



Cool Tools Show Podcast Episode 106: Jane Frauenfelder

Transcript

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Our guest this week is Jane Frauenfelder. Jane was born and raised in Southern California, she co-hosted a podcast called Apps For Kids for two and a half years, and now attends a robotics academy at her high school. In her off time, she designs video games and she aspires to be a video game designer when she's older.

Mark: Welcome to the Cool Tools Show. I'm Mark Fraunfelder, Editor-in-chief of Cool Tools, a website of tool recommendations written by our readers. You can find this at cool-tool.org. I'm joined by my co-host, Kevin Kelly, Founder of Cool Tools. Hey, Kevin.

Kevin: hey, it's great to be here.

Mark: In each episode of the Cool Tools Show, Kevin and I talk to a guest about some of his or her favorite uncommon and uncommonly good tools they think others should know about. Our guest this week is Jane Fraunfelder. Jane was born and raised in Southern California, she co-hosted a podcast called Apps For Kids for two and a half years, and now attends a robotics academy at her high school. In her off time, she designs video games and she aspires to be a video game designer when she's older. She's also my daughter. How is it going, Jane?

Jane: Good, how are you?

Mark: I'm feeling really good. We used to do a podcast called Apps For Kids, how old were you when we started that?

Jane: Oh man, it was in like 2011, I was probably like eight or something.

Mark: Seven or eight, yeah. When I listened to the early ones your voice is really high-pitched.

Jane: I know.

Mark: It was like Minnie Mouse. It's interesting. It's fun having that as a kind of a little snapshot.

Kevin: You'll not regret that at all.

Mark: It's fun. Jane, the reason that I asked you to be on the podcast was because you used a lot of interesting things that I think probably a lot of 14 year old kids used, but not a lot of adults know about, but they probably should know about them. One of them is something that you've been using called Quizlet, and you've actually gotten Karla, your mom and my wife, to use Quizlet for her ... she's taking a sake class, but tell us about Quizlet, what is it and what does it do, and what do you use it for?

Jane: Quizlet, it's very, very popular among most, like middle and high school students, but it's a way of studying. It's a website online, and you just simply type in a bunch of terms as if they're flashcards and then they have many different many ways that you can learn them through writing them down and they can generate quizzes themselves. They even have games you can play to memorize them. It's just a wonderful way to memorize facts or terms or memorize anything for school. I used to use it for Spanish class all the time and history and English, and just everything.

Mark: It's like an online flashcard program, but then it present those flashcards in different ways.

Jane: Yeah, it's not really just ... You can have it be just flashcards, which you can flip over and look at, but it also, as I said you can generate a fake test or you can try to match them up with correct terms. It makes it very ... as if somebody else is quizzing you, you don't have to have your friend come over and say, "Hey, can you help me?" Another great thing about it is that since it's online if one person in your class makes a Quizlet, they can share it with everybody else, and you can all try it out and use it, which is wonderful because I wouldn't have to even write them down or make them, I'd just steal my friend's.

Mark: That's cool.

Jane: Like my mom now is taking a sake class and she uses it, and I feel like it could just be used for a lot of things. It's really great.

Kevin: I think you're right that most adults have never heard of it, but almost all kids know about it. It kind of has spread virally through high school, middle schools because of kids using this and sharing their sets, study sets of which there are probably millions circulating around. I think you can search through ... I think they have a database you can search through looking for one that's already existing, if I'm not mistaken. Is that correct?

Jane: Yes, that's true. They have a search bar and you can search up anything and you have tons of them that come up.

Kevin: It's a study aide and then you can, not just for things that are memorizing, but just things you want to [inaudible 00:04:28]. It's like having notes so you could be refreshed, reminded of.

Jane: Yes.

Kevin: It's languages but almost any subjects from programming to art, and I think you can also put pictures up, if I'm not mistaken.

Jane: Yes. To put up pictures, I believe you have to pay for it. It's just almost \$2 a month.

Kevin: But otherwise it's free, right?

Mark: For Quizlet Plus.

Jane: Yeah, but everything else is free, and it's really great. Honestly, I probably wouldn't have gone through middle school without it, it was just ... I wouldn't know anything for a test and then I'd use it for just, like half an hour beforehand and I'd be ready to go.

Mark: That looks cool, and I see the Quizlet Plus has the space repetition system if you want to use that, which I am a fan of.

