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Life Lessons, Parts I & II

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 Making Magic
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PRO TOUR-VALENCIA

My favorite column of the year was actually two columns, but they were two parts of the same thing so I'm counting them as one. The column in question is "Life Lessons, Parts I & II". I wrote these two columns as a follow-up to my column where I compared my dating foibles to my design mistakes ("[Topical Blend #1: To Err Is Human](#)"). This time I explained about how lessons I have learned in my personal life affect how I approach design (as well as life in general). This column edged out "80,000 Words" (which I'm quite proud of) for my top spot of the year because I felt it had more substance and was more personal to me as a writer.

Enjoy (and you just might find a few insights into your own life).

Part I is [here](#).
 Part II is [here](#).

These articles originally appeared on February 20, 2006 and March 6, 2006.

Mark Rosewater is Head **Magic** Designer. What this fancy title means is that he's in charge of **Magic** design. This gets him a lot of mail (which he actually reads). When not alternatively destroying and saving **Magic**, he likes to spend time with his family, do stereotypically geeky things (play games, read comics, watch a lot of science fiction, etc.) and write about himself in third person.



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