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**From:** Pablos Holman [REDACTED] >  
**Sent:** Thursday, May 2, 2013 10:07 PM  
**To:** Jeffrey Epstein  
**Subject:** Re:

Not by my measure. That's why I mention Call of Duty. These are some =f the best selling "first person shooter" games. You are running =round blowing shit up. People play them and love them, and have no =dea that everything in the game is historically accurate. The =battlefields, weapons, characters, etc. are all meticulously culled from =he historical record. Kids play these games and the next thing you =now they are correcting their history teachers in class. The important =hing though is that they never compromised on fun, so they became =ommercially successful.

Pablos.

On May 2, 2013, at 3:03 PM, Jeffrey Epstein <jeevacation@gmail.com> =rote:

> is there anything close?  
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>  
> On Thu, May 2, 2013 at 4:30 PM, Pablos Holman [REDACTED] =rote:  
> On May 1, 2013, at 5:42 AM, Jeffrey Epstein <jeevacation@gmail.com> =rote:  
>  
> > Im meeting with Joel Klein on monday, any edutainment games that =ou like already out there  
>  
> Play "Medal of Honor" or "Call of Duty" and you will learn war =istory. Here's what I've been thinking.  
>  
> Video games are already great at teaching. If they don't assess your =evel and put an appropriate challenge right in front of you, the game =ails. Challenge too hard and you get frustrated and quit playing. Too =asy and the game is no fun. That is exactly what a good teacher or =utor would do. Fundamentally the thing that works is a 1 to 1 student =eacher ratio. Even if you have a shitty teacher or tutor, you will =earn a lot because that person gets to know you and challenges you at =our level. That doesn't scale, but computers do. So we have to use =omputers to replace teachers - or at least augment them.  
>  
> Today's video games don't try to teach stuff we care about. Well, =except for shooting bad guys. The best scheme I've come up with so far =s to use X-Prize or something like it to co-opt the existing video game =ndustry. Give out a prize to the game that comes up with the best way =f teaching kids anything from a normal school curriculum. Let them =ick whatever they want to teach, any grade level, and just incorporate =t into their product. That's the way to get the most brains and the =ost users for the least money. You want to skip convincing educators =nd parents about this stuff and just go straight for the kids.  
>  
> Imagine you are looking at a door in a video game. It has some =quiggly symbols printed on it. Little munchkins walk up to that door =nd say "Konichiwa." The door opens and they are greeted by a hot =incess with big tits and a thong. The door closes in your face. You =re going to fucking learn to read and pronounce Kanji.  
>  
> Unleash that on 5th grade boys and then next thing you know, you'll =ave an entire generation of bilingual kids speaking Japanese to each =ther behind the backs of their parents and teachers.  
>

> Edutainment is for pussies. It doesn't work. Once kids catch on that =ou are trying to teach them something they shut down. We have to keep =he boobs and guns and profit. You see how much money video games are =aking these days? Fuck educational reform. We need educational =ubversion!

>  
> Pablos.

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> \*\*\*\*\*  
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