Kevin: To remind our listeners what space repetition is, is that basically you're shown the reminders, the flashcards on a frequency that ideally comes right before you're about to forget it. The better you do the less frequently you would see that particular flashcard, and you would see the flashcards that you're having trouble remembering mostly, and as you were successful in remembering them they would come less often. There's an efficiency that it gives you, in just studying the ones you have to, that you're weakest at.

Mark: That's cool, Quizlet and ... Kevin, I think I remember Tywin was using Quizlet two years ago.

Kevin: It was another one of those things where he would never have heard of it, didn't know anything about it, but when they were in middle school that was the thing. It's been around a long time and it has accumulated a huge number of study sets that already exists in ... I don't know if people, if they stay there after they leave, I don't know what happens. That's the interesting question.

Mark: That's pretty cool. I want to check that out. It would be interesting, I wonder if you could do book summaries, like you're inevitable with your 12 different forces or something [crosstalk 00:06:45].

Kevin: If someone happened to search for the inevitable and it comes up, that's an interesting idea, guerrilla marketing.

Mark: Definitely.

Kevin: Protecting the minds of young people.

Mark: That would be cool. Jane, your next one is another one I think that most adults have never heard of, but you use it quite a bit, it's called Piskel, what is it?

Jane: Piskel is an online website that I personally, I like doing game design, but sometimes I just want to do small projects, like I recently did a project for ... it was a school project and it was a video game that I designed. For a lot of these sprites, the characters in the game-

Mark: Say what a sprite is.

Jane: A sprite is like the object in the game, the main character that you play, the images of the characters.

Mark: That has like built-in animation, right?

Jane: Yes, yes. Piskel is a website where you can design, kind of like GIFs of a pixel animation. It's basically ... it gives you a board and you can draw on it however you want and it's all pixelized. That's a great way to make pixel art and pixel sprites, which is kind of popular nowadays, it's coming back, I feel like 8-bit games and things like that. I just find it really great because when I'm designing games I'm not like a huge artist, I can't do like these elaborate character designs, and pixel art is able to be so simple.

Kevin: Is the idea that this is a tool that allows you to make these things or that there's a library of existing, ones that you can take and modify or is it both?

Jane: It's both. You can create your own from scratch, which is what I always do, but there are, I believe that there are thousands of ones that people submit and you can look them up, search on them, and you can make your own public and it's great.

Kevin: Can you edit the ones that other people create?

Jane: I have not tried to do that, but I believe you can.

Kevin: Is this another free site or is this subscription?

Jane: It's completely free.

Mark: What Jane does with it and what I suspect a lot of kids do, is she creates these sprites and then they imports them into Scratch, which is that kid's programming language.

Kevin: Tell us about Scratch, because some people may not be familiar with that.

Jane: Well, Scratch was how I got into game design when I was a lot younger. How old was I when I started using it?

Mark: Really young.

Kevin: Three.

Mark: Like five.

Kevin: I think that you were three.

Jane: Honestly. On Scratch they give you ... Scratch is a different website that allows you to make very simple games online, and it's really great if I'm going to do a larger project that I can plan it out on Scratch, because it has simple drag and drop commands. You'll say like, "When the 8 key is pressed walk 10 steps," and you just drag in all these little blocks and add in commands. Anyways you can drag in image files for the sprites to use in Scratch, and I grab a lot of mine from Piskel and they work really well.

Kevin: Scratch is kind of like a programming language that you just have typing things, you can drag and drop different instructions into it?

Jane: Yeah, and you don't need to design the engine Scratch, it's all online, you can access your projects from any computer, and you can play other people's game on scratch and you can upload them.

Kevin: In addition to these sprites that you can design with pixels and import, can you also design landscapes or other things as well?

Jane: Yeah. At first when I started using Piskel I was not sure that, that was possible, but if you ... on the side there's like a little options button and if you go there you can change the size of the board, I guess that you draw on. Once you do that you can make larger landscape-type areas.

Kevin: You could actually make a full game with Scratch using Piskel as your drawing or visual engine.

Jane: Yeah, I recently did that for one of my class projects, and I created a whole bunch of sprites on it. It's easy because you're able to clone them and so I just kept cloning them and then redesigning the colors and everything, and it's great.

