

Jen: hi Geraldine and Jeremy!

Jeremy: Hi both

Jen, do you know if Explorer still has problems with the chat in Synchtube?

Jen: Not sure - I remember Firefox having some problems last year and I tested that out seemed fine.

but didn't have IE to check that.

Geraldine: Hi J&J

Jeremy: unfortunately Firefox doesnt seem to be working, so im on Explorer, we'll see how I get on!

Jen: :-) J&J, nice.

Geraldine: I'm on FF and it seems fine

sbayne: Hi there!

Jen: hi Sian. :-)

Jeremy: Hi Sian

sbayne: I just had a bit of trouble with firefox too
am in chrome now

Hi Austin

Jen: hm - I'm in chrome, and it seems good.

hi Austin

aiastin: hello folks, I am in IE9. should I change?

Jeremy: Hi Austin

Jen: not if it's working fine, Austin.

sbayne: Don't think so Austin, not if it's working

Jeremy: Im in IE, and everything seems ok so far

sbayne: snap Jen ;)

aiastin: Looked fine when I tested earlier.

sbayne: Hi Geraldine - good to see you!

Geraldine: what kind of probs have you had with FF

DanielG: hi all!

Geraldine: Hi Sian

aiastin: what goes wrong? I see others saying Firefox also is not working

Jeremy: Hi Daniel

sbayne: hello

carolc: hi all

sbayne: ah, it's Carol and Daniel

Jen: hi Daniel and Carol!

Jeremy: Hello Carol!

DanielG: :-)

carolc: hi jen

aiastin: I think the browsers have diverged more in last few months. It's a pain for events like this and distance e-Learning!

sbayne: as long as we can all see each other, not too worried....

aiastin: I will stick with IE9 (latest) and note issues. if I droop out I will come back in Firefox okay

Sian. Does video start when you command it? so we all see same thing at same time?

DanielG: I'm in Safari, working fine. I've had trouble with webct in FF

sbayne: yes that's it Austin

aiastin: thanks Sian

sbayne: I have control mwah ha ha

aiastin: standing by

carolc: yeah am fine in safari too

Jeremy: The member with the star has control!

sbayne: but I can handover easily to someone else

Daniel - you made it!

DanielG: only just but yes, thanks

Jen: I gave up on firefox entirely a few weeks ago - it was just too slow.

sbayne: congratulations - how's the new house?

DanielG: I only picked up the keys and came to a friends house to use his internet connection. will stay for the first time tomorrow

Ania: Hello everybody! Sorry to be late - but it was hard to leave the previous online session!

Jen: hi Ania!
and...

DanielG: hi Ania!

Jeremy: Hi Ania

sbayne: ahh I see - hello Ania

Geraldine: waving to all

Jen: Neil, excellent.

aiastin: I am back - in Chrome this time

sbayne: and Neil is here - great

Jeremy: Hello Geraldine and Neil!

Neil: Hi all

carolc: hi neil

aiastin: IE9 locked up with a java script error

sbayne: : (Austin

Jeremy: Good to know Austin, im using v8, seems fine

aiastin: I saw the synctube web page said "best in Chrome" but Google probably paid for that

Jen: lol

Jeremy: lol

carolc: sian..is it easy to set up a synctube session?

DanielG: this is the noisiest cinema I've ever been to lol

sbayne: so is anyone not in GMT 8pm right now?

Neil: yes

sbayne:

Ania: yes

Neil: I'm 3 hours ahead

Jen: Carol - it's really easy to set up.

aiastin: good. IE9 is MUCH more fussy. They seem to forget all the klessons they learn in IE6, IE7, and IE8 and reintroduce them each time.

sbayne: Neil of course - and Ania

aiastin: no corporate memory in silicon valley

carolc: ok thanks jen.....looks like something i could use

Jeremy: sounds familiar...

aiastin: Hi Ania, thanks for your nice comment on Life Wall

Ania: You're welcome Austin

sbayne: It's great seeing the blogs start to come to life

Jen: Carol, see what you think, but I love the ability to watch something in realtime with others.

