My favorite game I played with my dad was…

June 19, 2015

From the backyard to the kitchen table, Dads find any occasion to play a game. It’s what makes each day a bit more fun! To celebrate Father’s Day FableVisionaries share their favorite they’ve played with their dad.
To start Peter H. Reynolds, FableVision’s co-founder, shares a story about a “game” his dad would play and the influence it’s had on his creative life.

While my dad mostly drew on the beach, he drew this on my sister-in-law’s famous tablecloth filled with embroidered signatures of guests.

My upcoming book I AM YOGA, a collaboration with Susan Verde, is an example of the “bird on the head” homage to Dad.
“My father, Keith Hamilton Reynolds, was most often busy with his calculator trying to keep up with his job as treasurer for a medical instruments company or tinkering with his car. His creativity emerged making furniture in our garage.

He was a quiet man and I don't think it occurred to him to teach me and I don't think playing a game with me ever occurred to him. Although, in his own quiet way, he played a ‘game’ with me that has stayed with me for decades.

Something magical happened on the beach on Cape Cod each summer. Dad would take a stick, or in later years, his cane, and draw a man with a hat with a bird on his head. I was so amazed at how great an artist he was that I ran home and tried it myself.

Good games are challenges and this quiet little ‘game’ inspired me to ‘make my mark.’ To this day, whenever I can, I find a way to add a bird in my books, and quite often find a place on a character’s head for it to perch.

A tribute, a nod, a thank you to my father.”

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Tone Thyne, Vice President of Creative

"My Dad would often throw down the gauntlet at the dinner table and challenge his six kids to a fierce 'Try To Laugh Without Smiling' competition. Whoever could successfully make the sound of genuine laughing without cracking a smile was declared the winner. He was always the champ. Go ahead....get yourself out of earshot of your co-workers and give it a try. You'll understand why we alway had such tremendous respect for his finely-crafted talent."
Sarah Ditkoff, Communications and Development Strategist

“My dad taught my brother and I how to play Cribbage. The most memorable thing (and probably his favorite thing) is when we kids are losing really badly and he gets to say, ‘you just got skunked.’

He says it really quietly, like it’s the worst news he’s ever delivered, but you can tell how pleased he is that he’s winning. Or even worse – ‘you just got...double skunked,’ and my brother and I howl, ‘noooooo!’ in response.

I can count on one hand the number of times I’ve managed to beat my dad at Cribbage, but I still love to play. I still favor a good card game over most other games.”

Anny Din, Production Assistant
“My favorite game I played with my dad was tennis! He used to take me and my other siblings out every other weekend and teach us how to volley a tennis ball. I could barely hold up a tennis racket because I was so young and the baby of all of us but I loved those weekends.”

Carl Haber, Marketing Intern

“My dad and I bonded through playing tennis when I was little. Every weekend, we’d hit the court and I was determined to best ‘The Wall’ I affectionately nicknamed him. I always thought that when I grew up big and tall I’d finally be able to beat him, but I never gained those last couple inches! Needless to say, my dad and I still have a great time when we duke it out on the concrete.”
Michael Lin, QA/IT Specialist

“When I was very young, perhaps about seven, my parents bought a special training chess set for the family; each piece had its legal movement patterns drawn on the pieces themselves, to help new players learn the game. My dad, no doubt grooming me to be an intellectual of the highest order (at the time, he was an avid Frasier viewer), took a vested interest in helping me learn to play the game, and we’d regularly play against one another on lazy summer days and quiet evenings.

I never won very often against my dad, even though I’m sure he must have pulled some punches to make it a fairer fight. I doubt the average grandmaster allowed as many ‘take-backs’ as my father did, either, but being able to sit down and match wits with my dad made me feel much more grown-up. For my part, I held nothing back and gained a love for brain-frazzling board games that continues today. To eight-year-old me, there was no battlefield more hard-fought or brutal than each friendly game of chess across the living room couch. Except maybe the Scrabble board.”

