

March Interviews


Interviewee: Nae

Capacity: Tournament Organizer

Hi Nae! How are you doing today?

I'm doing good.

We are here to interview you yet again, this time as the organizer behind the third tournament.

Yeah, I have been getting a lot of interviews so I'm used to it at this point. I take on a lot of roles on  KSG so it's like a given that I'll be interviewed at some point.

So, our first question is why did you organize this tournament?

Well, I guess mostly because I want to make tournaments a sort of regular thing. As you know it is still fairly new. The previous tournament had gotten canceled due to a lack of available members to participate so I was thinking "Alright, it's been a good amount of time between the last one and this one" so I decided I needed to arrange a new one. I know a lot of people have entered the server since the last one and also a lot of people missed participating in the tournament. And so that's mostly what pushed me to organize this new one.

You mentioned a tournament that got canceled before. Was that the bingo one?

Yes, so after our second tournament some of the members had suggested that a bingo night would be good for the next tournament and so that is the idea that I worked with. We went as far as deciding the day and the time for that tournament. However, when I announced to the groups to indicate their interest, there weren't a lot of people interested in participating. And so I ended up having to cancel that tournament.

Note: The game played was based on Family Feud but was titled Studio Group Feud.



Ahh, I see. Do you think we might try to have a bingo-themed tournament later on or maybe not that theme?

I think I'll try again because it's something simple, something most people can participate in. I think maybe the issue last time was the timing. So maybe the next time around we can get better timing but I still am considering bingo night for a tournament.

That does sound like a fun tournament idea.

We've had a few tournaments before, such as Jeopardy, Puzzle Master, and now Family Feud. How did you come up with the idea to base it on Family Feud?

[laughs] I don't even know what the word was. I searched, I searched and I searched. Coming up with ideas is not very easy because the things that we can do on Discord are limited. Very very very limited as opposed to the many games that you can organize if things are happening in person. For Discord you have to work around the fact that it is virtual, the fact that teammates aren't in the same place so collaborating is going to be a little more tricky. It is a lot to go through so I actually searched first like "things to do on Discord" and then I searched like "games to play virtually", you know stuff like that just to get ideas and then I think the idea just randomly came to me. I watched the game show network from time to time so I think the idea was initially to just choose a game from them that they played and to get inspiration from it. A lot of the games aren't as easy to put together and so I just decided on Family Feud. I had to think of how the presentation of the entire game would work and so I figured, well Family Feud is the most feasible at the moment and so that is why I chose that one.

Is the game show network where they stream Family Feud?

I believe so. They have a lot of games like *Chain Reaction*, I believe they have *Jeopardy* on there and yes I believe that's where *Family Feud* is as well if my memory serves me correctly.

Do you usually draw inspiration for tournaments from shows or other content you watch?

It's not always from content. Sometimes it's from games that I play in real life as well. For *Jeopardy*, I guess it is a more familiar game for everyone. But it



was actually something that I played with my youth group and I decided, “Well this was fun when we played so I think it will be fun on the server as well”. For *Puzzle Master* [laughs] I’m not gonna lie, I don’t even remember how exactly I came up with that one. But yeah typically sometimes the content I watch plays a factor in it but also the game that I play that I consider to be fun and that I want to share with the rest of the server.

Do you take in recommendations from server members as well sometimes?

The bingo night was that I allowed them to suggest because it’s good when I can think of ideas but it’s like, “What if I think of an idea but no one is interested in it or no one wants to play?” So I think giving them the choice or the option to suggest is good. We haven’t had a lot of tournaments so I can’t say, “Oh I allow them to choose from time to time” because it’s only been 3 so far. But I do want to do so in the future - get their ideas just so I have a better idea of what exactly they’d be interested in participating in.

Did this tournament turn out the way that you expected it to?

For the most part, yes. I think I only had to do some adjustments for the Fast Money round but overall it went the way that I would have wanted it to go. Initially, I had planned to use a buzzer. It would be like a link that the members had to use but then once I tested it out and had the members who helped me test it and give their feedback, I switched to the request to speak. I was a bit iffy with the request to speak at first because I was like “How would I determine who requested first” but it ended up being okay. So I think aside from that everything went well.

Did you mention adjusting for Fast Money?

Yes, I did.

Why did you have to do that?

Okay so, [laughs], the first thing is that I rearranged some of the questions that I had in mind. Also, because most of the teams had lost a majority of their hearts, I decided to adjust some of the answers so the teams could get more hearts. You know, as part of my generous persona. [laughs] Those were the main adjustments that I made.



That was very generous of you, we appreciate it.

You're welcome.