Jeremy: Some very interesting Lifestream postings too

carolc: yeah i think it'll be good jen....

sbayne: Well it's 10 past 8

aiastin: Jen... I have really liked watching Shuttle launches live in Second Life --- often with NASA folks there.

sbayne: I know a few can't make it so maybe we should think about kicking off the film?
Dim the lights etc

carolc:

Jen: it's presence, but not as we know it.

aiastin: lights dim

Jen: i've got my popcorn.

aiastin: pass some over jen

Jen: can I say before we start - if you find

sbayne: the aim is really just to watch and chat - and eat popcorn

Jen: you're not synched with others

DanielG: lights, check

Jen: use the "More"
dropdown menu beneath the video

sbayne: if you've done the reading great, if not no worries

Jen: and get 'synch settings' up.
that's it!

sbayne: yes thanks Jen - good to synch up first

aiastin: 2 secs?

Jen: yep.

that'll do.

sbayne: hello unnamed

aiastin: will it start on its own then? wqhen you start?
as Sian said?

sbayne: I have to start it
here we go...

aiastin: okay. sorry to make you repeat yourself Sian
ah.. all systems go

sbayne: no worries Austin!

Jen: anyone not seeing the video playing?

Geraldine: oooo fun!

aiastin: working for me

Ania: everything's fine at my end, amazing, wow

Jen: great. :-)

sbayne:

Jen: the object is quite organic in shape - hadn't noticed that before.

aiastin: ah.. the old bull workshop thing

Geraldine: I love this sillouette animation!

sbayne: yeah, tech as god

Neil: Reminds me of Sita Sings the Blues

carolc: also a bit art deco in design....the object

Ania: i love the music in the background

aiastin: like the Egyptians

Geraldine: out with the old...

aiastin: whooo they threw it away for that flashy new thing

Ania: or rather sounds effects

aiastin: but it does have more channels

Geraldine: who needs old cultural artefacts?

sbayne: they're learning how to get televisually literate!

Jen: me too ania

carolc: ah my dad used to do that

Jen: lol

sbayne: lol

Ania: televisually literate - good!

aiastin: it always wors

*works

Jeremy: Is he the community elder?

sbayne: is that what you do up at Informatics Austin?

aiastin: looking closely at teh clips showing... I assume they have

Jen: pied piper

aiastin: VERY deep meaning

Jen: it seems to have its own face in addition to what it shows.

superimposed.

in places.

carolc: evil face

aiastin: Did the animator have to use an obvious title for his episode?

sbayne: love the way we can talk over the film and no-one gets cross

Ania: yes, evil incarnate ;-)

those little horns

carolc: and give to them by some kind of higher power....political?

Jeremy: fire, sirens, thunder...threat?

aiastin: shssshhh Sian I am watching

DanielG: sorry folks, only just reasured I was disconnected.. thought we were still waiting to start..

Jen: ah, Daniel - are you synched up now?

sbayne: Daniel - can you synch using the More menu under the video?

DanielG: *realised. yes thanks its working now

Jen: we've got people genuflecting.

aiastin: I am too
Jen: that's probably the first time I've ever typed that word.
aiastin: spelling checker or it could be embarrassing
Jen: yeah.
aiastin: *spelling :-)
Jen: snort
Jeremy: lol
sbayne: :)
carolc: reminds me on some level of the old monty python cartoons
Jen: modern sound!
aiastin: got to learn how to do the rotating smiley later Sian :-)
sbayne: one tech superceded by another
Jen: rotary telephone
aiastin: oh those gods... always sendign stuff down
Geraldine: what is that bird eating?
Jen: says thanks to youtubers for the footage
sbayne: ;) with no space
aiastin:
sbayne: it's still alive
aiastin: nice
DanielG: planned obsolescence
carolc: something about colonialism in it maybe...diff kind of colonialism
Jeremy: interesting Carol
aiastin: fickle humans
sbayne: yes nice one
aiastin: #easily taken in
Jeremy: 'natives'?
aiastin: no loyalty
sbayne: critique of consumption in there too I think
aiastin: I feel sorry for the bull
carolc: haha yes digital natives
aiastin: Egyptians worshiped bulls longer than these guys did
I once went to the bull mummy area in Thebes!
carolc: yeah sian the dump with all the technologies
sbayne: it's dystopic isn't it - corruption of 'nature' by technology?
Geraldine: it's important to have something for the archeoligists to find
oops spelling!
Jen: maybe it's the silhouettes, but nothing looks very natural in the whole piece
sbayne: fiendish word to choose for after hours Geraldine!
Neil: but didn't they already have tech before the new "god" came along?
Jen: it's all quite post-apocalyptic
even the bull
DanielG: technology isn't very natural either tho
aiastin: they were just easily taken in by new things
Jeremy: Yes, i think so. Even the bird at the end looked mechanical
aiastin: not loyal to teh cause
sbayne: maybe natural is the wrong word - innocent 'savage' perhaps
aiastin: the guy at te start "called up" this new stuff
its a PESON on earth who makes up the new story
Neil: i feel resistant to that idea of innocent savage
Jeremy: yes, the 'innocent' children too
Jen: and then got tossed on the junk heap himself.
aiastin: he cvall it down and took it to his "followers"
I blame him...
sbayne: Neil yes - it must be seen as being ironic here!
Jen: but also there seems to be less control/civilisation as things go on
Jeremy: yes Austin, he was interesting character, wise man, maybe 'teacher'??
aiastin: what... you must be jokign Jen
with Google and Facenook?
carolc: lost connection there