Alexa Molinaro, Marketing Intern
“One of my favorite games I played with my dad was during ‘bring your daughter to work day’ when he would bring my older sister and I to his job in New York City. He kept this big orange bouncy ball in his office that we would use to play a huge game of monkey in the middle after everyone else left for the day. I loved it because we looked super silly running and jumping around in our dress clothes and it showed me that even though my dad is a hard worker he still knows how to have fun.”

Keith Zulawnik, Lead Artist
“Oh man, so many games. My house was always fresh with new video games growing up. As a kid, we were all glued to the Super Nintendo. Games like Zelda: Link to the Past, UN Squadron, and Pilot Wings. After that we leveled up into the N64 days, where Mario Kart 64 and GoldenEye reigned supreme. Once I moved out, Xbox Live still kept us playing together. My dad and I would roam on horseback in the wild west in Red Dead Redemption and cruise around in Grand Theft Auto. Finally, the kicker... the whole family would quest together in World of Warcraft ‘til 3 a.m. (Haha.) So to say ‘play a game together’...well...it’s kind of an understatement, it’s been years of gaming for the Zoo’s!

Jordan Persson, Production Assistant

Pictured, my father (in the black jacket) and I once played an oversized game in England. He's an engineer and I'm not, so my goal in the game was usually to delay the inevitable.

“My father and I played a lot of different games – card games, board games, billiards, word games, and more – but, given its long history, Chess tended to be available in the strangest places.”

Brian Grossman, Technical Director
“As a father of a second grader, a fifth grader and a seventh grader, finding time to spend together can be difficult, but finding games that everyone enjoys is even more challenging. We’ve recently discovered Apples to Apples Freestyle. Unlike standard Apples to Apples which asks players to make connections among words or phrases printed on cards, the Freestyle version allows players to create their own words and phrases. A recent game, which included my parents, my wife, my three children and me presented the question: ‘If I ruled a country, I would make it famous for…’

Answers included: ‘being the world’s worst tyranny,’ ‘kicking the crap out of every other country,’ and ‘pudding.’ Needless to say, the chosen answer was ‘pudding.’ On this father’s day, I’m grateful for my family and hope there will be many more rounds of Apples to Apples Freestyle in the future.”

Andrea Calvin, Brand and Development Strategist

“My dad is big on exploring the outdoors. Growing up we would go camping every summer, take hiking adventures at Blue Hills, and venture out to the Cape Cod Canal in the winter. My love of nature comes from my dad and so does my love of kite flying. I have a few childhood memories of assembling kites and heading to the beach or an open field. I would hold on the kite and my dad would shout ‘Annie run,’ I would take off, my dad unraveling the string as I went, hoping for a gust of wind to take the kite. Once in the air, we’d take turns keeping the kite soaring and out of the trees – sometimes we were
Findings from science education research rarely make their way into classroom practice. As I’ve discussed before on the PLOS Sci-Ed blog, there are a lot of entrenched barriers that continue to separate these efforts. For one, most science education research is still primarily published in journal articles that are often difficult to access — and always dense, lengthy reads. Additionally, teacher professional development (PD) workshops, often developed in conjunction with researchers and intended to bridge this gap, are costly and time-intensive to implement. While these programs are often important and meaningful experiences, logistics still limit their reach.

Ever since I first got involved with science education research, I have been increasingly disturbed by this disconnect. That’s why I was incredibly excited when our Associate Director of Curriculum and Communications here at SSEC, Marjee Chmiel, approached me with the preliminary plans for the Good Thinking! project.

**THE IDEA**
The basic concept was to create short, animated web videos for teachers about research findings on common student misconceptions and other pedagogical topics. Marjee and I had both been inspired by the film *A Private Universe* and research on student mental models and conceptual change. We had also seen Phil Sadler’s recent findings showing that
students of teachers who had both strong content knowledge and strong knowledge of student misconceptions learned more than students of teachers who only had strong content knowledge. Clearly there was a need for PD that helps teachers understand common student ideas and how to work with these ideas in building a more scientific understanding.

