

Sunday 1-29-2006 10 p.m.

First trying to describe condition of the room

- Brooke Burke poster on the wall (half naked)
- Empty pizza box on the floor- maybe a slice or two left, seems to be about a day or 2 old
- Typical smell kind of like gym socks and day old food that has been sitting around
- If you mention the stench to them they don't even notice it
- Already played Halo two other times today for about an hour each time, and will continue to play more tonight.
- Subject Two is playing online with Subject One (the kid down the hall)
- They are playing together on a team against other people (the internet allows)
- Hunched over with elbow on knees about one foot away from the tv
- In game play Subject Two dies and I hear obscene comments coming from Subject One's room, he's so loud.
- 10:25- Subject Three comes home, he's been studying! WOW!
- "Subject Two your bitchass should let me play. You've probably been playing for hours and you know I'm better than you anyway."
- Subject Three has to clear the clothes off of his chair, that he likes to call the captains chair
- He moves the pile from the chair to the end of his bed and goes directly to his computer
- Once Subject Three has come home I've noticed a shift in intensity
- Subject Two is constantly being coached and critiqued "do this, do that"
- Noise level and arguing also increases
- A lot of bickering with one another
- Subject Two has been talking throughout the whole game. He's wearing his headset which allows him to. I'm often confused as to if he's talking to Subject One or opponents.
- When I leave I believe the gaming has only just begun for the evening

I was surprised by the intensity! I knew they played the game because they liked it and cared about it, but I didn't realize it was this important, this stressful, and this passionate. I was intrigued by the intensity! At the same time I was kept entertained from it. I found myself giggling about how fast Subject Two would speak or listening for Subject One next vulgar comment. Subject Three and Subject Two bickering was pretty funny also. It was kind of like a movie, I couldn't wait to see or hear what would happen or be said next. I was disturbed by the intensity! Also, if they cared only half this much about things more important than a video game, and put half of that effort into something more productive it would be good. It seems foolish to care so much about something so insignificant.