what affected you the most? Did you identify with any of his messages? 1/2 page to 1 page.

Summary: To achieve a childhood dream and to enable the dreams of others.

Bring something to the table

Fundamentals & Hard work

If you made a mistake and no one corrects it, they gave up on you.

Experience is what you get when you didn’t get what you wanted.

Always give people enough time to surprise you.

“head fake” – make people think they’re learning something else.

Earnest, apologize when screw up, focus on others.

Don’t complain, just keep working.

Find best in everyone.

Comment:

First of all, I can’t believe I sat through someone talking for 1 hour and 15 minutes, but I did and I’m glad I did.

Going into this, I wasn’t sure what it’s about, I wasn’t expecting to be literal, a true last lecture.

His lecture and message throughout the talk—I heard it before, from different people, different backgrounds, different stories. But to hear it from someone from a profession I’m personally interested in [game development], and to hear it from someone’s last lecture really hits hard for me.

I’m not sure if this is going to stick with me for the rest of my life, or even for just a week, but for now, right now, I feel motivated and moved by his message.

I can always hope that things will go smoothly, or without that much fanfare, but within the first week of being in Montana, I already know this won’t happen. Everything that can go wrong did go wrong and to be honest right now I feel miserable that my initial goals and motivations are in the trash right now.

But, from the presenter himself once [or multiple times in the lecture] said: “Experience is what you get when you didn’t get what you wanted.” Oh yeah and something about obstacles and walls and stuff…

Even with my initial goals lost within the first week of being here, I still want to get the most out of this University. Do I know where I would go with these “get the most out of”? No.

However, I have a different goal that doesn’t relate to academics when I entered this university. I wanted to create a game, a world, a soundtrack, and maybe not artworks but artworks. I’m not sure if I’ll be able to achieve this, but after watching the lecture, I’ll give it a try.

Also if this essay seems really unstructured and unfocused, I’m mostly printing what I have in my mind as I’m typing this.