensively than aggressively. I tried to enforce my territory as shown by stones 37, 39, 41, ect. However, my opponent was aggressively placing her stones into my territory the opposite of what I was doing. Stones 51 and 53 where an attempt to do the same but they got caught in atari and got captured. Looking back I should have attempted to play stones in the bottom side of the board as it would have been the best place to invade. It was the weakest section of the map to invade.

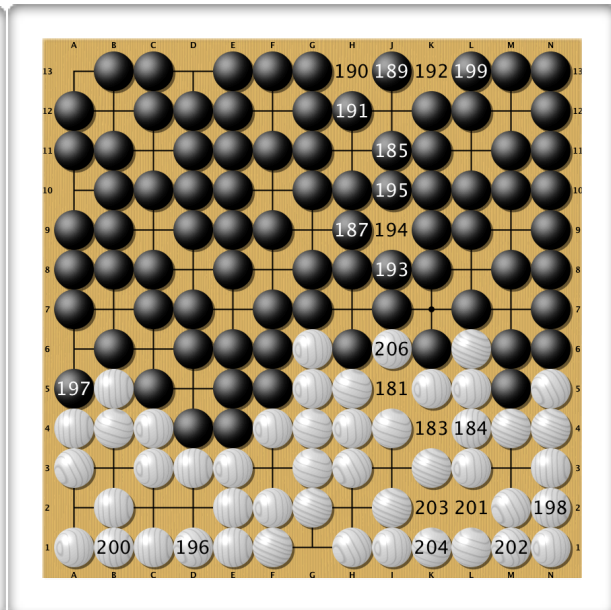


Stone 60-110

The game became much more intense after the 60th stone. As white started to attack the upper right side of the board, I attempted to push white towards the `kabe`, or wall, and use the stones already placed there as an advantage. I already had the previous framework on both the left and the right to push white into a single line. Even though the game managed to play more successfully than I had thought, I still regretted not playing stones in the lower side of the board. This was the frustrating part of the game as it was hard to try and lure in the opponent while also not letting the opponent understand the move.

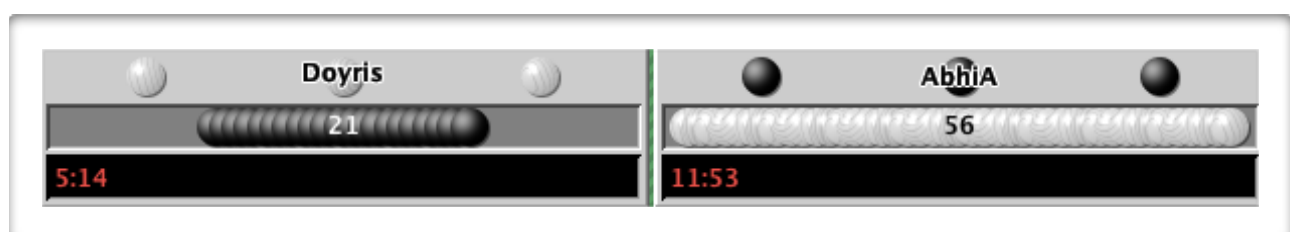


Stone 110-180



Stone 180-207

After the previous moves, this was just standard for us to try and fill in our positions and try and gain the most territory we can. In this I tried to gain some territory by attacking with stones 181, 183, 201, 203, but I wasn't able to think of any other ways to gain extra territory in my opponents side and so I went back to my defensive strategies. By this point we were at a point where if we put down extra stones it would have lead to a gain in another prisoner for the opponent.



Overall, by the end of the game I had 56 prisoners versus my opponent who had 21 prisoners. This gave me a huge advantage in terms of points as it put me in a good position even if I was short in terms of territory.

This was a very important game in the development of my go learning experience, in this game I learnt some of the techniques such as the technique of the ladder, and the technique to use the wall as an advantage. I also missed out on some important concepts such as playing my stones in different parts of the board, and other techniques, which I hope to understand in my future go games.

Understanding and reflections of the two games above

Go has helped me shape some of the very fundamental ideas about business strategies and also some very ethical and cultural ideas.

Firstly, I learnt some key virtues while learning and playing with opponents both on the internet, and also physically. I learnt to be calm, and understand every move I make as a

single move can benefit and pay-off in the long-run of the game. Moreover, I also learnt to look at the game or in this case any scenario from the prospective of my opponent - this allows me to understand and develop on what my opponent is thinking and learn his next moves. But I learnt also to ignore threats that potentially don't need to be dealt with immediately and to put my time into developing and capturing in other areas of the board. Lastly, I also learnt to try and limit the options that your opponent has - this leads to you having more domination and control over the game which is beneficial. I could use these concepts that I have learnt through this board game in my own conversations and tactical strategies with different people and different firms in the future.

I believe that go is a great metaphor for business. I pose this thought: If the whole board can be said to be a available market and each of the stones we play are investments we make in the market the territory is the net margin that each company achieves. Like go, if you have too little space and the space in one of your territory gets filled up you get kicked out of the market, in contrast if it's wide open there is always an invitation to competition, which also happens in go. The winner at the end is the person with most investment, or territory in this case, and he is the one who is more successful. Every lost territory or prisoner is a battle won either in terms of advertisements or a failure of a product where the investment is lost and gained by the other firms. Although we are missing the sense of multiple competitors and the customer influences on the market it is still a fairly good model on thinking about investment overall.

Moreover, I have started to understand the concept of sacrifice for the good of the whole system. Linking this in with my other seminar class at Gallatin, Utopia, I have been able to understand the concept of the greater good as it is not always necessary to target each individual "person" or in this case stone we are able to make sacrifices which benefit the whole system.

In addition, I also started to understand the consequences and advantages of being inactive. Being inactive in a particular situation or in a particular scenario has its advantages and disadvantages. While playing go being inactive in a particular spot is particularly useful as psychologically it keeps your opponent away from that position as well - assuming that you're actively playing with your opponent elsewhere, and this is useful when you don't want your opponent to make a move you know isn't going to be in your favor. However, being inactive is also sometimes disadvantageous as you're not the one in command or dominating the game when you're passive and inactive and this gives an edge to your opponent who can gain prisoners or territory because of it.

In conclusion, go has made more than a significant impact on my life, and the different books such as The Art of Warfare, Homo Ludens, and Man Play and Games have made an impact on the way I understand strategic thinking and also the way I target puzzles or situations, as well as helping to deepen and further my knowledge of go. After learning this game I'm able to decipher information in puzzles faster as I try and think of the puzzles in terms of how the person creating it or a person solving it would look at it, instead of trying to understand how I would decode it. Ethically I've also started to think about the concepts of sacrifice, connections, and force. Connections are important on a social level as seen by the go world by stones being needed to be connected to establish a living shape, and they help to both defend and attack in most situations. Force, such as placing the opponent in atari, is useful to persuade or gain control of the situation thereby dominating it.