Why do you think no one chose to wager this time?

[laughs] I'm also wondering the same. I thought at least one wager would be done for the entire game but I also kinda understand as it's quite a risk. Say you had like 300 points and you chose to wager. If you got it incorrect, there was the chance that another member could steal those points from you and you'd end up at 0. So I think it was because of the huge risk that came with it because of which there weren't any wages this time around. And I think that people had flashbacks from the very first tournament where there was the wheel and it was kinda similar to the wager where your points could be up for grabs. A lot of people tend to refer to that first tournament so I'm thinking maybe that also had something to do with that as well. But mostly the risk.

What do you think the most challenging aspect of the tournament was for the players?

For the players, I think the answers. Because I would have chosen the answers, I think guessing the answers that are on the board would be the most challenging for them because the question could have 20 different answers and I only have, say, 4 answers on the board. Having to decide on what answers to give would be the most challenging because sometimes the answers could be the very obvious ones and then other times it's like the most obscure answers. So I think deciding on the answers to give was the most challenging for them.

I'm assuming that you mixed up most and least obvious answers on purpose?

I did. [laughs] I did, just to make it more challenging.

Yeah that's not surprising. [laughs]

You were the organizer behind the scenes again this time.

Right.

Did you enjoy it?



I did. I think I always do mostly because I like to see when you guys struggle, you know. That's how I get my fun out of it. So I always enjoy it and this time around I did as well.

Did you work on everything by yourself?

No, I got help from Sriya this time. She helped with the questions mostly and then also the rules so you can attack her as well because I didn't come up with everything. But the rules, the penalties, the points, all of that just putting everything together, Sriya and I worked on that so it wasn't just me.

Did you work with Sriya or anyone else on the previous tournaments?

I always get some input from the organizers. It's not always me by myself. I just do a lot of the legwork most of the time but I do take input. So from the previous tournaments mostly it's always like the rules and stuff that I get input for. So for the previous tournament, *Puzzle Master*, coming up with the rules and all of that was discussed and decided with Ka. For the first one, I brainstormed with the entire org staff team for the different options on the wheel, the points to begin etc. With every tournament that I organize or plan for, I like to get other people's input, specifically organizers not necessarily org assistance but mostly like Sriya and Ka and Makhi, if she was here. Because sometimes I run out of ideas and need a little help now and then. But mostly it's going to be for the gameplay, the rules, the penalties, the prices and all that stuff.

Does it get easier with each tournament?

I wish I could say it does but it doesn't. [laughs] I think the most difficult part is the first or the initial plan of what to have as a tournament - as in what game to play. That's the hard part. Deciding, "What am I gonna base it on"? or "Am I gonna create an entirely new game?" And then once I have that decided, the next very difficult thing is deciding how to play it and then also the points and prizes that come out of it. Putting everything together is the easiest part, like if there are questions that I need to prepare or setting it in a specific way is easy. But deciding "How am I going to play the game", "Am I going to have it on a board" (is difficult). The last one was like "Am I going to have commands for Mimu" Like in the second tournament, "How am I going to put it all together?" And then what rules are going to govern this game etc.



It doesn't get easier and that's also a reason why there's a bigger gap between tournaments. Planning takes a lot of time.

Was the workload for this tournament manageable considering everything else that you do for this server?

I would say yes. Mostly because I had help. I asked Sriya to dump all of the questions that she could think of onto a document and then I'd work on having the Jamboard set up to essentially choose the questions and the answers I want to include and just format it. So it wasn't a lot of work this time around and it didn't interrupt any of my normal routines or anything of the sort.

Would you like to work with a dedicated organizing team to organize the next tournament?

You know I had considered that but then I also think that a lot of people like to participate in the tournament. This is one of the reasons I tend to stray from asking org staff to help out because they want to play in the tournament and I think most people do. So I think for now once it's something I can manage with my workload I would do it mostly solo along with organizers like Ka, Sriya and Makhi, should she return. But it's something to consider for the future.

That's nice of you to consider that.

Did you face any difficulties while preparing for the tournament?

I guess only what I would have mentioned before - just thinking of what to play for the tournament which I think took the longest for me. I think it was a couple of weeks or so before I finally could figure something out in terms of what to play and then how feasible it would be to play. But other than that it was just coming up with the questions, transferring them to the document and preparing the slides but outside of that no.

Is it ever difficult to come up with accessible explanations of the rules, since you're approaching from the perspective of someone who already understands the format?