THE TEAM
I was already familiar with what many of the most common student ideas were, as I had spent many years working with the team at AAAS Project 2061 developing and researching misconception-based assessment items, conducting literature reviews, student interviews, and analyses of written responses. Marjee had done her dissertation on how science teachers use video to share ideas, and was already formulating a script for a video on the basics of conceptual change theory. We were eager to get started!

However, any animation project is a huge undertaking and we needed a team. Soon we hired a Series Coordinator, Nate Fedrizzi, a conservation biologist with a background in science media, and began lining up content writers and subject matter experts (some of whom had contributed to the research we cited).

We contracted with FableVision, a Boston-based studio, to create the animations for the series. Under the passionate direction of Creative Director Leigh Hallisey and Producer Danielle Gillis, this quickly blossomed into a wonderful creative partnership, and each episode now benefits from the unique perspectives of both science and education writers and animation and entertainment writers.

TEACHERS CAN HAVE FUN TOO!
Yes, they’re animated. And yes, they’re for teachers! Unfortunately in the current policy climate, teachers have a pretty thankless job. There is always “one more thing” being added to their list of responsibilities, and professional development often means taking time out of their summer, or else struggling to find a substitute. Good Thinking! is meant to be respectful of teachers’ time, and to bring a little bit of humor into their days. But beyond being fun, we think animation can be a surprisingly effective medium.

ANIMATION, NARRATIVE, AND DIALOGUE
Another inspiration for our work came from the research of Derek Muller, a science educator and creator of the massively popular Veritasium series. He summarized some of his findings in a video called “Khan Academy and the Effectiveness of Science Videos”. He found that “content explainer” videos are less effective at teaching new concepts than “dialogue” or
“refutation” videos, which explicitly include and address common student misconceptions or perspectives and work through why those ideas are inaccurate or need refining.

As Nate mentioned in an earlier STEMVisions post, digital technologies have the potential to move beyond traditional lecture-based approaches. We envisioned animation as an opportunity to visualize something teachers can only dream of — the inside of their students’ brains! (A scary thought perhaps, but one with real pedagogical value.) By using this conceit we can convey research findings on common alternative mental models, and then use narrative — a story about the focal teacher and her students — to work through the finer points of uncovering and addressing them in the classroom. We also use animation to explore scientific phenomena that are too big, small, fast, or slow to demonstrate with live filming, like the causes of the seasons, or the relationship between cells and atoms.

As far as we know, Good Thinking! is the first substantial effort to translate science education research findings from journal articles into an animated format. Our team, and the teachers we’ve worked with so far, are very excited about the result, but we also recognize that this series is an experiment. We look forward to receiving feedback and hope to have the opportunity to refine our process and develop more episodes – the list of important topics and useful findings is always growing!

REFERENCES
At FableVision, storytelling comes in many forms – animations, games, websites, comics…the list tends to grow with each new project. It’s good to step outside our own walls, however, and see how other people are embracing creative storytelling in formats both familiar and foreign. Conveniently I recently got a chance to do just that.

For years, my parents and I have attended the vaguely-annual Fforde Ffiesta in Swindon, England. But this time, we had a special detour to make beforehand: Alice’s Adventures Underground.

Housed in the tunnels and vaults beneath Waterloo Station in the middle of London, Alice’s Adventures Underground is not so much a retelling of Alice in Wonderland as it is a brand new interactive adventure that takes place in the same world with the same characters (as well as some extra ones). It’s an experience that, in the first ten (out of about 90) minutes, leads you through an immaculately-detailed study, squeezes you down corridors entirely covered in loose book pages and then, just to keep you on your toes, asks you what number it’s thinking of.
During the rest of my journey, I was directed by the Cheshire Cat to spy on other attendees through a hole in a fuzzy wall, serenaded by the Mock Turtle during a rainstorm, and wheeled around on a luggage cart by an over-caffeinated March Hare (portrayed in this Wonderland as a flapper). Through the whole thing, the cast of characters chattered eagerly in fits of roundabout logic that would make Charles Dodgson proud. Eventually, the story came to a climax in the Red Queen’s Court, and the whole group was released into the royal bar, where we were met with colorful cocktails and live music.

