* Start with games
  + Interesting, it helped me with math rather than my gift or any teacher teaches me, solving math problems gives me pleasure especially the hard one, still play now, an hr per day,
* Games brings me …
  + Creative minds, I want to share my thoughts, would like a mind state recorder, I had many crazy thoughts but cannot come to real life, I can only wish I can experience it in the games, fun, pleasure when win the game, release of stress, strategy game like go and chess, civilization help me with managing and planning, puzzle games like sokudu helps me with logic, real time strategy game like starcraft help me think fast, first person shooting game like overwatch makes my sharp eyes, I am really appreciate those games as well as the arts involved, I thought that we have to learn coding in order to create my own game, it explains why I took this course.
* I change my mind
  + In the high school after I study the general science I begin to love science because I can explain the things I always wonder about, and when I choose the course I think there is not much things to explore, artificial intelligence is the one that worth for me to explore
  + Algorithm boost me to a new level, In my first year there was a module called Algorithm. This is the module that opened my mind. In the first lecture, we studied insertion sort. After that I told myself “ah, this is the mechanism that robot used to mimic human.” And an idea just hit my mind, anther sorting method, later I found that is already invented and it is called bubble sort. And I thought “Wow, I am actually good at this”. And this is the moment that I fall in love with computer science especially artificial intelligence part.
* Why this university
  + As far as I know this is the best university for computer science
* 24 hrs gamejam
  + In the first year I participate in this activity, rule is in 24hr create your own game with the given theme, it was really challenging for me since I have no teammates and other than the coding part I also need to create some image and sound tracks, but I did it used my time managing skills. My game was a board game, it was like the Sokoban, move around, make use of the surroundings and achieve the goal. I was able to create 5 maps myself. And I name it Yeti likes cookie.
* Hiveminder competition.
  + Second year participate, there was the Hiveminder game with rules and score scheme, the task is to write an algorithm that run the game and compete with other player and try to collect as much score as possible. I was totally working on my own, with no help from any Tutor or Lecturer. I was planning to use the data driven computing method however time is not enough and my laptop was actually really slow, first prize goes to Matthew Ridley from University of Oxford, second prize goes to me, third prize goes to Eddie Rolls from University of Oxford.
* Course work projects
  + GEC projects leader not well, got prize though, learned that to be a leader needs to know everything that is relevant.
  + Liquid democracy web app, before this no preparation on meeting, now I prepared for every meeting, though I was not mainly leading the team, I provided a lot of constructive information and ideas.
  + Forest fire simulation, I prepared well for this project, I was the leader and I completely knew this project, so I order my colleagues, at the end we have a really good simulation.
  + Google DeepMind Research
* Lookforwardto…
  + Your conditional offer. Do any study any research any experiment with you.
  + After graduate I may have a thought that we could experience the space at home, send a robot to space and wearing high tech device like VR, nerve connector to feel it,
  + Dive in AI field perhaps emotionalize robots.
  + Get a good grade in 3rd year.