John: So Joerg, why did you start Scene World?

Joerg: Because Driven died back in 1998. the NTSC diskmag. (They came back from the ashes briefly in 2005 but then died a 2nd time) and I had this crazy idea to create a publication that would combine both scopes of the c64 users. NTSC (America, Canada), and PAL (Europe, etc)

John: Was the diskmag a success from the start?

Joerg: Depends on your point of view. NTSC sceners loved it because they had a diskmag again to cover and support their activities. PAL is more about demoscene and as we are not specifically covering that exclusively we received some feedback initially that this wasn't so welcome but this changed over the years :-)

John: Obviously you're a programmer yourself?

Joerg: Not for any bit.

John: Really?

Joerg: Yes. Apart from 10 PRINT"HELLO": 20 GOTO 10, I know nothing. I can do html page description language on the fly.

John: The diskmag takes a little bit more than that to work. There's a number of people involved in it?

Joerg: 22 at the moment . :-)

John: Anyone you want to mention in particular? Anyone you want to say hi to?

Joerg: The whole staff really. we do so much together and most of them I am friends with personal for many many years, such a big project like Scene World

THE INTERVIEW

JOHN KAVANAGH INTERVIEWS
JOERG DROEGE
FOUNDER OF SCENE WORLD.ORG

doesn't run without a well working and encouraged team. :-)

John: I can imagine. Lots of different talents from the team? What's your role?

Joerg: Yeah, especially since we have branched out with a podcast, youtube video interviews, twitch live shows, youtube reviews, just to mention a few. I am organizer and founder of the Scene World Diskmag and organize the other stuff we do as well. And I am co-moderator in the podcast that we run. And last but not least I conduct the Skype video interviews with all the VIP guys in the tech field.

John: This question is predictable, what's your favourite interview? Anyone famous?

Joerg: The one I am most proud of is the interview with the inventor of home video gaming Ralph Baer because it was the

longest and sadly the final one prior to his death. But apart from that all of them are awesome, especially if you take into account that I have dreamed since a kid to talk to them.

John: Ah yes, the maker of the Brown Box. Was that a video interview?

Joerg: Yes. 1h via Skype video can be found here: http://sceneworld.org/blog/2014/01/16/video-interview-with-ralph-h.-baer/

John: I must have a look at that interview, sounds interesting. You also interview Jeri Ellsworth I see? [**known for creating a complete Commodore 64 system on a chip.]**

Joerg: Indeed. :-) She is a super busy woman, so I am happy she made it.

John: So I heard. Does it take long to create a issue and where do the ideas for each issue come from?

Joerg: From the members. and yes, it takes many months to co-ordinate and get the pieces together. So we release 2 issues per year. One in summer and one in winter. This works out well so far. Sometimes we make special major topics like the birthday of boulder dash recently.

John: Would you agree that the Commodore scene is the most active among all the 8 bits? By the way, I actually have the boulder dash issue up on my second screen right now.

Joerg: I have never been a part of the Atari vs Commodore battle. And if you look at the hardware support and what you can get today as new for our retro lovers, you will be amazed. Today I received 50 classic Gameboy game cartridge cases brand new from the factory sold via eBay from a French seller. Also you can get card reader devices for almost any 8bit, 16bit and 32bit console and computer nowadays.

The boulder dash topic was so big, we actually made 2 issues out of it. :-)

John: In your opinion do you think the commodore scene has grown or shrink over the years? Do you think it's better or worse now and in what way?

Joerg: it's not dying, despite reading that thing since 1993. Groom of scene.org makes a yearly statistic of that on his blog. worth reading it.

http://blog.subsquare.com/state-of-the-demoscene-1991-2014/

John: I agree. Those who have stayed this long will continue to stay. Any upcoming plans for future issues you can tell us about?

Joerg: We have huge plans and will support even more hardware with issue #27. stay tuned!

John: Keeping your lips sealed?

Joerg: Yes. as we haven't made the plans fixed yet. We are in early discussing stage at the moment. But we got 2 more coders who joined us this year to help realizing the plans.

John: I'm looking forward to seeing future issues as well as our readers I'm sure.

Joerg: Thank you, we look forward to provide the new stuff to you as well. We have surprised people with a magsys which runs on NTSC & PAL 100% accurately, supports IDE64, printer, 1351 mouse and joystick support. Now we want to go further and shock our readers positively with new things. And of course we will try to provide more exclusive live events over our live channel at twitch.tv/sceneworld

John: From what I've seen so far it's already looks impressive. Looking forward to seeing more. We'll be happy to support each other in the near future.
Regarding interviews, if you could interview anyone, who would it be and why?

Joerg: Bruce Artwick who invented home flight simulation but he doesn't give interviews as a general rule unfortunately.

John: Anyone else?

Joerg: I have invited the inventor of email recently (Roy Tomlinson), but he never replied because he died shortly after, which is sad. I am trying to not miss chances and interview people if I can. Luckily, so far 99% agreed :-)

John: That is sad.

Joerg: Yes it's sad, so I am gad we could take our part in preserving those stories of those thinkers.

John: Captain Crunch (John Draper). I haven't read the interview you did with him but I imagine it was interesting?

Joerg: I am a personal buddy of John and he comes to my city every couple of years to visit all his friends in my city including myself. He is an awesome person to spend

a weekend with and interview him and talk to him.

John: Anything you could tell us extra about John Draper that is generally not known?

Joerg: Well, I don't know. John is a very outgoing person, not hiding much from the public. He is not faking anything or being different in person than what he appears to be on the net.

There are 2 interviews with him. One via Skype video from 2012 and one audio interview of our podcast from last year.

Another hero of my teenager years I wanted to meet and talk to in person and suddenly I am his host for a whole weekend. And at Gamescom in August we will run our own booth again and Dave Lowe will be running his as well.

John: The video game composer?

Joerg: Yes, exactly!

John: That's fantastic. I hope we get to meet some interesting people ourselves.

Joerg: Will you will present as well? as a visitor? Then pop by!

John: No plans yet but we would love to.

Joerg: So what else you wanna know?

John: Favourite Commodore 64 game and why?

Joerg: Test Drive I. Because it runs smoothly on a

SuperCPU with full frames but they were smart enough to include a frame lock so it would not run too fast but just fluent. Impressive thinking ahead for 1987! And I love racing games the most.

John: Me too. Sadly the Commodore 64 had many bad version of good racing games. Chase HQ for example, fantastic on the Sinclair Spectrum and Amstrad CPC and horrible on the C64.

Joerg: Luckily they made a successor that

22

was much better! Or Hard Drivin' which I run just for Dave Lowe's music in it :-)

John: Any other game composer you like?

Joerg: Tons! Chris Huelsbeck, Jeroen Tel, Rob Hubbard, etc etc etc etc
I totally dig the Tetris theme of Wally Beben!

John: Music when done right certainly does sound beautiful on the SID chip.

Joerg: Agreed!

John: Do you collect or use other 8 bit computers?

Joerg: yes. I do have a VCS, and an NES, a game boy and much more.

John: Too much to list? :-)

Joerg: Exactly.

John: Ok, unless there's something you like to add I think that's the interview?

Joerg: thank you very much John.

John: Thank you Joerg.

Scene World is the world's only Commodore 64 NTSC & PAL diskmag and can be found at sceneworld.org

There you can download issues for your Commodore 64 or run them through a emulator on the website. There are also interviews, podcasts and a blog. It's well worth check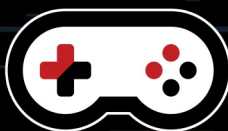ing out for all you Commodore 64 fans out there.