Our problem then is to find out how to programme these machines to play the game. At my present rate of working I produce about a thousand digits of programme a day, so that about sixty workers, working steadily through the fifty years might accomplish the job, if nothing went into the waste-paper basket. Some more expeditious method seems desirable.

The paragraph is expressing that the task of programming machines to play a game is currently very slow and inefficient. The speaker mentions that they can create about a thousand digits of the program per day. Based on this rate, it would take about sixty people working for fifty years to complete the task, assuming nothing is discarded or wasted. Therefore, the speaker concludes that a faster, more efficient method is necessary.