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PROFESSIONAL GAMERS AND THEIR
SOCIAL MEDIA PLATFORM....

(and, how they took part in saving our species)

Introduction

So, this is the beginning of my new book, or maybe only an essay. One that I optimistically believe will someday win the Pulitzer Prize for Literature, ya-da-ya-da....ya-da. You would think from the title, at first, that it was all about the video gaming industry. You would be [partially right! It is partially about video games and the people from age four to ninety-nine (and older) that “Play” and I use the term lightly, “Video Games” and I use THAT term lightly as well. It’s also about a particular “Social Media” platform (and I use THAT term lightly), that a certain segment of the Player population overwhelmingly uses for ALL their Social Media needs. DISCORD. This segment of players I refer to as the “Professional Gamers”. The last half of my book is purely suggestive and optimistically inspiring to think that the salvation of our species will come about not by any religious or cult hocus-pocus, but by and through technology. In my first chapter I will define just what a “Video Game” is. What segments of the world’s population are “Playing” them, and why? Lastly, for this introduction to my book, I’m 73-years-young, retired from the corporate bullshit, and what I call a “Non-Gamer”, and most importantly.....Wait for it, a STONER.

Chapter One: Who would have think it

I'll cut to the chase right here and skip certain biographical information about me except to say that since my third stroke that the Neurologists at the Mayo Clinic in Phoenix said touched the Pineal Gland, I have become a writer. Evidence of such can be found on my website, www.tcsblog.net with well over a million visits from 181 countries since January 2016.

So here I am, 2022 and I'm living with a "Professional Gamer", for a year. Paul and I instantly became friends. He is truly like a younger brother for me, replacing a brother that I hardly knew that passed away twenty years ago.

To my dear friend PAUL, at first, I was the rental income he needed to survive. Until Paul moved his "Gamer Station/Console" out of his bedroom and into the living room, it was only occasionally in the first two months that I would sit in a side chair and watch what he was doing in a "Game", for entertainment purposes.

After a month or so, I started to sit for longer periods of time, getting more and more "Hooked" on the gamesmanship of Paul from an intellectual point of view as well as for the entertainment value for me. Then, eight months ago, together, we created THE DUDE SHOW which we are constantly live-streaming on Twitch, another excellent platform.

I was now hooked, in fact, the bait was so far down in my gullet, one would have to clean me like a fish to get the bait out. Over the past eight months, besides studying the video gaming industry for this book, I also studied one particular social media platform known as DISCORD. Not only studying the platform, I joined it. Well, what I began to realize was that DISCORD, and

ONLY DISCORD, is the only social media platform that the professional gamers use, AND, I discovered what I think is the hidden potential in a platform like this.

Chapter Two: Who are the "Gamers", and what "Games" do they play?

Gamers, what first comes to mind? For me, PONG. That simple arcade and hand-held game that many of us remember playing. Or, that XBOX game that my seven-year-old grandson plays (and he has a bunch of them as well as video games on my son's iPhone).

Right before my eyes as technology advanced over the decades, and I must say, I didn't see it coming, video games went to a whole new level. Video "Games" like, GRAND THEFT AUTO which has earned more money than ANY other entertainment vehicle (no pun intended), like the movie industry, the television industry, the sports industry, etcetera.

The list of "Games" goes on from there. TRANSPORTATION FEVER TWO, STAR CITIZEN, SIMS 4, RED DEAD REDEMPTION TWO (my all-time favorite). There are about ten of these games that are on my list for live-streaming on our show, THE DUDE SHOW. All for the same reasons. The educational value, the entertainment value, and the friendship/community-building value.

There are 2.8 billion "Gamers" in the world today. That's a huge number. That first segment of the gaming population are the children like my grandson, playing games like stacking strawberries on top of some cartoon character, crashing, blowing up, whatever, after counting the number of strawberries, (the educational part). Kids learn to count, do simple math problems in an entertaining way, evolving to more and more sophistication, with more and more educational value, like learning a foreign language while playing a game.

