

Alex Anton

[honestly not entirely sure how i wanna do my intro but here is my vision:

The topic is video games.

My vision is to have some kind of wild MONTAGE of 8-bit songs and me making sound effects with it having fun for the intro--doing random things. The point is to have a wild fun. A lot of video games always have exciting opening music when you turn on the device so I want to bring a similar effect.

I want to then transition into a history of my video game life.

1. Gamecube

a. *My very first game systems were a Gamecube and an XBox, handed down to me from my cousins because they got something supposedly better *mocking noise* an XBox 360. The two systems I got were kinda ugly, dysfunctional, and worth less than 5 dollars now at Gamestop. I scarcely received any enjoyment other than the swooning idea of being like my older cousins (who, might I add, are not the best people... *side not, if yall are listening to it, sorry not sorry! You know who you are!)Even so, to this day every time I hear this jarring tune...*

i. *Cue GameCube Open song*

b. *I can feel my bones shift back into time, wanting to be sitting on the floor of my living room in front of a static tv playing Crash Bandicoot while not understanding what the heck I was doing. The games I got were advanced and I wanted so hard to be like my older cousins but I could not find myself enjoying them. The only*

reason I kept goin was because my hyper-masculine cousins played it all the time and I wanted to fit into that mold.

2. DS Lite

- i. Cue DS Lite Opening
- b. OOOOO baby. Now HERE is where the dishes start to sizzle. The DS Lite has been THE stepping stone for the rest of my video gaming career. A portable, double screen, interactive gaming system with a stylus, all of which you can message local friends with, using the truly ICONIC Pictochat.
- c. The DS Lite introduced me to a universe that has found a home in the nest of my soul... can you guess, listeners, what universe? I will give you a couple seconds to think.
 - i. Either cue jeopardy sound or cue "Who's that Pokemon?" sound effect
- d. You guessed it! PokemOOOOOOOOON!
- e. I think that a struggle in me talking about my love for video games has been rooted in being told that they were mindless distractions. Whenever I pick up a gaming system, a voice in the back of my mind says, *cue another voice* "Why are you doing this? What will you gain from it? It rots your brain!" Sure, I am not treating cancer patients when I tell my Pikachu to use thunderbolt on an Alolan Vulpix, but I am still improving myself. The pokemon universe helped spark my creativity, and enhanced many relationships as a child. When I met someone who enjoyed playing pokemon games, we did not just have a conversation about it, we would usually whip out our DS' and compare stats and sometimes battle each other. It was, in on sense, more interactive than a simple conversation! An

instant bond between two gamers when we know of the same alternate universes.

3. *cue finale game music* I look at where I am now, still into pokemon, but all the effects ten times more immersive. I feel the foundation of my youth in gaming has flourished into an entire new world.