aiastin: *Facebook
but Facenook is good too

Jen: sorry - meant in the film!

sbayne: there was a Moses thing going on there I think - the word of God on the mountain is in the form of technology

carolc: yeah neil the innocent savage is somewhat patronising eh? bit too rousseau

aiastin: hardly Jeremy

DanielG: I know lots of people who might as well be worshipping facebook

aiastin: but HE may see himself and present himself that way
Thinks HE saw the light - so other must

Jen: facebook, Daniel, or the form of connection it implies?

Neil: i think it's to do with intimacy

Jeremy: agreed

sbayne: say more Neil?

aiastin: so who is not to say MOSES did not "call up" the tablets and do the same thing?

DanielG: a bit of both perhaps

Neil: we become intimate with a god that is closer to our image

aiastin: Take care, I might be a chatbot... and you know what those two that chatted together did recently?

Neil: the new god bore more semblance to the worshippers

aiastin: argued about god

Neil: and was not static

Jeremy: yes, i like the religious 'story' analogy, similar to some of the readings this week, in relation to the 'story' of cyberculture

aiastin: in your own likeness is handy for a god

Jen: I like the double meaning of static.

aiastin: its like on Doctor Who - need less make up the monsters I meant :-)

Neil: i think we can see it in our own relationship with our hardware

aiastin: god ... monsters... prophets.... teachers ...

Neil: the more intimate it becomes the less likely we want to leave it alone

Jeremy: thats a good point Neil, the tech starts to walk, and even has a human face

sbayne: yet the technology here isn't social - it's broadcast media

Neil: but if you've never known social media
broadcast media is something amazing

carolc: but isnt one of the reasons we like tech because not intimate.....easier to txt than talk etc

Jen: Kevin! Excellent.

Kevin: sorry for my tardines, i was teaching, and let them out early

Jen: Welcome

sbayne: welcome Kevin!

Jeremy: Hi Kevin!

sbayne: we're talking about Bendito

Neil: @carolc - maybe texting is more intimate

sbayne: haven't done eXistenZ yet

Geraldine: the technology is in charge - the poeple are just reactive

DanielG: religion is a very personal thing, and our relationships with tech is becoming similarly more personalized all the time.

Neil: u can express thought without interruption

Jen: there's intimacy with the machine, though

Neil: therefore more intimate with yourself

sbayne: agree Neil - we tend to associate embodied with intimate
snap again Jen

Jen: yes, what daniel said.

carolc: @neil...i think you can avoid more with txt....turkle has stuff on it in the new book

sbayne: I don't agree!

Jen: Turkle calls our devices always on/always on you.

sbayne: txt demands more I think

Jeremy: is txt not intimate...you lovely people?

