KYLE KEANE: So today, we're going to do something where we talk about our name. Renew icebreakery thing for like 15-- well, no, there's a lot of people-- 20 minutes. Name, what brought you here. And, oh yeah, right off the bat I'll say the more you all talk, the less I talk. So you'll get sick of my voice, I promise. I am very monotonous at times. And so, the more you guys participate by saying words, the less you have to hear my voice.

So I would like three things that we would like to know about each other. So if you could say-- I need three more bullet points about things that we're going to say. This is the moment where you talk, otherwise I just have a compulsion. I want to hear my voice constantly, that's why I'm in front of a classroom.

AUDIENCE: Favorite video game.

KYLE KEANE: Favorite video game. Cool. Oh, that's so well-themed. Nice. All right. No, honestly. We had one-handed food during the seminar I was teaching, but, yeah, favorite video game is really on point. I can write, I promise. There we go. All right, favorite video game. I can do this.

AUDIENCE: Programming background?

KYLE KEANE: Programming background, sure. Do we want to know languages or--

AUDIENCE: Either languages, amount of rough-- amount of experience. Things like that.

KYLE KEANE: All right. So something about your general level of experience. And if you have nothing to say about that, then just say [INAUDIBLE]-- and that's perfectly fine. That gives us a good read on what's happening there. One more bullet point. Are these called bullet points when they're dashes? Maybe they're just called dashes.

AUDIENCE: Close enough.

KYLE KEANE: Falsima, was it?

AUDIENCE: Close enough.

KYLE KEANE: Close enough. Oh, yes, that's good.

AUDIENCE: You can call them bullets-- squashed bullets.

KYLE KEANE: Squashed bullets-- I like that. All right. One more fun thing.

AUDIENCE: How about what you might do with Unity?

KYLE KEANE: Cool. All right. What do you want to do? Well, if you think that that's different than what brought you here.

AUDIENCE: All right, fair enough.

KYLE KEANE: Yeah. All right. I like it, but all right, so-- the vision for the type of game. Because some of you may have come with this, oh my god, I have this amazing side scroller that involves pajamas and bed sheets. So you can feel free to share that here. What type of game or what you want to do. I know that it's way too small, but that's all right. We'll get it from example, once each other starts sharing.

AUDIENCE: Where you're from.

KYLE KEANE: Where you're from-- I love that one. There's so many fun things-- I'm from Southern California. And when I was in Southern California, most people were from Southern California. But now that I am in Cambridge, I get so excited. I'm like, that person-- I had a freshman in my seminar this year that was from my neighboring city in Southern California. It was so exciting. All right. So--

AUDIENCE: [INAUDIBLE]

KYLE KEANE: It is Chino Hills, California, which is a tiny weird little city that is not really connected to many other cities.

AUDIENCE: Near LA, I'm guessing.

KYLE KEANE: It's in-between LA and San Diego and out into the desert.