

Gamer Profile - Kristin Wenzel

Contributed by tara j. brannigan
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This month we bring you badass djsayaka, aka Kristin Wenzel as our gamer profile. Kristin is an all around gamer, aspiring artist and all around cool chica.

By helping show a variety of gamers from around the world we hope to help dispel some of the more negative associations surrounding the term 'gamer'. The stereotype of the gamer is no longer all that realistic. With gamers of every age, race, sex and preference, it's time to lay to rest the idea that all gamers are young, white, male and only interested in violent video games. (not that there's anything wrong with any of those attributes, for that matter).

Name: Kristin Wenzel Aliases: djsayaka, RivetGirl Age: 24 Location: Seattle, WA Website: <http://www.cybergeisha.net> Artwork: <http://cybergeisha.net/gallery/> <http://djsayaka.deviantart.com>
What makes you a gamer? / What is a 'gamer' these days?: A passion for console and computer based video games, and possibly live-action or tabletop role-playing games (such as Warhammer 40k, D&D, or Vampire: The Masquerade). My personal weakness is (and always will be) the Legend of Zelda series (it's an obsession). I've recently gotten into Halo & Halo 2 and am thinking about picking up Splinter Cell - I never realized how fun FPS games can be! I recently got a GameBoy Advance SP and I've been playing Final Fantasy 4, Legend of Zelda: Four Swords and, of course, Tetris. I really want a PSP, not necessarily for any of the games, but because that thing is just so damn COOL.

Favorite games, genres, or specific aspects of game design: Legend of Zelda: A Link to the Past (SNES), Castlevania: Symphony of the Night (PS2), Metroid (NES), Final Fantasy X (PS2), Halo & Halo 2 (XBox), Naruto: Gekitou Ninja Taisen 3 (gamecube), Lego Star Wars (XBox), SSX Tricky (PS2). I'm in love with the soundtrack for the Soul Reaver games (done by Kurt Harland of Information Society) - a good soundtrack can really make a game something extraordinary.

One thing you'd change about one game, genre or the industry as a whole if you could: One thing? Just one? Fine... I'd not mind eliminating the pseudo-3D-3/4-top-down perspective that seems to be the standard for a lot of games - Castlevania: Lament of Innocence is a great example. It makes the gameplay tedious, to me. Oh, and I'm not such a huge fan of analog sticks either, but I've gotten used to them while learning to play Halo. I guess that was two things. Oops!

Favorite moment in gaming history as a whole, or in your personal gaming history: When I got The Legend of Zelda: A Link to the Past for my brand-new Super Nintendo, I started the game and saw that RAIN at the beginning. The sound effects, the graphics, it was a universal "wow" moment in gaming, in my opinion. I mean, it just made you step back and think how awesome it was that you had a Super Nintendo.

Predictions for the future of gaming:

I don't know. It's really, really hard to say at this point - so many things have been done, and so many new concepts are emerging, that it's really tough to say where everything is going in terms of the future of gaming as a whole. With the popularity of MMOs and interactive online multiplayer gaming, I'd have to say it seems as though there's a good chance that "gaming as socialization" (whether it's text-based messaging on an MMO or via voice on Xbox Live) will be more fully explored.

Rant / Rave Space: My only real rant is that I'm going crazy waiting for The Legend of Zelda: Twilight Princess to freakin' finally come out. It's going to be AMAZING.

Want to be the next gamer featured in the gamer profile? Email us at submissions@xxgamers.com with your answers to the above questions! Note: The gamer profile is for all gamers, of every age, sex and orientation.