

Interview: Luke, a former gamer and computer science student at Westchester Community College on 11/27/17. He's also a family friend.

1. How much experience do you have with augmented reality apps?

I've used Pokemon Go when it came out.

-Did you use it a lot? What did you think of it?

I like it a lot for a month. I have a few friends who are still collecting Pokemon. It's really cool because it gets you out of the house.

2. Can you name other augmented reality apps?

That's the only one I know of aside from Ikea's app.

-What's that?

You can preview their products in your house or office with previews that are 3-D.

3. How much experience do you have with gaming?

Not too much. I played World of Warcraft (WoW) in high school but since then I've kind of lost interest in games.

4. What can augmented reality be used for?

I think it's really good for trying new things and exploring new interests.

5. Can you think of a way that gaming can be used in education?

It should be there more. I'd say I like that you can be inspired by a virtual world. That's what Warcraft was for me, but I don't see that much these days. A lot of it's just racking up points which I guess works pretty well for learning SAT words or something, but why can't a video game be based on reality?

-That's kind of my opinion. What if WoW wasn't a completely insulated experience?

That's a really good point. You look at Warcraft players and other MMOs (massively multiplayer online roleplaying game) and everyone's a freakin' expert about every aspect of that game. And that game is *literally* a world that you play in.

A handwritten signature in black ink, appearing to read 'Luke Pavel'. The signature is stylized with a large loop on the left and a smaller loop on the right, connected by a horizontal line.

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Luke Pavel