

Halo Fan for Seven Years Now Apart of 343 Industries



Seven years is a long time to be a part of a community, but for Karinna Brockelman, external communications manager at 343 Industries, Halo has been a constant companion in her life, and now it's her job too. Today, we've sat down with Miss Brockelman to discuss her passion for Halo and her journey to 343 Industries.

How'd video games become such an essential part of your life?

I definitely have to thank my dad for that. He's been a video gamer for years but had given up the hobby when my brother and I were born. Sure, we still had an old Sega Dreamcast around the house, but my brother and I mostly watched my dad play. We didn't participate as a family until we got a Nintendo Wii, which had a whole library full of family friendly games. Pretty quickly, playing video games became a family activity every evening. My brother loved it. I loved it. And my dad, of course, was overjoyed to share his long-lost hobby.

So how'd you get into Halo?

When my brother and I hit middle school, my parents finally decided it was all right to have a "grown up" gaming console in the house. Of course, my dad went with an Xbox One, which meant we had to get a copy of the Master Chief Collection. At first, my brother and I

weren't allowed to play, but then my brother saw the Warthog. It was game over from there. My dad let him drive it. Before long, I was helping them finish The Maw. Halo's been a family favorite ever since.

What lead you to video game development?

Well, I've always loved to tell stories since I was a little girl. They were magical and soothing to me. I knew for years that no matter where I ended up in life, I wanted to tell people's stories. When I got into video games, I realized the vast amount of storytelling potential video games hold. The interactivity that's so special to video games is combined with the forces that make video media so popular. Video games are a beautiful symphony of art, music, and storytelling.

Then what lead you to 343 Industries?

343 Industries has been developing Halo for many years now, and I was there for the beginning. I'll be the first to admit that 343 Industries has stumbled along the way. It drove my passion for not only video games, but Halo itself. I wanted desperately to help. Being here at 343, I'm so happy to see that Halo is in safe hands once again. Halo Infinite is going to be such a treat for our fans. I'm so excited for its launch.

How do you tell stories at 343?

As a communications manager, I'm honored to tell the stories of my peers here at 343 as well as the wonderful Halo community. The beauty of the Halo community is that there's always another story to discover. It warms my heart to be a part of such a vibrant community. I've always been home there and being at 343 has only strengthened that bond. Halo is like an irreplaceable sibling to me at this point.

What are you looking forward to with Halo Infinite?

Easy. I can't wait to play Infinite's campaign. From what I've seen, the game is going to be gorgeous and expansive. The day-night lighting cycle for the world of Zeta Halo adds so much depth to the ring players will explore. Honestly, I'll be spending hours searching around every little nook of Zeta Halo. Players will always be finding something new to discover.

Any final thoughts?

I just want to thank all of my peers here at 343 Industries. We're family here, and I have no doubts that Halo is safe in their hands. The fact that I'm here to celebrate Halo's 20-year anniversary is so exciting, and Halo Infinite's launch alongside it makes me even more so.

We thank Miss Brockelman so much for her time and thoughts. We, like her, are just as excited for Halo Infinite. We can't wait to unveil our labor of love from the last six years this coming fall. Preorders for Halo Infinite can be found on the [Xbox store](#), or get Infinite on day one with [Xbox Game Pass](#).