The next day, it was off to Swindon for the Ffiesta – a small convention put on for (and by) fans of author Jasper Fforde. Attended by about 200 people, it featured such events as an audience-participation version of Richard III, a game show called “Evade the Question” and a reading by Jasper himself from his upcoming novel. If you’ve read any of his books, you might be familiar with Jasper’s fondness for literary jokes and repurposings (the thermodynamic inconsistency of the Three Bears’ porridge, for example, was a major plot point in one of his Nursery Crime entries). That fondness carries over to his fan base, driving attendees to good-natured yet sharp competition in a poetry contest, a radio-play-writing challenge, and a talent show. The winner of the latter event had turned the plot of Macbeth into a full-length rap song. Meanwhile, an unexpectedly powerful last-minute entry involved a woman reciting Percy Shelley’s “Ozymandias” to and with her grandson.

The trip was short, but invigorating. I loved having the chance to experience so many narrative-based events – great reminders that there are always more ways than you expect to immerse yourself in a good story.
“I like to get my hands dirty. Sometimes I know just enough to be dangerous,” Gary Goldberger, FableVision’s president said as he laughed. “Don’t put that in. Okay, fine, you can leave it in.”

As a sculpture and physics student at Clark University, Gary wanted to be an animatronics artist and make robots for movies. He’s a self-proclaimed Star Wars geek and even wrote George Lucas a note when he was younger trying to get an internship. Years later he did the same cold-call reach out to Paul Reynolds at CF Video (Paul is now FableVision’s CEO) – but unlike Lucas, Paul took his call.

A college-aged Gary showed up for his interview at CF Video in what is always described in FableVision lore as “the world’s most wrinkled green suit.”

“As a college student, I wasn’t wearing a lot of suits—that was my only one. And I had purple hair… I’m pretty sure everyone thought I was a ‘little bit off’—luckily, Paul saw past the suit and the hair.” Gary’s video chronicling the adventures of a group of oranges captured Paul’s imagination, and Gary started a six-month internship at CF Video that turned into a year and a half.
Paul introduced Gary to his twin brother, Peter H. Reynolds, who at the time was working at Tom Snyder Productions. “My collaboration with the Reynolds brothers really solidified when I met Pete – he would dream something up and I would make it happen. And we’ve been doing that for the past 18 years.”

One of Gary’s all-time favorite collaborations with Pete was on the award-winning animated film The Blue Shoe, a sweet and emotionally-stirring love story between an unlikely pair: a Blue Shoe and a Green Boot. “We worked nights and weekends for months in between our regular client work to make this film because we loved the story – it was a true labor of love. I am just as proud of it today as I was almost 20 years ago.”

Gary was a founding member of FableVision when it was created in 1996. For over 18 years, FableVision has been a media development studio on a 200-year mission to move the world to a better place through story, media, and technology.

“We haven’t outgrown that mission but we have grown in our capabilities and reach, and have found other people to join that mission,” he said. “Everyone here wants to be here and believes in the mission. That’s part of what makes us so special.”

From animation to websites to online games and apps, Gary has a unique perspective into all things FableVision. He serves as executive creative director on many of our projects, oversees the day-to-day running of the Studio, and isn’t afraid to get down-and-dirty on projects. As June’s FableFriday, Gary gives a look at his passions – at the Studio and in the great outdoors.

**What is the secret to FableVision’s success, and what do you see for the future?**

I truly believe it’s the people that come to FableVision – the talents that they bring, the passions that they have, and the joy they bring to everything they’re working on...that’s why we’ve been successful.