Kevin: The game that you make, can they be played on the phone or is this has to be played on a laptop or a website or what's the-

Jane: It has to be played on a laptop.

Kevin: On a laptop.

Jane: Yes.

Mark: Scratch, the scratch.org doesn't or scratch.mit.edu or whatever it is, doesn't work on a tablet or anything?

Jane: Not to my knowledge.

Mark: Interesting.

Kevin: That's a fantastic resource for ... Did they have like a community forum or a lot of instructional tutorials as well?

Jane: It's very easy to use. I don't feel like a tutorial is necessary, but they do have a large library of submitted characters and GIFs that people have created on Piskel that you can search through.

Kevin: That's fantastic. I had not heard about Piskel.

Mark: I just noticed they also ... I don't know why you would want to do this, but they have offline versions for Mac, Windows, and Linux, so that you can-

Kevin: What do you mean off ... What does that even mean?

Mark: Piskel is a web-based app, but if you want a standalone version you can just download, which seems like that could be useful if you're on an airplane and you want to design your-

Kevin: Or if you were somewhere where ... a school in Africa or somewhere where they didn't have constant connection.

Mark: Very cool. The next one is a certain kind of marker that you like, and your sister likes these too, they're kind of expensive and you have a big collection so you must love them. Tell me what's so great about Copic markers.

Jane: I'm going to assume that the majority of artists that do fine art and drawing know about Copic's, because they are very widely known since they're just very incredible. They're alcohol-based markers and they blend so wonderfully because they have hundreds of colors, and if you take similar colors you can blend them so nicely that it looks almost like paint. If you're coloring something with these markers you can make it so that there's no strokes. If you're using a lot of water-based

markers you're going to get stroke lines and it's kind of messy-looking, but Copic's just ... they glide so smoothly and they're really great.

Kevin: I'm trying to understand this. I guess there's a chemistry here that for whatever reason alcohol-based dyes or the inks, is it that they stay wetter longer and allows the pigments to blend better, than they do with water? I would have thought it was the other way around. I would have thought that the water would have [crosstalk 00:14:44] the page would have stayed wetter with water and the alcohol would have dried faster.

Jane: I'm not completely sure of the science behind it, but it works.

Mark: Jane did a drawing last night that she showed me, it's kind of like an album cover concept. She had a lot of like blue water and big solid things, and you don't see that typical kind of marker overlap stroke direction thing. It looks very flat. It looks almost like something that's done in Photoshop or Illustrator, but really cool-looking.

Jane: Yes, I have to say ... If you draw a line with a color and then you let it sit for maybe a minute and then you draw one right next to it, you're going to see some lines, but if you color it in all smooth and more right away, it's going to look great. They also come in various sizes, they have four different ones. Most people use, I believe it's the sketch marker and it's ... They have four different types and they have this really wide one, that I have a black version of, and it's huge, it looks like a tube of deodorant and you can just move it along the entire page. The main ones are called sketch and they have two sides on them. They have a side that's like a ... oh man, I don't know, it's like a felt tip brush, I guess, and it's really nice. Then the other side kind of looks like an expo marker that you draw on a white board with, but they're both really great.

Mark: You also have something called the colorless blender pen, which has no color, but how do you use that?

Jane: The colorless blender it's just like the alcohol-based, I guess, and when you put it over two colors it helps blend the ink together. It makes it even smoother.

Mark: Like a gradation.

Jane: Yes.

Mark: Cool.

Kevin: I think you said there's four sizes. Do you mean that there's four size tips or you're talking about the actual container of the ink?

Jane: The actual markers. They have four types of markers and I believe ... Three of the types of the markers have two tips, and then the wide one just has one.

Kevin: Two tips meaning that you can swap out a tip or that they're on each end?

Jane: On each end.

Kevin: Okay, but they have the same access to the same container, but they have two different ends and different sized tips on each end.

Jane: Yes. They're like different shapes nibs, and another thing with these markers is that if they run out of ink you can buy refills for the ink and refill them yourself.

Kevin: Oh really?

Jane: Yeah.

Kevin: That's really interesting.

Mark: That's cool.

Kevin: Is that messy?

Jane: I have not tried it, but I have friends who have and they said it's easy, it's great. You just buy like a little refill tank, you can pull out the nib, the tip at the end, and just refill it.

