

## EVO Scholarship Statement

As mentioned in my critical analysis of Super Smash Bros. Melee (SSBM), SSBM was the first game I played at a competitive level, but I was never good enough to play professionally. I was just a participant of my local community in South Virginia. Sometimes I'd help with organizing events. My friend and I ran a tournament at our University donating money to Child's Play once. Otherwise, I'd just run a few house tournaments. Even then, my friend had a better community person personality than me. I just really enjoyed being part of the community.

Before and during college, I played a few other competitive games, but none as high of a level of SSBM. After SSBM, I haven't played another competitive game. Perhaps it was a accessibility problem, not willing to spend the time to learn another complex system as an adult. I remember purchasing BlazBlue, watching tutorial DVD, and never playing it. My roommate in NY and co-workers in SF played DOTA, but it never interested me. It wasn't until the first Babycastles event I attended and played Pole Riders at a Wu-Tang concert, that I had the thrill to play another competitive game. Later, I helped set up an exhibition that included Pole Rides and Hokra. Even later, I won the Hokra tournament in SF (NY <3 Kill Screen) with my bud Josh Raab (later entered first year of NYU game design).

Later in life, my buddy Jon Stokes (from NY) came to India. We had planned to make a game in less than a month getting inspiration from India. We started with a kite fighting game design but it just wasn't visceral enough and we ultimately had a more direct one on one iPad game using swipes. It was good, but it didn't make sense of our time in India, and we somehow ended up running a game development workshop at a nearby university instead.

Later still, while I was in Nepal, Josh moved in with Jon, and Jon started a week jam. The three of us plus Josh's two game jam regulars. The result was Crystal Brawl. I honestly didn't have much input into the game design, but I've been helping with programming on and off for some time. I believe the game is currently running at the Silent Barn alongside Field-1, which is coincidental, as about a year before, I was helping set up Hokra and Pole Riders in that same space (it's Babycastles turf).

Anyway, I honestly haven't done much with fighting game community or games for the past year and a half. I've been travelling, living abroad, doing other things.

Though, now that I'm in India during Uttarayan (a holiday in which kite fighting is common in Gujarat) this time, and after writing my game design application, I'm quite interested in kite fighting. I think it has all the ingredients to be an awesome sport: it's analog, doesn't require much money which makes it more accessible than digital games, people can create their own kites which allows creativity and more possibilities, playing fields can vary, it requires little physical skill. It's all the pros of SSBM, but even more accessible, played outside, in the public. Why isn't this huge?

My current goal is to open a public space in Taipei, Taiwan, following Babycastles.