Jen: lol

sbayne: thanks Jeremy
carolc: haha....honestly i dont think so...i can get away with skirting over issues etc that real dialogue demands of me
Kevin: @sbayne how does txt demand more? are you referring to email, or texting?
sbayne: I think any textual media stops us depending on all the apparent certainties of embodied contact
Jen: what constitutes "real dialogue", Carol?
sbayne: makes us think 'connection' differently
carolc: dialogue where i cant avoid the issues:)
aiastin: The lack of feedback about who is replying makes it awkward
carolc: the distance of txt means i can ignore...i cant put a phone down on someone or walk away if present
aiastin: I like the way Second Life say "typing" for those people composing a message
sbayne: yeah - skype too
aiastin: @carolc but its just as rude to break off
Jeremy: so is feedback absent, or present in different ways? Is it reduced?
aiastin: do you mean you value the other person less when using text?
Jen: Carol, you'll enjoy our Poster reading about the ethics of online presence, I think.
aiastin: I think there is a real protocol
carolc: its not rude not to answer a text i dont think...if technology is ever on then we have the choice to use it or not
Kevin: @carolc i agree... but the culture has changed such that email and txt are now deemed instant response worthy, and i have contacts that get annoyed when i dont respond immediately
aiastin: its just like walkign away as someone speaks to you if they don 't explain why they left
I see that many times when people crash and folks wonder what happened. The "good" people bother to log back on to explain they crashed even if they then leave straight away
carolc: @kevin I agree but I really do think @aiastin that a text cannot expect an instant response. it is asynchronous
aiastin: ah... very true
and valuable
Jen: i like the idea of what the text expects.
sbayne: not here though carol
aiastin: but expectations need to be built and met
DanielG: I think it started as async but people have started using it with the expectation of sync
aiastin: sometime
carolc: ah not no sian...but we all know we're here. i suppose i meant just asynchronous text
Kevin: the text expects to be fed
aiastin: chat is more sync than not I think
IM is async
sbayne: maybe now's a good time to turn to eXistenZ - lots on body and reality there!
aiastin: and you compose the message difeferntly fro IM to chat
.....aahhh
I saw a bit of this clip on a test earlier... I may avert my eyes... I am squeamish
carolc: chat and skype etc i would also say i was going:)
i love this film
sbayne: yes it's pretty yucky :)
Kevin: ive never seen the film, but this clip does not entice me to watch more
sbayne: back story for anyone who hasn't seen it - the characters are inside a computer game
Jen: austin, I've got our virtual couch ready for us to hide behind.
Geraldine: Glad it's only 6min!
aiastin: good Jen... I will tell my wife in here not to look too
Jen: anyone else is welcome to join!
sbayne: Jude law is the 'player', Jennifer Jason Leigh (love her!) is the game designer
carolc: jude law looks sooo young
aiastin: jen..... where is that sofa again
sbayne: he's a bot!

DanielG: npc

Kevin: if jll designed the game, why is she taken aback by the look of the food?

Jeremy: offering new sensations!

aiastin: I don't know this story at all. Jude law is a bot in the game but a player outside?

Jen: so Sian, the other characters (not Jude of Jennifer) are the equivalent of non-player characters?

sbayne: the game has glitches - or is it an AI austin?

yeah Jen

carolc: @kevin if i remembr rightly its one of those things where the game is changed by the gamers

aiastin: she maybe just specified yucky food to a programmer!

sbayne: she's repulsed by her own creation?

aiastin: easily done that

yuck

carolc: organic gun.....

aiastin: looks like Cameron Diaz

Jen: she doesn't look like she was expecting that.

sbayne: a bit of frankenstein going omaybe don't eat it~!

aiastin: not okay with me!

spit it out!

Jen: for some reason this is the bit i find really disturbing.

the tooth thing.

aiastin: this will give me nightmares... and I am NOT joking on that

Jeremy: his body completes the machine

Kevin: why point the gun at her?

sbayne: she didn't programme that in!

carolc: and the gun is not a machine....it is make of bone its organic

DanielG: the game is possibly damaged, that's why they are logged in together, to see whats wrong

aiastin: He is in a game - he thinks? does that mean he can do anything he likes?

carolc: didnt they get attacked while demonstrating the game

sbayne: nice one carol - organic/inorganicboundary blurring

aiastin: why, what reward is there for killing someone?

Kevin: enjoy killing?

aiastin: would he enjoy it for its own sake...

Jen: "free will is obviously not a big factor in this little world of ours"

aiastin: f so why would he not do that in the real world

Jen: "just like real life"

Kevin: hes says he wont, then changes completely

aiastin: i HEARD THAT BUT DID NOT SEE IT JEN...

Geraldine: blurring the boundary between real and illusionary

sbayne: I love the play on 'waiter, waiter, there's a fly in my soup'

aiastin: NOW BEHIND THE SOFA

Jen: lol austin

sbayne: lol!

Jen: me too sian.

carolc: is there something going on about desensitisation

Jen: ewwww.

aiastin: let me know when its over!

Neil: oh no it stopped

Jen: that never gets less gross.

Jeremy: interesting Carol, can you say more

aiastin: I bet I missed the most crucial bit!

sbayne: sorry, I really am lolling here!:)

Jen: all done, austin!