Kevin: Wow, that's fantastic. Can you also ... Could you dip a brush into that refill ink and just use it with a brush?

Jane: I don't know, but I would just stick to using Copic's honestly.

Mark: Do you watch YouTube video tutorials on how to use Copic's? How did you learn how to use them?

Jane: My friend originally was the first person to show me how to use them, and you kind of have to ... I have seen definitely some videos, they all kind of say the same thing. You need similar hues of colors in order for it to blend. If you take a vibrant blue and a vibrant red they're not going to magically blend, but if you have like a light blue and then a little darker, a little darker, it will look like it's just a wonderful gradient.

Mark: That's cool.

Kevin: Are they susceptible to drying out as other kind of markers are?

Jane: Yeah. Honestly when I was in, I think it was sixth grade I had one and I tried drawing on felt with it, and it got really dried out. It's just ... I completely ruined it. I'd stick to types of paper and stuff, but-

Kevin: What if they get old or if they sit around? I mean, like if you had something you're doing for a year-

Jane: My sister has had some that she's just left with the cap off and I don't know why she does that, but they just dried out.

Kevin: [Inaudible 00:19:26] sister, that's why. They dry out and then do you have ... Can you just add alcohol and that they're wet again or-

Jane: You can probably refill them and if the nib, the tip of it is messed up, because again my sister, she goes on rough surfaces with it, she's an artist, I believe you can also purchase new tips for it.

Mark: Yes, I think you can.

Kevin: How much do they cost per pen?

Jane: At most art stores and retail stores you can get them for \$7 or \$8 a piece, but I have been to Japan, where they originate from, and there you can just get them for like \$3 or \$4.

Kevin: Really?

Jane: If you're traveling out of country, especially to Japan, make sure to look for them.

Kevin: These are Japanese-made, a copy because they're Japanese brand then.

Jane: Yeah. I'm not completely sure, I know that they're shipped out from Japan.

Kevin: Okay.

Mark: It's an investment, if you have ... like a lot of kids have a hundred of them, and if it's \$7 bucks each that's a sizable investment.

Jane: Yeah, but if you're going to be getting into art they're a wonderful tool.

Kevin: You're saying they can be refilled, so in theory if you can replace the nib and replace the ink they could go on forever.

Jane: Yeah, the refills I believe cost about \$3 each. You'll have to check that.

Kevin: That's reasonable.

Jane: Make sure, but that's what I've heard.

Mark: Cool.

Kevin: Cool.

Mark: Your final one is kind of a shared tool that three out of four members of the family now use, and we're like almost competing to use it, for time on it. It's our 3D printer by Prusa.

Jane: Yes, the Prusa 3D printer, it's really ... it's fantastic. Wow. Compared to other 3D printers that I've seen, this one's by far like the best personal 3D printer. It's really easy to swap out the plastic, and it prints really well. It has an SD chip, which you can plug into your computer and then upload your files, and then you plug it straight into the Prusa and you just select it, because it has a little screen on the bottom, which is great. You select it and it will start printing, and it has different types of plastic that it can use, and it has a heated bed, which is great. It's really great.

Kevin: How, with the biggest thing that you could make with it? I mean, in terms of size.

Jane: Do you know the answer to that?

Mark: Let's see.

Kevin: Well, approximately, big as your fist or-

Mark: No, bigger than that.

Kevin: Big as a soda can.

Mark: I was looking because I was thinking of making like a plastic Ukelele, and you could actually do the body part of the Ukelele in one piece.

Kevin: Wow.

Mark: It's a pretty good size and it goes up high. The heated bed is great because a lot of times 3D printed materials have a tendency to curl upward, like it turns into a ball shape, but the heated bed it helps it, it keeps it kind of soft and adhere to the table as it's printing.

Kevin: But that's just for the bottom layer, I mean, it's not going to heat the-

Mark: Right, but all you need is the bottom layer to stick on there, because it will have a ... For some reason as you're applying that hot plastic on the upper layers it wants to pull the edges up or something.

Kevin: I see, okay. You say it can take different feeds, different plastic stock, what are the choices that you would have for that? I mean, like how many and how different are they?

Mark: The only two that we've tried, so that I can attest to are the ABS plastic, which is the kind of plastic that LEGO bricks are made from, and the other is the PLA plastic, which is a slightly lower temperature and that's made from cornstarch.