In the beginning we were a bunch of artists running around with a lot of great ideas and intentions but without a ton of organization. We started to see real success once Karen Bresnahan [FableVision’s executive producer] came on and helped us implement production processes. Our project management skills and processes to this day are really tight and well-oiled, and we always strive to find that perfect balance of artistry and efficiency. We are very proud of that.

Our next chapter is to continue to do the important projects that we’re doing, but to have more reach. We’ve put a strong focus in the past year on building our Original Properties division in television, long-form animation, gaming, and other media. We recently “put out our shingle” to let the world know we are growing with this new direction. We’re building out more capabilities so we can handle larger projects and have even more services for new and existing clients.
You’ve held just about every position at FableVision: artist, animator, developer, creative, even number-cruncher! What kind of insight does that give you into the products we create and the leadership you provide?

We’re a small company and everyone here has to wear multiple hats in one form or another. The upside of my having worked in so many roles over the years is that when people are having challenges, they can come and tap me on the shoulder. Most likely, I’ve faced a similar problem myself and found a solution, even if it might seem a little out of left field. I love sitting with folks and tackling a challenge together, it’s always great to see what different perspectives can bring to the table.

The one downside to having tried my hand at so many different things is that it could be easy to fall into a micro-managing role. But you have to step back and let people do their own thing. I work with amazing people that I trust absolutely. They get things done and they get them done well.

How do you stay on top of new technology?

I am fascinated by new technology, and I love playing with whatever the newest thing is as soon as it comes out – sometimes even before if I can be a Beta tester. My learning time is from the time my family goes to sleep to right until I go to bed. So instead of watching TV, I’ll just be up playing – learning a new programming language, making an app, Beta testing a new database. It sounds geeky saying it out loud, but it’s really fun for me.

If you want to learn something you find the time. I sneak reading tech books, watching video tutorials, or listening to podcasts into little pockets of free time. There are so many different resources out there that there’s nothing you can’t teach yourself.
Let’s talk about talent. Any advice for people looking to work in this industry?

Don’t wait. Just begin. Start with a small project you can finish. If people have something to show what their passion is, something that shows they took initiative and had the drive to follow it through – not even perfectly – that speaks volumes to me.

What makes a good game? What makes a good learning game?

I know a game is good when I can’t stop thinking about it and I have to go back and keep playing it. It doesn’t have to have a multi-million dollar budget or insanely realistic graphics. If I become emotionally invested in a game, that’s a good game. It doesn’t have to be story-based, but if it hits that emotional need, it’s a winner.

I was playing Destiny for a long time with my son, Gordon, and my brother-in-law. So that was an emotional connection outside of the actual game that made us want to play it. When I was at PAX East earlier this year I played Divide by Sheep with my daughter, Tatum, for hours. It is one of the most delightful learning games that I have ever seen. It has a great balance between humor and story and a completely seamless way of integrating learning and action. Honestly, I wish we made that game.

Zoombinis is another game that has everything going for it. Zoombinis has story and then the puzzles are addictive and suck you in. As you go through the game, you realize you are learning the underlying logic concepts. I can’t wait for us to finish developing that game so we can show it off to the world.

You’re a big hobbyist. What’s on your plate for this summer?

Beekeeping is my new obsession. I count the days until I get to open the hives and see what they’ve been building. I’ve wanted to keep bees ever since we got our house. My mom got me a beekeeping suit six years ago and I figured, what better
reason to wear it? My kids help me too. It’s been great because they’re so fascinated, they’re as excited about it as I am. It’s a whole ecosystem that’s fun to explore together.

