

Index & Excerpt of
Albuquerque, New Mexico narrator

John Reuben Saucedo II

28 April 2015

Interviewer David Lee del Norte

recorded in the New Mexican room of the
Albuquerque Bernalillo County Library Special Collections
423 Central Avenue

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Project History

After an internship with Bessemer Historical Society and CF&I Archives in Pueblo, Colorado, with intention to continue public history and narrator driven oral history collection, researcher David Lee del Norte requested recommendations for potential narrators from Albuquerque friends, neighbors, and colleagues. Each of the narrators have local community connections to the city of Albuquerque regardless citizenship status within the United States. From October 2014 to January 2017, this independent research project recorded these educators, students, and artists about their personal perspectives and professional work in New Mexico.

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Narrators

Of twelve project narrators, two chose to restrict access to their contribution to the project and therefore are here unlisted.

Cheryl Wright – John Saucedo II – Yasir Hussain – Ernesto Garrido

Marcia Bockemeier – Oscar Lopez – David Hernandez – Margaret Pool

Enrique Harrison – Harry Morris

Narrator Summary

Born in Albuquerque, John Saucedo grew up visiting grandparents Max and Patricia in Carrizozo, New Mexico. An Albuquerque High School graduate, John mastered traditional gameplay and modern video games. A fan of popular music, including early K-Pop sensation *Girl's Day*, Saucedo developed a social media meme based on a single photo of Korean singer Park So-jin. Inspired by family members to live well with appreciation for the beauty of New Mexico's distinct landscape, John lauds empty and open spaces that allow for a sense of calm. In remembering long bouts of gameplay whereby lucid dreams occurred between sleep, playing the game, and everyday life, John prefers multiplayer games that connect internet players across the globe. With game titles such as *Metal Gear Solid II*, *League of Legends Classic*, and *Crash Bandicoot*, John has made connections both online and in-person with friends who share gameplay strategies, competitive spectator gameplay, and possibly online streaming ad-revenue and tournament prize money. Whether speaking on desert landscapes of New Mexico, data-information-media theory, or future possibility with video gaming, John's appreciation for others, and the work to be done, continues to be clear.

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Transcript Excerpt

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Narrator John Saucedo II

John Saucedo:

People here are the nicest that I've ever talked to that I could say. Just really personable. Everybody treats everybody else like they're family almost, in a way, which is really nice. Never really talked to other people like that from other places, so I really appreciate that. The people. The environment, as well. The desert. Not a lot of people think that's a nice place to live, but I really love it. The dirt, and everything, I think it's beautiful. And the empty spaces. More in particular: the culture, the people, the food. All of it combined is really just an experience that is like none other to me.

I think I have really enjoyed Rio Grande, the street Rio Grande, that runs right along the river there. It's always been my favorite way to get home, though not the fastest. Usually, you do have to cross the river to get to the Westside where I live. So going down that street, the Rio Grande, is really nice because everything's green, as opposed to other parts of the city. There's also lots of big beautiful houses on the river. Just really nice, slow, relaxing drive that you can go on, especially at night when there's not a lot of cars.

The desert here you have the mountains, it's kind of closed off for a while, but then when you go out far enough there's just flat, dirt area. I'm not really sure why I enjoy it so much. There is a particular passage from *American Psycho* that does remind of the kind of desolate, desert landscape he refers to, as being void of feeling, emotion, I guess that's probably why I do enjoy it so much.

John Saucedo:

There's not people. There's not buildings. There's not activity going on— It's just calm, emptiness, and that's really where I find my center, I guess, in life, and everything, is emptiness inside, so to speak, which may sound a little bit strange, but it is definitely supporting me, and how I go about my life so far, once I've discovered it, and it's been a pretty good revelation, I would say. Appreciating empty spaces, and not always looking for something to be there, right, or people, or whatever the case may be.

It was in-between a dream. I've definitely dreamed about it before, but I've also kind of had, I guess you could say they're like out-of-body experiences in a way where it's a "Waking dream," in some ways. Basically, it was to the point where I was playing video games so much during the day, all the time, and your brain just gets kind of used to that mode. You're looking at the screen all day, you're in that "Player's perspective" that whenever I would close my eyes, and kind of drift off for awhile, I would go like I was right back in the video game because that's what I was doing all day.

So there's no difference now in-between you're the "Controller" controlling the person in the video game, you're just inside the video game. There's no keyboard computer interface to interact with, you're just controlling the character. Which I think is really cool because, in a way, the dream – Or, sorry, the video games are kind of a way to live-out your dreams.

