**The Gaming Industry**: Video showcases the normalization of video games. In the past, they were seen as a leisure activity. Today, overworking is prevalent in the game development industry, unknown to most consumers.

**Entrepreneur**: I like this part best. The video sparked my desire to start my own company, be it in game development or another field. My aim is to lead my own path, bring creative ideas to life, and bring joy to others while solving a problem.

**How Video Games Are Made**: I like this part, no matter how big the game is. How to go throw preproduction, production to post production.