No longer Arcade gaming. Those arcade games have moved into children's bedrooms. That's the first segment/demographics of the gaming industry.

The other and the only other segment of the video gaming industry is what I label, "The Professional Gamers". Let's break that down.

There are two sub-segments, those that play to escape, escape into a world that offers them solace and healing if needed, and often an escape from the reality of a world gone bonkers. My close friend and roommate Paul is on permanent medical disability because of what some doctor mistakenly did in prescribing a drug that fucked up his brain. Paul is one of the most intelligent, sincere, human beings I've ever had the privilege to know. The other sub-segment is the majority of the group I've labeled the Professional Gamers. These are people of every demographic that "Play" "Games" for relaxation/distraction. As my Gamer friend Manfred said to be recently, "I play to unwind from a hard day at work, which is often. Many of the games have soothing background music. Shit, even shooting guns and shit playing GRAND THEFT AUTO FIVE can oddly be soothing at times, hahahahaha". As I have said before, I'm not a gamer, but I can recall hundreds of times when I got home from work and had to unwind from the shittiest day in my career (999 times). Had there been Video Games back then to unwind with, maybe I wouldn't have killed all eight of my wives (think Henry the Eighth, not me). Even now as a non-gamer, I find a great portion of the time as an "Audience/Participant", I am soothed by the music and smoking weed has NOTHING to do with it. The weed DOES cause me to think about, and verbally/mentally respond to everything around me in a George Carlin kind of way.

He, along with many of the professional players that I've met through my friendship with Paul, play their games and many that are what is called "Multi-Player" games where they interact together and become friends through....Wait for it....Their interaction on DISCORD.

The balance of that demographic are players who play just for the "Halibut", the entertainment value. They ALSO can be found on those same DISCORD channels.

Chapter Three: Social Media. The differences and why DISCORD stands out.

I don't care WHAT Social Media platform you select, NONE of them compare to what takes place on DISCORD. You can talk about "The Good, the Bad, and the Ugly" of platforms like Facebook, or Twitter, or Tick-Tock. There are social media platforms that perform specific functions.

Facebook as an example. Posting photos of your cat, a dead rat, your pet peeves, or your favorite topic such as anything political, religious, or just really insane. On Facebook you can belong to and participate in just about anything, from the "Saving the Trees" groups, to groups that are into cultivating/smoking/promoting Cannabis, and every imaginable topic/subject/cause on Earth.

Same is true for other platforms like Twitter, except it's all individual communication-based, no groups to join. Just like Tick-Tock, an individual's display of everything.

All of these social media platforms offer similar variations of "Communication" between people. Personally, on Facebook for an example, I have met and established real friendships, with other like-minded folks all over the planet over the years. For that, I'm extremely grateful. I should mention here that I USE Facebook quite a bit differently than the average member/user. I own over 40 various Groups & Pages, so when I post and share, I'm doing so typically to generally 100 total groups and pages, depending on my topic/subject matter. I won't get into any

other social media platforms except to again say, NOTHING compares with DISCORD. Now let me breakdown DISCORD.

Chapter Four: “Don’t forget to bring the Reese’s Peanut Butter Cups”.

Early on with my experience with DISCORD (I joined), I noticed something unusually different. These “Gamers”, those professionals I mentioned earlier, were experiencing something not found on any other platform. Mind you, I DO appreciate all my friendships that I have built on Facebook. I’ve made real friendships with people that are seeking the same results for several topics, like recognizing the rights of all people to live in peace and freedom, like the Palestinian people.

The large failings of all good causes as supported on all social media is the complete lack of real ORGANIZATION. Organization amongst ALL people that desire and deserve a better world for our children to grow up in. We are ALL, like a “Single Fly, Farting in the Wind”.