You can kind of do things that you would never be able to do in real life, which is really interesting. So whenever I'm dreaming that I'm in a video game I'm pretty much doing my best, it's like awesome because I'm "Owning people," you could say, that's what people say when they go online, and just doing really well, like I'm not having to move my arm to control the character, if that makes sense, there's no physical body behind it. It's just kind of I'm mentally inside the character, and controlling them.

John Saucedo:

There's no pain associated with when you're dying, or whatever the case may be, it's just kind of a mental control. It's really interesting. I've heard of other people having this similar kind of thing from the same thing: playing video games too long during the day.

I think physics in games definitely sounds like a weird concept to kind of visualize because it's an imaginary realm where you interact with different objects, but when you think about it, the coders who created the game made rules for certain things to interact in certain ways. So they gave you all the tools you need to do whatever it is you want to do, you just got to figure out how. The physics are there. The rules are there to be set. You just got to work within those rules and create what you want. So physics in games, in general, I like when they're a bit different, but also when they're definitely concrete and realistic. You can tell that that really comes out in it, and that provides a realistic game play experience.

When you get a little bit unrealistic, it's dramatic. It's more like a dream, which in a way can fulfill peoples' interests. Really dramatic things that maybe you wouldn't be able to experience in real life. And that's an interesting line to bring up, as well, is the line between realistic video games and kind of fantasy video games. Whether your goal is to aim for as realistic as possible, close to real life, or more fantasy oriented, kind of completely different.

I think that's interesting because you can go completely different ways with that. You can create a fantasy world with realistic physics, close to what we have, or you can go completely out there, completely different planet, different rules, whatever the case may be. So just a really broad topic I guess.

John Saucedo:

The physics in *Team Fortress Classic*, specifically, I would say are some of the most fun to play with. You can definitely jump around in a lot of different ways, and by that I mean you can “Bunny hop,” which is one way, and that’s where you jump several times consecutively and strafe. It gains you speed, basically, it makes you go faster, that’s the point. So kind of silly to think about. You watch a bunch of people just jumping around, you know, strafing around, but you’re going faster. It’s a fast paced game. So that’s one way.

And you can also, if you have rockets, or grenades, you can shoot them at your feet, you can throw them on the ground, and then jump when they’re about to explode, and fly to different places. Pretty amazing just that you have that capability because obviously in real life that wouldn’t work out. But it’s a fantasy environment, so why not go to what’s possible?

Yeah, the press [displayed at [ABC Library Special Collections Center for the Book](#)]. Just what’s awe-inspiring about that, I think, is all the work, the great lengths that people go to in order to record information, in order to keep track of that stuff. Right now, we open our phone, we send off a Tweet, and that’s recorded for as long as we want it to be.

Back when you only had a printing press, or whatever the case may be, you had to buy a press if you wanted to print your own information, or to go to some where, and go through all the process. You know. Get the ink, and all that stuff, which is all the hardware that goes behind all that stuff that we don’t really deal with anymore. And I think that’s just kind of amazing.

People definitely want their information recorded, I mean you can tell. As far back as people were writing it by hand as it was told to them. That kind of stuff – Always, definitely, wanted to retain information.

John Saucedo:

And I think that's why it's interesting seeing the press, and just all the hard work that goes into creating something that puts ideas out there. It's not hard work into creating an object, necessarily. It's creating ideas, writings, that you can distribute to other people. That's not just a piece of paper, it's a thought behind the paper, and what's written on it as well.

I think information, when it comes down to it, is all equally valuable in some sort of way, or it can be. So any information that I put out there I hope is as valuable as the next piece. Definitely a general highlight, I would say, is appreciation. And that's also what I've always learned, as a person growing up, is appreciate not only what you do have, but just appreciate what's out there, and what is possible. So not only what's happening right now, and what already has happened, but appreciate the possibilities that anything could happen at any point in time.

Appreciation has always been important to me. Showing appreciation, not only for other people, but for what I have. Even video games you could show appreciation for. Like someone designed this video game. They put it all the effort to coding it, and all this stuff. You see all that work behind it. I mean, you don't see it every time you play it, but if you think about it, you see it. You see all the stuff that they put into that, and no matter what you go to: buildings, furniture, whatever the case may be, it's somebody's job, in a way I guess, is how I think about it.

It's appreciation. That put food on somebody's table. Or whatever the case. Everything kind of contributes to everything else.