Kevin: shoots the second time as a reaction to the waiter attacking... i get that. but why shoot in the first place?

aiastin: @Kevin I agree

Jen: it's a 'game urge' - he can't help it

aiastin: what was the motivation here.
DanielG: he has no free will
carolc: well he is acting on impulse as a character...he does it with no motivation
Jen: the game configures him to want to.
aiastin: Did the film set a goal that the player accepted?
sbayne: isn't it a play on the idea that games programme us as much as 'we' programme the game?
aiastin: so could he be influenced the same way in RL
carolc: the violence is without emotion
aiastin: Sian said he was a bot
was he a human player or NPC?
that's an excuse a lot of murders might give
sbayne: NPC, I think - or have I misremembered?
aiastin: ah... if he is an NPC I would not discuss him at all
who was the human player character
Kevin: the girl... as programmer, and seeing what the npc characters would do?
i haven't seen the movie, so just guessing
aiastin: looking on IMDb and Wikipedia now
Jen: i thought Jude was a player as well.
sbayne: Jude Law is a human player too
Jen: so his surprise at not having free will is genuine
carolc: yes he is at a demo and there's a gunfight if i remember rightly and they both go into the game together
sbayne: though all those certainties become up for grabs in the movie - a bit like bladerunner in that respect
carolc: the console looks like a placenta
Jen: what? can I see that again?
aiastin: Jude is a human player in with Jennifer
Kevin: so the gun is born
Jen: where's the placenta?
aiastin:<http://en.wikipedia.org/wiki/Existenz>
sbayne: it's not in this clip
Jen: ah
Jeremy: i don't think the placenta is in this clip
earlier in the film
Jen: gotcha.
DanielG: it's not in this reality either, it's outside of the game world
carolc: the games console at the beginning of the film is like a pulsating mass that they are hooked up to if i remember rightly....a bit placenta like
aiastin: I like FACTS in a discussion even on a film fragment. That's more important for clips where some correspondents have not seen the whole film
Jeremy: an organic 'machine'?
Geraldine: reminds me a bit of the matrix
aiastin: Organic VR
DanielG: the story is fairly complex, it's tricky to talk about this clip in isolation
aiastin: *Organic VR
DanielG: *story
Jen: I think we can talk about the concept of a 'game urge' and the body/machine/bone construct
sbayne: agreed Daniel - back story is important here
Kevin: how was it decided that these 2 clips tie together?
Jen: with the understanding we've now got, though (about who the human players are)
Jeremy: what do you think Kevin?
any ideas?
DanielG: is it that we are all mindless consumers of technology, programmed to do what we're told? lol
aiastin: ah... it's more complicated.. BOTH may be NPCs in a meta game
carolc: so the game urge could indicate a relationship between the gamer and the game that blurs the lines between human and cyborg....but then the weapon is organic?
DanielG: shut up and eat your freedom?

Jeremy: Interesting Daniel

Kevin: machine as god, or messenger from god in bendito... machine controlling free will in this one, and if we are made in gods image and god gave us free will... machine is god?

aiastin: the meta game is called "tranCendenZ"

Kevin: does that make sense? im just spitballing

carolc: deus ex machina @kevin

Jeremy: thats a god link Kevin
good

sbayne: it makes sense Kevin

Jeremy: or indeed a god link

DanielG: oh I think I remember something about the title meaning god in hungarian? or am I off the track completely?

aiastin: I need to read that Wikipedia stuff as it could be another layer on that!
one problem with text cthat is iof peopel go off to do research like I did and miss the key discussion here!

Neil: Has anyone read CyberGypsies?

carolc: @ neil...no, is it good?

Geraldine: are both the films about technology causing a disconnect with our current reality

Jeremy: Yes Daniel, there is a link with Hungarian

Neil: yes - i thought it was amazing

Jeremy: but also with existentialism?

Neil: novel cum fact

carolc: any info neil?

Jen: 'bendito' is 'blessed' in spanish.

Neil: but also seems relevant here

Indra explains how gaming takes over his life

DanielG: just found it, thanks Jeremy <http://en.wikipedia.org/wiki/Existenz>

Neil: back when very few were gamers

it seemed to be intrinsic compulsion

sbayne: could you blog about it Neil?