Why do I say this? Nobody really hears us because there is no COLLABORATION and SYNERGY between any groups/organizations. Without ORGANIZING there can be no COLLABORATION, without COLLABORATION there can be no SYNERGY, and without those three elements, there can never be a solution to what ails our species, regardless of the evil, negative shit that’s been plaguing our planet for thousands of years.

I believe that an evolved/morphed facsimile of a platform like DISCORD will be the beginning of a REVOLUTIONARY ongoing event that WILL change the circumstances that our species and our planet are currently experiencing. This event as it is evolving, is the first time in our long history that TECHNOLOGY is going to ultimately save us.

Whatever bad shit YOU think needs to be overcome, it's going to be TECHNOLOGY that becomes the "Savior". And part of that wonderful technology is COMMUNICATING on a COLLABORATIVE world-wide basis, creating the energy and the SYNERGY to make the positive changes that need to take place as we continue going forth into the new age. I digress.

Let me break down DISCORD a little further. On DISCORD, you can be carrying on a multiple and mutual conversation with other "Players". Right now, it's the professional gamers chatting with each other as they are usually playing multiplayer games together, or totally separate games. Many of these online chats are video chats, just like Zoom, Facebook, etcetera.

No, the gamers are not trying to save the world. They are either playing because it's entertaining, or it's for that solace that I mentioned earlier. I must say that for the most part, gamers are not involved with trying to "Save the Bees", "Plant more Trees", "Feed the Starving", "Change the World's Monetary System AWAY from our current FIAT System", and a whole host of other worthy causes.

There ARE some professional gamers on DISCORD that DO care enough to get involved outside their parent's basement or their executive suite in their corporate towers. It's THOSE gamers that I am counting on to get involved in this yet to be invented platform that I'm slowly describing.

The most important part of the current DISCORD design is truly the real friendships being established, and the organization between all the various players, centered around specific video games, like, STARWARS, a game that was one of the original "Spacey" games from 15 years

ago or so, that the developers shut down about 8 years ago that has been resurrected recently by....Wait for it.....Professional Gamers!

With organizational groups within the game, sharing their skill sets, chatting, texting with other players in their “Guilds”. Yes, guilds/groups that are COLLABORATIVE in nature wither its discovering new tools for their own toolbox for a particular game, or, like in some games, discussing how to “Kill” players that don’t belong to their particular “Guild”.

In some of these guilds (on DISCORD, by the way), I have seen players in a particularly large one, for MORTAL ONLINE 2, have to wait in the imaginary line, online, to be one of five players allowed to grace the presence of the guild founder. Now THAT, is ORGANIZATION folks!

Now think for a long while, how we are going to utilize a yet-to-be developed “Social Media” platform that isn’t all talk, but gives humanity the one opportunity to finally change the world! TECHNOLOGY RUN AMUCK? NAHHHH! I DON’T THINK SO. Technology since the beginning of time MOSTLY has benefitted mankind and our planet.

In a semi-conclusion, what I have written MAY be considered a “Wild Hair up my you-know-what, or, it’s possibly predictive and certainly will come to pass. Too short to be a book, let’s just consider this to be an essay. Another one of my essays that can be found on my website.

I look forward to ALL responses, “The Good, the Bad, and the Ugly”. I’m especially looking forward to all those who see and understand the “Vision”, and want to be a part of it. The other exciting expectations of mine will be the positive responses from DISCORD and

perhaps some of the game developers because it doesn't end here, it only begins. Like a blockchain yet to be developed for my crypto-currency IRTHKOIN. A revolutionary new idea that gives back. A blockchained platform that has the look and feel of a major video game, WITH its own "Wallet" to begin with. See www.irthkoin.com

Conclusion: It's not going to be easy. Our planet and all living species still MAY suffer a "Hell of a lot of Shit" in the next twenty years or so, but I AM an optimistic dude, perhaps the King of Optimism, and I'm excited to still be alive to write about it, our future.

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