Jane: We normally use the PLA.

Mark: Because it doesn't make a smell, that LEGO stuff makes a bad smell that I feel like we would have to vent it. I would be a little concerned about the fumes, but the PLA has been great for what we use it for. The advantage of ABS' is that you can then put it into-

Jane: Acetone.

Mark: Right.

Jane: There's a chemical acetone.

Kevin: Why is that ... What does putting it in acetone help? How does that help?

Jane: It smooths it out really well. If you've seen 3D printed things before, it has that kind of raw printed look, but by putting it in acetone it really smooths it out and makes it feel like a real plastic.

Mark: It gives that really shiny polish look, otherwise you'll have jaggies, you know with 3D printer.

Kevin: Does acetone actually dissolves or melts the top layer a little bit?

Mark: Yeah, it melts it a little bit. You had to put it like in a tank with a cotton ball of acetone and then you close it, and you let it sit in there and it just softens it and smooths it out. Once it's done it is incredible-looking how cool it looks.

Jane: It looks very professional. The other wonderful thing about the Prusa is how custom, not customizable, but it's ... you can ... if something is wrong with the printer it's very easy to figure out the issue and fix it. You're able to not only calibrate the nozzle, which extrudes the plastic, but you're able to slightly change the orientation of the bed. If you notice that the left side of the bed is a bit like lower than the right, and that's messing up the print, you can actually change the height of the different corners of the bed in order to even everything out. Because a lot of printers in the past do not give you that option, if something's messed up with the printer you're just going to have to fix it, like by going underneath and reinstalling a few things, but this just gives you a really simple option.

Mark: It auto calibrates, and then I think it's doing it in software, it just like taps it around and it says, "Okay, here is where the plane is." Then once it knows that it's okay if it's a little bit off because it compensates the one.

Kevin: What kind of ... You say you can import files into SD card, what kind of files does it take?

Jane: It takes the type of file called GCODE. Most 3D printed files get them in OBJ files or ... is it STL?

Mark: Yes, STL, but more OBJ, I think.

Jane: There is a program that you can get with the Prusa called Slicer, and you basically can drag these OBJ objects or STL files into Slicer, and then from there you can turn it into the GCODE. While you're on Slicer, the program, you can change many other things. You can change the ... If you want any support material, which basically-

Mark: Like we have an overhang.

Jane: Yeah, support material it lifts up the plastic a bit and it's very loose plastic that you can just rip off when you're done, and it just gives it some support underneath. You can add that. What I found interesting that nobody else really uses in this house, I do, you can change the speed of the nozzle, which is really helpful because I've noticed before, especially with smaller prints, if it's going too fast it starts to pick up what it just, the plastic that it just puts down, and it starts making just this mess of a shape. But by making it slower, it will be more precise and will have time to cool down before it adds the next layer. There's just a lot of things you can change in Slicer, and that's where you make it into the GCODE, and then you can drag it on to the SD card and it's really great.

Mark: Slicer basically takes your 3D model and defines the tool path for your particular printer. You can set the resolution, like Jane said, the support material, if you want to do like a little skirt at the bottom of the plate, if you're printing a sphere or something you need to have more grip on the table, so you can do all sorts of things. It's pretty automatic. I think it's like open-source program that most people with 3D printers use, and then that gives you your STL file, which stands for stereolithography. I don't know why they call it that, but then you stick the SD card into your Prusa, press print, I think there's a raspberry pie computer in the Prusa, and then it just goes to town and prints it out.

Kevin: How much does it cost?

Mark: It is about a \$1,000, which-

Kevin: Where does that fit in to the kind of landscape of 3D printers these days? Is that high-end, middle, low?

Mark: I think it's in the middle. There are some ... I mean, there are now 3D printers you can get for \$100 or \$200, but this one has consistently won Make Magazine's 3D printer shoot out fave, that annual thing. I think for the last two or three years in a

row it's the winner. That's why we decided to go with it, and the price is better than a lot of printers that aren't as rated as highly by Make.

Jane: It's worth it.

Kevin: I don't have a 3D printer, but if ... in addition to having a printer you also would obviously need a stock of feed of materials, and they come in different colors. Do you find that, like your Copic markers where you want to have like a roll of green and I want a roll of black, and I want white-

Mark: You do.