Neil: i think very few people can be made to do anything they don't want to do

carolc: @neil...ok found it on amazon so will take a look

Neil: the people in the first film want a god

Kevin: @neil im not sure i agree with that

Neil: so they get one

Jen: make one

aiastin: call it down

sbayne: sounds really interesting - in terms of the broader narrative in both films - that of dystopia

Neil: in the film, he wants to kill

so he does

seems the external layer of cultural expectations has been removed

DanielG: @neil: do they want it ? or just accept it?

aiastin: one hurts someone else clearly, the otyer the "caller down" thinks is good for others
- I assume

Neil: i think there is a latent want

or need

to explore

sbayne: agreed - technology undermines agency, the ability to act through free will

Neil: but RL culture may inhibit

Kevin: i think people accept what they are given... each new god or message is accepted

carolc: in the Hand chapter there's the dichotomy of digital culture as giving freedom or being a tool of state control....something in both these clips about freedom versus control

Neil: look how people behave on holiday

Jeremy: Good link Carol

promise and threat

aiastin: Good point @Neil

carolc: there's def the question of whether utopian or dystopian

sbayne: when you start to watch cyberculture movies, read the novels etc, you realise how the dystopia/utopia distinction structures our relationship with technology!

Neil: @carolc yes, but that's the hard one as it relies heavily on perspective
carolc: bendito's colours, story, etc are dystopian...what about existenz?
@neil yes and on the context i suppose
Neil: If I believed in no gun control in RL, wouldn't I find the restaurant scene liberating
Jeremy: it always seems so extreme though, is it really about either God (giver of life), or death?
aiastin: always someone ELSE trying to impose a uniform viewpoint?
Neil: bad meal = dead waiter?
DanielG: unimagined taste sensations sounds fairly utopian to me, but lack of free will kind of sucks
carolc: i suppose our perspectives on it are borne out by our storytelling
Jen: maybe that's where the broader story of the film comes in, Carol - if it's 'just a game', maybe the implications aren't so dystopic
aiastin: not individualistic and self responsibility?
Jen: but it's not 'just a game'...
aiastin: why do people like the first person shooter zap em games so much?
carolc: @jen well i suppose there's the argument over whether games are inherently harmless or potentially harmful
that's why i wonder if there's something in there about desensitisation of violence
aiastin: I think some games might desensitise some people
not all but some
Kevin: in the bendito clip, didnt those that turned away get killed... so people were forced to participate or play along
aiastin: mind you. I drive like a mad man after playing gran turismo :-)
Jen: :-)
carolc: i found that doom used to make me slink round corners watching out for enemies:)
Geraldine: sorry everyone but I need to go - thanks for the interesting chat and virtual pop corn
Kevin: but do you go around beating people up if you play grand theft auto?
Jen: thanks, Geraldine!
sbayne: yes, it's been an hour
Jeremy: Bye Geraldine, thanks
aiastin: the two side of the mountain was a metafor I assume
carolc: @kevin did they turn away? I didnt realise that so that's quite interesting
DanielG: bye Geraldine! see you next time
aiastin: bye geraldine
Kevin: bye
carolc: bye geraldine
DanielG: "kevin, I missed that too, well spotted
sbayne: I think we could probably discuss this for another hour, but we probably all have dinners/beds to get to
carolc: @kevin funny thing is I would draw the moral line at grand theft auto and probably couldnt justify why i see it as worse than other games
aiastin: okay Sian. thanks for organising this
sbayne: thanks for the discussion everyone - it's been really enjoyable
Jen: great discussion!
carolc: yeah dinner is a good idea. thanks sian it was very enjoyable
aiastin: I may be in Yorkshire when next one is on so may miss that
DanielG: yip, very interesting and enjoyable, thanks Sian, and everyone
Jeremy: look forward to the tweets!
Jen: we'll put a transcript up on the site after each session
carolc: see you all on twitter:) bye
Kevin: i like most games, and i play gtf on occassion to go beat up the npc, but i would never think of doing it in rl... i also dont get the urge to do it after playing..
aiastin: porr NPC.. I feel sorry for them
*poor
Jen: see you on twitter!
Neil: thanks all and good night
aiastin: but some might not think that way
sbayne: and at the next tutorial

Jeremy: Thanks Neil

carolc: haha just as well kevin

Jen: goodnight all

aiastin: by everyone

DanielG: nite all!

aiastin:

sbayne: gnight

Kevin: cheers weird to say goodnight at 3pm

Ania: thanks for that, will there be a transcript

sbayne: time for a cup of tea Kevin?

Ania: i think i'd like to read it again to think more, too many ideas

sbayne: yes Ania there will

Ania: that's good, i think i'm slightly dizzy

but lots of food for thought

Jen: synchronous sessions do have that effect, I find!

sbayne: yes I always need to wind down a bit!

Jen: cheerio all!

sbayne: bye!

Ania: thanks, bye for now, see you on the blog/twitter

Kevin: thanks all