**Why do you want to come to Game Center? What excites you most about game design?**

Games in the 21 century are multipurpose tools. My generation grew up surrounded by various games, especially video games. We anticipated the update of World of Warcraft, participated in the popular wave of Angry Birds, witnessed the release of a new game console, etc. Games have infiltrated our life unprecedentedly. They are our ways of exploring different cultures, of making new connections with the world; most importantly, games are my means of self-expression.

Ever since my childhood, I have enjoyed watching movies, especially science fiction movies. Not only do they excite me with touching storylines, but they also provide me an opportunity to imagine the fantasy world behind the scene. I fantasized about many movies and TV shows, adding my original elements to them, dreamed about having my character living inside that world. Last year in IDM, as I was exposed to various vibrant media, more thoughts and concepts of different new themes emerged in my head. I realize that the best way to actuate my imaginations is through the medium of games.

Games, unlike any other type of media, have a uniquely immersive method of storytelling, providing most of sensory experiences while allowing total control for the player. Game design grants me a perfect way to share the ideas and fantasies I have had with the world. And the game center teaches me the tools I need to best express them.

**Tell us about a game you know well? What’s something average player don’t know about it?**

My family has a tradition of playing Mahjong, a Chinese tile-based game. Many people think Mahjong as a gambling entertainment, because it contains monetary exchange and can be addictive sometimes. For me, Mahjong is a place of community and hope.

Each round of Mahjong usually contains four players. The second they sit down on the chairs, they all suddenly become equal participants of the game. Four players follow the same sets of rules, have the same chances of winning. Regardless of their ages, occupations, and even wealth, at least, in those few hours of their life, they all have the same purpose for life: make a good hand and have fun. It’s a place of harmony and unity because, in Mahjong, there’s genuinely no antagonist and victim: the winner is just luckier. And sometimes, even if you lose this round, it’s just fine, because the next round will begin shortly. As in many games, Mahjong provides a fresh start every round and leaves room for mistakes and corrections.

Playing Majiang reminds me of how similar we are and how equal the world can be. It’s never about winning or losing money; it’s those several hours of harmonious kinship and friendship that excites me.

**What are your hopes for the future of games?**

Games, in particular video games, are often regarded as addictive and aggressive entertainment in some regions of the world. Parents tend to blame video games for violence and indifference observed on their children. Like every newly emerged technology, while people discuss its flaws, we should also acknowledge its benefits.

Throughout my last few years, with the encounters of increasing number of games, I started to appreciate more aspects of games. Video games, with its highly interactive experience and active sensual input, can always be educational and thought-provoking. Just like reading a great book, listening to a relieving song, playing games can be meditative and beneficial to one’s mental health. Nowadays, people turn to games not just because they want to kill monsters; more games started to show a psychological effect on players and could somehow actually reduced the chance of getting depression and other detrimental addictions.

Most importantly, games, like any other form of art, are made by humans. They are one of the most vibrant embodiments of the dedication and creativity of mankind. It’s our pride and legacy as humans. Moreover, unlike many other arts, games are commonly appreciated and easily enjoyable. We should preserve and praise games with the same reverence as we do with other creations of humanity.

Right now, with hundreds of games are published every week, we are in the golden age of video games. It is rather crucial for game developers to contemplate its contents and future effects because every step we took, every game released will shape the attitude towards the game Industry. The history of games has just begun, and it really depends on each game design majoring student to decide what path we would like to pave for our future gamers!

**Videogame designers usually work in teams. What is it about you that makes you a good team member?**

When we talk about teams, especially in the field of game design, basically, we are referring to a group of people chasing one idea, making one dream come true. In some cases, it’s just for a few days, like a group assignment, sometimes it’s a lifelong cooperation. It’s the period from the formation of the idea to the actuation of it that really needs the collaboration of everyone. My strength in this type of teamwork is the dedication to the idea.

In my opinion, it’s essential to understand that no one is flawless. That’s the whole point of teamwork: to bring out the best of us to balance out our weaknesses and strength. Beyond that, we can then talk about ideas. I honor the environment in which everyone can look beyond their differences and maximize the delivery and exchange of ideas. In teamwork, I am a genuine supporter of creative, original ideas, no matter how crazy they might sound.

Occasionally, people would feel exulted and satisfied when they approach the end of a project. Perhaps, they choose an easier, less time-consuming method. But, there should always be a voice to remind them that the difference between good work and bad work is just some more hours of commitment. Admittedly, adaptation and flexibility are also crucial to a team, but laziness and dullness are not an excuse to compromise good ideas. Last semester, the professor of my “Ideation and Prototyping” class assigned a group project about the notion of “Transport.” My group had an idea of making a sensory transporting box that could transport one from Alaska to Australia. Throughout the process, we repurposed various daily objects to simulate the change of temperature, wind speed, texture, and visual/audio input. Reasonably, we made lots of changes in the process, but never tried to cut off our vision.

Time and hardworking are essential to the production of excellent work, and my devotion to ideas will eventually yield better results for the team, though through a slightly extended process.

**What do you like about it? What makes it enjoyable to play?**

I started practicing Kendo( a traditional Japanese martial art) last year in NYU’s kendo club. I was first drawn by its uniquely beautiful indigo equipment and the strength, wisdom, and excitement hidden in every strike. It’s an art/sport that honors determination, modesty, precision, sincerity, and bravery. With all these virtues being required, the journey of mastering kendo is undoubtedly packed with physical pain, tons of sweats, and hundreds of failures.

As time goes by, I started to understand the actual reason I continue going to the ever-difficult practices. The process of entering the Dojo and the steps of putting on equipment is quite spiritual and cleansing: one must bow when entering or leaving the Dojo, the procedures of putting on each gear must follow a unique order, etc. Furthermore, almost every action in Dojo is strictly regulated by a unique set of rules. There is a sense of serenity and peacefulness in all the courtesies required.

Not long ago, I participated in my first match. During the two-minutes battle, I suddenly felt a purity of life, a simplicity within existence: the sole purpose for your life in that two minutes is trying to defeat your opponent. Regardless of the result, the battle itself is a cathartic yet meditative experience with no distractions and noises in the world. When I finish the combat, I realized all these restrictions and courtesies essential transform my identity. The minutes I put on Men(the protective helmet), I transform from a freshman to an apprentice of “swordsmanship.” Perhaps, it is this temporary change of identity, hourly freedom from my burdens, keeps my ongoing visitings to the Dojo, even with more calluses on the feet.