Kevin: Do you sort of accumulate these rolls of different colors and different materials? Can they take small rolls? What does that look like in terms of ... it's like the printer and the cartridge, right? I mean, there is the printer, but then there is the cartridges.

Mark: Yes. We generally get some on eBay and Amazon, spools of filament. It's hard to say how long it will last because it depends on what you print, but a spool cost anywhere between \$15 to \$25, both PLA and ABS. ABS has a really long shelf life, because like I said, it's the same kind of LEGO plastic. The PLA is some kind of cornstarch based plastic, and it's really susceptible to sucking up moisture and it really degrades the performance of it, so you have to store it differently. What I do is I try to ... I leave it a lot by accident, but put it into a giant Zip Lock bag with a bunch of those little desiccant bags, that will keep it good. In fact, if you have one that's soaked up too much moisture, you can stick it in one of those bags with desiccant and you can fix it.

Kevin: Rehydrate it. Okay, that's cool. Then if ... but after it's been layered and heated up, is it still moisture-absorbing or does that change the constitution so that it's actually, that's no longer an issue.

Mark: That's a really good question. I don't know. We've had some things that we've printed a long time ago and they don't seem to have degraded at all. That's interesting, Kevin.

Kevin: But it is in theory biodegradable, I guess, right?

Mark: Yeah.

Kevin: Because this is made from cornstarch.

Mark: Yeah.

Kevin: That's a really cool, and how big of a unit is it, like how much desktop space does it take?

Mark: Let's see. I would say think of like a standard kitchen microwave oven and a little bit smaller.

Jane: They're like the size of a tablet, like an iPad.

Mark: But then-

Kevin: The footprint.

Mark: Yeah, the footprint of it.

Jane: I don't know. It's pretty ... yeah, microwave oven, it's a bit smaller than that I would say.

Mark: If you make a smaller microwave oven then.

Kevin: Like a double toaster size thing?

Mark: Yeah, that would be good.

Jane: It's like the size of half of a human head.

Mark: No, a half of the human head for the whole printer?

Jane: No. I'm talking about the rolls. I'm sorry.

Mark: Oh, the rolls, the [crosstalk 00:32:30] rolls.

Jane: I'm on a completely different track.

Mark: No, the whole printer, it's like a microwave, don't you think?

Jane: Yeah, like a microwave.

Kevin: Okay.

Mark: All right. Well, Jane, this is really fun learning about cool teenager tools.

Jane: Yey, it was fun for me too. Thanks for having me.

Kevin: You know, I had a recommendation to you, Jane, since you're interested in game design. I just wanted to make sure that you're aware of the best book on it, which is *The Art of Game Design* by Jesse Schell.

Jane: I have not heard of that.

Kevin: Well, this is an amazing book that has these little, he calls them lenses, these little heuristics and approaches to understanding game design in the broadest sense. It's actually so profound that what I realize was some of the principles that he teaches about game design could be applied to designing your own life.

Jane: Wow, that's cool. I'll have to check it out.

Kevin: It's a very deep book that is also very practical in helping people understand the kind of the possible things and the elements of game design, is maybe the best way to put it. You should really check it out, *The Art of Game Design* by Jesse Schell.

Mark: That's so cool. Thanks.

Jane: Thank you.

Mark: Have you done this for Cool Tools, Kevin?

Kevin: Yes.

Mark: Okay, cool.

Kevin: Tywin, my son was interested in game design for a while and he really found it very useful.

Mark: That sounds great.

Kevin: Yeah, and as I said it's so broad that I think it would be useful for most people to read it even if you're not going to actually make a video game.

Mark: I'm just looking at the Amazon Look Inside, and it's like about how to define what the problem is and stuff.

Kevin: Generally it takes the design approach to a game and you understand it, because it's so open-ended that the principles can really be applied for almost anything you're designing.

Mark: Amazing, that was great.

Jane: Wow. Thank you.

Kevin: Sure.

Mark: Cool. All right, Jane, well, thank you so much, that was really fun and just check out all the tools that Jane talked about. Just go to cool-tools.org, and also you can support us if you like this podcast on our Patreon page at patreon.com/cooltools. Thanks, Kevin.

Kevin: It was really great, Jane. Best of luck going forward and those are things I didn't know about except for Quizlet, and I'm so delighted to hear about them.

Jane: Thank you, guys, for having me.