

**KYLE KEANE:** So now you're going to either just cluster shyly with the people that are near you, or stand up, and look across the room, and be like, is anybody else trying to make eye-contact with other people? And then like, ah, there you go. And then walk over and be like, hi, do you want to work together--

[LAUGHTER]

And then sit down and work it. So be friendly with sharing your chairs.

[SIDE CONVERSATION]

And then one of you pulls up the Roll-a-ball video tutorial.

**MARK:** This page?

**KYLE KEANE:** Yeah. And then one or multiple of of you have your computer out with Unity open, and start playing the tutorial, and pause it, and be extroverted. Be like, hey, can we pause it real quick so I can look up that function? Or I would like to try do this other crazy thing. Is it OK if I do that? Ask for things that you want.

If you have a weird impulse to try to do something, ask If you're asking too many questions and your teammate is annoyed, then they can get up and go to another team. Because I'm telling you, you should be asking questions in here. And you should be interacting.

So-- and if you happen to be really quiet, and you find a really quiet group that just watches the video straight through and never talks, fine. I'm not going to force anybody to talk. But feel free to talk. Talking is good. So this is very self-organized. And you are free to do as you wish.

I'm going to go check on the Arduino class and make sure that chaos hasn't broken out. And then I will be back in about 20 minutes. And I'll probably see you all clustered around the room. Feel free to go grab chairs if you need them.

**MARK:** Rearrange desks?

**KYLE KEANE:** Yeah, rearrange desks us. If you want to take somebody's desk, then ask them if you can use their desk so you can be close to the group that you made eye-contact with. You guys are

good.

**MARK:** Also, quick recommendation. At some point, you're going to encounter the video up top. And then a script is down below so you can more clearly read it. I would highly recommend not just copying this into the Unity Editor. It will work. But by typing it out, you get a much better idea of what you're doing, especially if you're following it in real time, rather than just Control-C, Control-V.

**KYLE KEANE:** So if you feel rushed in your group, then be like, hey, Kyle said you should-- that we take our time--

[LAUGHTER]

And speak up a little bit. And take your time typing it out. If you're like, why are there freaking periods between every word? Ask your group. And if nobody understands, then ask another group. Because that's a super valid question. There's a lot of meaning in why there's periods between words and why there's round brackets rather than square brackets. And if you have weird questions like that, you're asking the right question.

Ask your group. If they don't know, then it's not your fault for asking a question that was hard to answer. It's everyone else's responsibility to find the information to answer that question. So you can try Mark or I. I don't have all the answers. Or you can try another group.

Inter-group dialogue is the coolest thing ever. So if you guys get there today, I'll be very impressed. But usually it takes a few days before people really get extra prudent.

**MARK:** Yeah-- hopefully, at some point, when you guys get to this line of code, it's kind of a weird concept, and you should ask.

**KYLE KEANE:** Yes. So there are points where you should be confused. All right, so free-wheeling chaos. Let chaos reign for a minute. Find people and make eye contact. Smile, that helps. It signals to other humans that you're friendly.