I’ve also been into woodworking for a long time. I took some classes at the Cambridge Center for Adult Education. I just made a pine dining room table. My friend had these huge pieces of wood that were so raw you could see the chain saw marks. We each made a table from them. Nick Offerman has this article in Fine Woodworking Magazine—doesn’t everybody read that?—where he made a jig with a router, so we created Nick Offerman’s jig to mill our boards down. We made everything from scratch. It was a fun project. Also, I should mention that I love Ron Swanson (Nick Offerman’s character on Parks and Recreation) SO much.
Favorites:

**Games to play with your kids:** Settlers of Catan, Agricola, 7 Wonders

**Motorcycle:** My favorite bike that I’ve had was the Seca 650 – we went cross-country together. I’ve always wanted a Triumph or a Ducati (I have an affinity to the Monster).

**Way to take your coffee:** Black

**Book:** Cryptonomicon by Neal Stephenson

**Musician:** Bob Dylan

**Snack:** Beef jerky
My mother and I read...

May 8, 2015

To celebrate Mother’s Day, we’re giving a nod to our favorite storytellers and bedtime-story readers, our moms. FableVisionaries share their favorite books their moms read to them or turned them on to. To kick-off, our Creative Director, Leigh Hallisey, shares a story about her mom’s influence on her love for the written word.

My mom is a bookworm. (As am I, as is my daughter. Nature or nurture, it’s awesome.) Our house was always full of books, and our weekly ritual growing up was going to the library to trade in our giant stacks for fresh new ones. It’s not surprising that I was an early reader, snuggling up next to my mom every night on the couch with our books and our miniature schnauzer — named Dickens, after Charles.

The first book I learned to read was Are You My Mother? by Dr. Seuss, right around when I turned four. She was so excited that as soon as my dad got home from work, she had me read the book to him. He’s a little more pragmatic, and suggested that I had memorized the book and wasn’t actually reading.
Dad, what were you thinking? Never challenge the mother lion when it comes to her cub’s genius! So my mom swapped that book out for *There’s a Wocket in My Pocket*, with the same result: I read and Dad doubted. He finally brought over the evening newspaper and pointed out a few simple words, which I was able to read and finally convinced him that my mom and I weren’t just masterminds of an elaborate parlor trick. My mom saved my whole collection of Dr. Seuss books, and it was amazing to turn those same, though slightly yellowed and musty, pages when I read them to my daughter, transferring not just the sound of the words but the love of them as well.

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**Andrea Calvin, Brand and Development Strategist**

As my childhood was filled with books, it’s hard for me to pick just one book that my mom and I read together. I could talk about *The Little Mouse, the Red Ripe Strawberry, and the Big Hungry Bear* by Don and Audrey Wood. It was the first book I read on my own. Then again, after reading the book with my mom every day for months, I had it memorized. She still has the well worn, shipping tape-repaired copy. As I graduated to chapter books my mom and I would read together before bed. *The True Confessions of Charlotte Doyle* by Avi was my favorite. The titular character is independent woman traveling by sea to England to America when crazy things start to happen. Then there’s the infamous reading of *Anne of Green Gables* — the series we started and she finished on her own.

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**Bill Gonzalez, Producer**

My mom read us all the classics of our era like *Go Dog Go*, *Cat in the Hat*, and *Make Way for Ducklings*. She also gave us an appreciation for art and dance. (Portrait of Bill by Marianne.)

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**Peter H. Reynolds, Founder**

My mother bought us a copy of *Charlie and Chocolate Factory* for our birthday in 1968. It was the first chapter book that really grabbed me and had me reading and re-reading. *Roald Dahl* became a favorite and a mentor for me. He was a grown up with an imagination fueling mountains of stories. Our mum knew how to inspire us!
Taryn Johnson, Production Artist and Animator
When I was a kid, my mom gave me a book she had read many times over when she was growing up. The book was called *The Happy Moomins* and was filled with magical stories about the Moomin family and their friends, and the adventures they have when they find a magic hat owned by the Hobgoblin. She told me she re-read it as many times as I did, and loved looking over the illustrated map of their world. I cherished the book and its characters as much as she did! The Moomins and their stories are a special thing my mom and I share.

Keith Zulawnik, Lead Artist
My mom used to read *The Berenstain Bears and the Spooky Old Tree* with me, and the spread that I’m attaching actually inspired me to want to be an illustrator! Look at all those awesome little rooms!