I wouldn't say difficult but what I try to do is have someone who isn't involved in the making of the rules. What I typically do is explain it to them. For



example, Sriya and I came up with the rules and stuff for this tournament so what I did after was meet with Ka and explain everything to her and she would have stopped me at points that were difficult to understand or could be said another way or weren't clear or anything of that sort. She would play the role of a participant of the tournament and give me feedback like, "Hey this isn't clear" or something of this sort just so I know everything is good to go. So I think, no, once I keep this strategy it shouldn't prove to be challenging.

You decided to make a video explaining this time, why was that?

That was Ka's idea when I was explaining the rules to her as well. Because it would take a lot of time to explain - especially the gameplay - and then also take the questions. Say we started at like 1 pm KST, then maybe even at 1:45 pm KST we would still be going through all of the rules and all of the explanations and we would be still taking questions which would eat up a lot of the time. So, to save time, she suggested making a video and then only taking the questions for anything that anyone couldn't understand from the video. I think it worked wonderfully well because I know if I had used the slides on the day of the tournament then it would have taken a lot longer for the tournament to begin.

Is there anything about this tournament you wish you could have done differently?

I don't know. Well, I think maybe Fast Money. But it's not necessarily something that was an issue or anything. It's just that the questions were originally going to be on the board kinda the same as how Fast Money is shown in the actual game Family Feud. The questions are shown first followed by the answers and then the points are shown. But I think that wasn't a big deal so it's not something that I would say, "Oh, I need to do this another time". But generally, no. I actually can't think of anything that I'd want to do differently.

Is there anything that you wish went differently?

I'm gonna keep saying Fast Money [laughs] because it was the biggest change that I had. And then I kinda wanna say the time but also not really because at this point I think everyone who's been on this server for a decent amount of



time knows that if I say something is going to take an hour then it's most likely going to take 4 hours. [laughs] So I don't even want to say that. Otherwise, no, there's not anything that I would have wanted to do differently. But I think with every new tournament that I think of and plan for, I usually look back on the previous tournaments to see what things I want to change. So sometimes during the tournament and a few days or weeks after I don't think of how the tournament went or what could have changed until I have decided to start planning for the next tournament. And then it's compared to saying, "Oh, I did this in the previous tournament and I kinda wanna switch it up to this" or "I had this available in the previous tournament and maybe I want to switch it up to something new". So as for now when the tournament is kinda fresh, there aren't any things that are in the forefront of my mind that I wanna change and there won't be until I start planning for the next tournament.

How did organizing this tournament compare to organizing the previous ones?

I want to say that the second tournament was more time-consuming than the third tournament. So the second tournament was *Puzzle Master*. First, we chose the picture and then split the picture into, I believe, 25 pieces. And then we uploaded the pieces onto this image hosting platform. I had to make sure that the links were good to go and then I had to create the commands for the clues. That took too long and then (there was) actually coming up with the clues you know, because it had to sound okay. There were efforts to rhyme and all of that to kinda make it a little bit more fun. All of that work was a lot. It took, I think, maybe a couple of weeks or so to get everything all good and testing to make sure all of the commands are okay. Even then we still had a few hiccups because at some point the images didn't show for the commands and whatnot. But I think that was just a bot issue because the pictures were there. But making sure everything was okay took a lot of time and so compared to the third tournament where it was just deciding on a question and I think with defined categories the questions were a lot easier to make. So putting the questions, having the long list of answers and then just randomly choosing some answers to include was pretty easy. Also for using the jam board, it was creating a set of boards, like the templates you could call them and duplicating and switching around depending on how many answers I wanted a certain question to have. So compared to the



previous tournaments the third tournament was a lot easier to plan and put together.

For the second tournament is it something that you think would be easier a little bit now that you've done it one time?

No [laughs] because it's still going to have the making of the clues, the commands and the autoresponders. It's not something where you have to think of something or anything like that but the actual work that you have to do. I'm not sure if you have experienced making commands with Mimu but it's not exactly something that can be done in like a second but takes a while. And because there were so many clues that we had to make and make sure that they linked to each other. It took a while. So I don't think it would be easier because it's the same amount of work.

So did you prefer organizing this tournament then, out of all the previous ones?

I think I had the most fun with the first tournament, the *Jeopardy* one. I think mostly because it was like this new thing to add to the server and at that time the questions were just language based so you would have grammar, vocab, dad jokes, numbers and so forth. And then also coming up with penalties and stuff because at that time we used the wheel and so made the different options on the wheel. That was very fun. Seeing the reactions was very interesting as well. So I think, so far the first tournament was the most fun to prepare.

Yeah that was a lot of pain and chaos. [laughs]

There were a lot of complaints that day.

What is a memory you made during the tournament that you remember and would like to share?

