Are You Ready?

by
Scott Fielder

Version 2.0.6

Dr. Scott S. Fielder
205 Humber College Blvd.
Toronto, Ontario, Canada M9W5L7
Scott.Fielder@humber.ca

<u>Part 1 - The hook</u>

INT. KID'S BASEMENT

Young nerdy kid is busy playing a video game. The room is dark with his face illuminated by the light of the monitor. He's wearing a "GAME OVER" t-shirt.

OFF TO ONE SIDE. CAMERA ROTATES SLOWLY TO REVEAL WHAT THE KID IS SEEING

A flash on the screen and two marine looking men are looking out of the monitor at the kid.

<div align="center">

SERGEANT

(In a strong military voice)

</div>

You! ... Yes you! ... Hello?!

<div align="center">

(Kid looks around confused by the interruption of
 his game.)

SERGEANT

</div>

Are you listening to me?!

CAMERA ZOOMS IN TO TAKE A FULL VIEW OF THE SCREEN

<div align="center">

SERGEANT

</div>

Sorry to bother you during your very important game.

Berrrrrrman! Do you think the kid is listening us? ... Berman!

<div align="center">

(Berman is a subservient of the sergeant. He is
 currently looking away - distracted. Shocked into
 action)

</div>

BERMAN

Sir!

(Now facing the kid's POV, smiles)

Hey kid.

SERGEANT

You like video games don't ya?

BERMAN

Damn straight the kid likes video games!

SERGEANT

You like shooters don't ya?

BERMAN

Of course he does.

SERGENT

Like to kill? Like to devastate your opponentes? FPS, TPS, RPG - what's your game?

BERMAN

Just wanna kill!

SERGENT

You like big guns?

BERMAN

Yo!

Scott Fielder
Humber College

SERGENT

Magic wands? Fire breathing, fucking Navy Seals, inverted, perverted laser shooting space aliens?

BERMAN

It's all the kid knows!

SERGEANT

Well, game programming at Humber is one big fucking Grand Theft Auto, mother fucking Halo, grab your laser weapon, lost in Dead Space , grenade launching, ogre eating, fucking stay up all night - then...

BERMAN

Bang! All dead! Game over!

SERGEANT

Yeah, I get you.

You want a piece of this?!

You walk into my world and we will change your life forever.

(disgusted)

Ya, ... whatever...

BERMAN

What ... ever.

SERGEANT

Kid, do want to live on your Mom's basement the rest of your life shooting fairy-tale aliens or do you want a career in game programming? Money, a car , a life - freedom?

Let's take a little reality check and see what's this all about.

Are you ready?   Come with me.

                         PULL THE KID INTO
                         THE NEXT SCENE
                         (PETER PAN OR
                         SCROOGE LIKE)

Part 2 - The Work Load

                   SERGENT (V.O.)

You probably think game programming is just like playing videos games. New thought! It's not. First stop, physics class.

INT. PHYSICS CLASSROOM VIEWED FROM THE BACK . THE ROOM IS FILLED WITH STUDENTS. THE CHALKBOARD IS FILLED WITH PHYSICS RELATED SYMBOLS

                   SERGENT (CONT'D)

Here at Humber they call it Game Dynamics, the rest of the world calls it physics.

                         CUT TO: SLOW
                         MOTION OF THIS
                         GUN BEING FIRED

Big guns? How about a Barrett .50 Cal M95 rifle? Range, almost 2 km; muzzle velocity, huge; total kinetic energy, devistating - we call it physics.

                         BACK TO:
                         CLASSROOM

In order to program a game, any game, from Pong to latest Dead Space release, the motion, the action , the animation all come from physics. Gammers demand realism, realism requires accuracy, accuracy requires four semesters of physics. What do you say kid? Are you up for this?

Scott Fielder
Humber College

INT. MATH CLASSROOM VIEWED FROM THE BACK . THE ROOM IS FILLED WITH STUDENTS. THE CHALKBOARD IS FILLED WITH MATH RELATED SYMBOLS

SERGENT (CONT'D)

It's one thing to understand the physics trajectory of a space orbiter, or the shock wave created from a 20 kg blast of C4, but how can you make the physics come a live in the computer? Welcome to Numerical Computing - in the outside world - math class.