Sarah Ditkoff, Communications and Development Strategist
My mom read *The Little House on the Prairie* series to me when I was little. I loved the Ingalls family and how the wild landscape surrounding them became a part of their family too. My mom actually just bought an antique coffee grinder in Maine. Ma Ingalls ground up wheat in their coffee grinder to make bread so they wouldn't starve.
Jordan Persson, Production Assistant
My mom and I read more books together than I can count. Starting at a very young age, she would read to me at bedtime, introducing me to Roald Dahl, Astrid Lindgren, and more. When I was older, she took me to book signings: Lemony Snicket; Terry Pratchett (pictured); Brian Jacques; Eoin Colfer; anyone we liked who would be appearing in a several-state radius. It was surreal to realize that all these stories I had taken for granted as An Unarguable Part of the World came from people who cast shadows in the light of day like anyone else. Later this month, my mother, my father, and I will be flying to England to attend a convention featuring British author Jasper Fforde. It'll be like old times.

Alyssa Graca, Marketing Intern
Growing up, my mom and I had a nightly ritual of reading together before bedtime. I didn't start out as the best reader, and so my mom had to have a lot of patience helping me get through stories without getting frustrated at learning the new words. One of the earliest books I remember loving to read with her was The Monster at the End of This Book. As a kid (and even today), I loved the interactivity the picture book encouraged with the reader; Grover literally tells you to stop turning the pages in order to prevent getting to the end – and you know how well kids love to follow directions! Interactive books like this one really helped me develop a love for reading, but none of that would have happened without my mom encouraging me along the way.

Paloma Diaz-Dickson, Art Intern
When I first learned about this blog post, I emailed my mom about it and this is what she said: "I always tried to make books a part of your life whatever stage of life you were in. I even read to you while you were in my tummy."

I brought a few of my favorite books back to Somerville last time I went home to Bolivia. I figured there's a reason I chose to bring these books, and not others; some of them just have gorgeous illustrations or touching stories, most of them have both. Some of them teach a valuable lesson, others simply entertain. I credit my interest in illustration to this early exposure by my mother (and father) during story time.
I play football in summer with my friends. I have two uniforms of my favorite teams and five balls. I love playing football in good weather. My dad also enjoys playing football. My uncle gave a bicycle for my birthday. I ride with my friends around the house. My family isn’t large: just my mum, dad, my grandmother, my younger sister and I. Every weekend we go walking in the country. Sometimes when the weather is fine, we go by bike, except my grandmother, of course! I have a lot of different hobbies. I love motion and intelligent games. I love playing and watching football. I like animals. I enjoy playing with my cat. We play the game «Tag». I take him and say: «Homa, water», and I go out. He runs after me. I am keen on playing the piano. Some time ago I had Music classes. My favorite game badminton. If you need the help of writing an essay, you can easily buy cheap essay at our essay writing service. Badminton is my favorite sport because playing it makes me stay active throughout the day. Playing badminton requires speed, strength, and precision. To become a good player he/she needs to practice frequently. Badminton is an interesting game because every time I play, there is some anxiety and excitement in the end. At the end of the game, there has to be a winner, this makes the battle more exciting. I started playing badminton when I was only 9 years due to several reasons. My uncle was a professional player, and he kept on encouraging me to join him during his practice sessions. He influenced my attitude toward playing badminton. My favorite game of all time is first edition Advanced Dungeons and Dragons, which I first played in 1982. The game is so much my favorite that I bought the 5th edition Dungeons and Dragons Player’s Handbook, Dungeon Master’s Guide, and Monster Manuel for my 13 year-old son. It is because of the grandfather of roleplaying games, that I make RPGs. Playing a Neutral Good cleric, might also explain why I am also an ordained minister. But some game I seem to play over and over again aren’t exactly my favorite but there fun and I keep coming back to it. Berserk. Lady bug.