Let me think. I think it was with Sous. Most of you guys did not have access to the other channels to see what they were discussing but Sous had a quick response time in terms of pressing the request to speak button but it's like most of the time when they discussed answers, they had the correct answer to say and then Sous would have said something different and then ended up being completely disappointed that the answer that she gave was wrong when she could have given the answer that was actually there. And just



having her reaction after it happened so many times was very fun. So I think that's a memory at the forefront of my mind. Great job though Sous when you read this. [laughs]

Was it quite a lot of fun being able to see each of the team threads?

Yes that was very fun because most of the time they had the answers that were on the board but then you could see them second guessing like "Oh Nae probably doesn't have this one on the board. It's too obvious." or the opposite where "It's obvious so Nae obviously has this on the board." Just seeing the divide and the confusion, that was very fun to watch.

[heavy sigh]

[laughs]

As the person behind the tournaments, you haven't been able to participate as a contestant yet. Is that something that you would like to do one day?

I mean on one hand the experience would be great but on the other hand I don't like to lose [laughs] so I think I'm good with organizing but if given the chance I'd probably try to do it as a participant once. You know someone in the past had mentioned something and it's something I've been taking into consideration. They had mentioned organizing a tournament or something of this sort but for staff members to compete against each other. And that's something that has been at the back of my mind for a while but it is something that I'm starting to consider now. So maybe we'll have something of this sort in the future and then I would definitely want to participate there. But as for being a participant I'm not very cut up about it - it's okay. And like I said I am a sore, sore, sore loser - I cannot emphasize that enough - so being on the hosting end is perfectly fine with me.

That's fair, maybe I should just stop being an active participant. [sighs] That might be safer for me.

[laughs]

If you end up doing a staff tournament, would that be open for server members to come watch?



Oh yes, definitely. I don't think it'll be fun to only have the staff members, so just as in regular tournaments members can come to spectate, the same would be for the server members. So once the time works for them, they'd be able to watch.

I kind of hope we get to have that at some point, it sounds like a cool idea.

[laughs] There would be a lot of planning to go into it because you know we'd have to choose people who would actually be in charge of hosting and planning for the tournament and then, you know, there's a fact that me, Sriya and Ka have access to most if not all of the channels on the server. So it'd be a case where they'd probably have to go in dms or create a secondary server or something of this sort. We'd also have to make sure everything is going well because even though we can't be directly involved in the planning we'd have to make sure everything is okay in terms of what they are planning and all of that. So there would be a good amount of work into it but I think it is feasible. Hopefully we can have something like that soon.

Yeah, hopefully! Do you have any ideas or plans in mind for the next regular server tournament yet?

Not like a concrete idea but I had been considering bingo night. It's not decided yet if it'll be in the next one but that is there. Since that first one had been canceled, I am planning to host it again or attempt to host it again in the future. So it might be the next one but it also might not be. But aside from that no formal plans as of now.

Why should people join the next tournament?

Well firstly because it's fun. Tournaments are always fun and this goes either if you are participating or if you are spectating. If you don't have fun then you are lying, firstly.

[laughs]

[laughs] And then also it's a good way to bond with your server members because I remember this past tournament and also the previous tournaments we have people saying this was the first time they actually had the chance to interact with their studio group members or just people on the server overall. Especially if they are newcomers, it's a good experience for them.



And then also because I like to see you guys suffer with the game and all the rules that I come up with. So I also would like to have fun.

[laughs]

So I would encourage everyone to join. But yeah, mostly it's a fun time. You get a server point, you can get hearts - it's a great experience overall. And you don't have to make friends but you know you can get to know the people on the server. Also because I haven't decided on the next tournaments yet, I can't give very specific reasons as to why to join but those are the general reasons to join any tournament.

I would agree with those. Especially because there's always a few new members each time.

Right. So it's always a good experience for them I think. They get to have fun with everyone, talk with new people and it's a good way to kinda integrate them into the server.

Yes definitely.

What rating would you give this tournament out of 10?

I would say probably an 8. It was a good experience overall, it did run a little later but I guess that's a given with me at this point. And then also because I had to do a last minute switch up for the questions of Fast Money so that had me a little bit disorganized but other than that it was good. So I think 8/10 is a good rating.

Thank you so much for the interview again. I hope we didn't take too much of your time.

Oh no it's no problem, I'm always happy to have an interview. And thank you for interviewing me, I always like to give my thoughts and all of that at the end of our tournament.

Thankfully we can have another tournament and another interview soon. I mean I'm probably going to start thinking about that soon so we'll see how soon we can have that. Thank you Darcy and thank you Beata. You've probably been writing like 500 words a minute. But yeah have a good rest of the day.