Computers work only in numbers, physics in ideas, the two come together in the language of math.   Vectors, maticies, tensors: you'll learn words that will scare most of the world's population. Do you like the idea? You'd better, that will take two years!

INT. KID'S BASEMENT

OVER THE SHOULDER SHOT AGAIN

SERGENT

Kid, how long did it take you to master this game. Twenty hours, 100 hours, multiply that by 50 and that's what you'll need to even begin mastering computer programming.

CUT TO: BACK TO
OUR SCROOGE
FLIGHT

INT. COMPUTER LAB ROW AFTER ROW OF COMPUTERS. EXHAUSTED LOOKING STUDENTS LITTERED THROUGH OUT.

SERGENT

Hush, they're working. 5000 hours of coding is a huge. Humber doesn't take promises it requires commitment. Can you handle it?

CAMERA TURNS TO ONE TIRED STUDENT IN THE LAB

                    SERGENT

Hey! You! Kid!

                         (Student looks up.)

                    STUDENT

Ya?

                    SERGENT

What time do you go home?

                    STUDENT

Whenever its done.

                    SERGENT

When do you get up?

                    STUDENT

Too early.

                         (Student's head sags back down and resumes
                          typing)

                    SERGENT

But is this fun?

                    STUDENT

                         (Student rotates his head toward the camera and
                          forms a tired but happy grin - no dialog)

                                        CUT TO: FULL VIEW
                                        OF THE SEARGENT

Scott Fielder
Humber College

Part 3 - Jobs

SERGENT

Berman! Did you hear what the kid just asked me? Are there any jobs?

BERMAN

Jobs?!

SERGENT

Put away your game and look it up yourself. How big is the game industry? Are we talking today or do you mean tomorrow, or when you graduate? Gaming has been and is still growing exponentially. And kid, if you don't know what exponential means you better get your butt out of here and back into math class!

BERMAN

Ya, there's jobs.

(Arms cross and gives some kind of military grunt)

SERGENT

Untold billions of dollars each year makeup this industry and overall computer programming industry is taking over the world. What do you think the future holds? Do want to be part of it, help create it, or just watch it all go by?

RETURN CUT BACK
TO: SERGENT

SERGENT

You like money don't you?

(Fans $1000 bills)

BERMAN

Damn right the kid wants money.

SERGENT

Would you like to trade in you bus pass for a set of keys?

BERMAN

Zoom, zoom!

SERGENT

Money requires a job and a job requires skills. You got any skills? Want to learn some?

BERMAN

Right! Skills!

SERGENT

Come with me kid.

INT. OFFICE BUILDING, FILLED WITH CUBICLES.

SERGENT (V.O.)

What did you think it would look like at a game company? Disneyland?

No one is going to pay you unless you are willing to work and the work isn't easy, just ask this guy.

(Camera turns to a guy in a cubicle in front of a lot of computer hardware)

You're a Humber grad aren't you?

EMPLOYEE

Sure am.

SERGENT

Is this job a 9 to five?

EMPLOYEE

Ya, some days we get off early.

SERGENT

So you work long hours?

EMPLOYEE

Everyone does, we're the best. It's what it takes to win in this business. What I learned at Humber was just the surface. I've never had to think so hard in my life!

SERGENT

But is it fun?

EMPLOYEE

(Employee rotates his head toward the camera and forms a happy grin - no dialog)

Part 4 - Back to Reality

Michael Wright and I are talking about how this should work. I currently think it requires a real Prof to bring us back to reality and remind the students that this is just a commercial and that Humber is real and the program is real and the work load is real. How about:

I'm Guillermo Acosta, Dean of the School of Media Studies and IT, Are You Ready?
I'm Heather ****, Associate Dean, Are You Ready?
I'm Rob Robson,Game Program Coordinator, Are You Ready?
I'm Lynda H, I'm Umer, I'm Bill W, I'm Scott F etc - in mass Are You Ready?

                         SCOTT
I'll take your application but you'll need commitment., Let's get this game on.   Are you ready?