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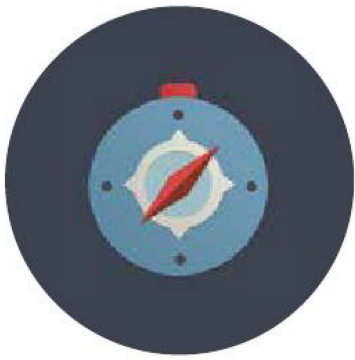


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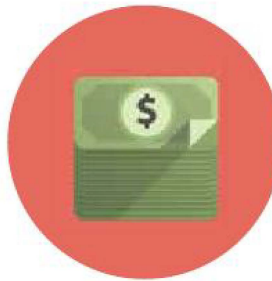
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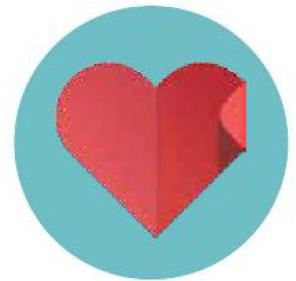
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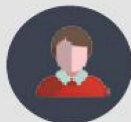
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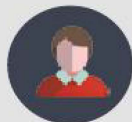
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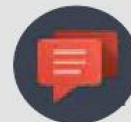
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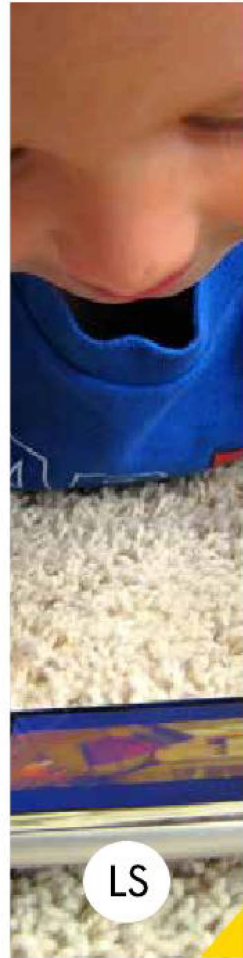
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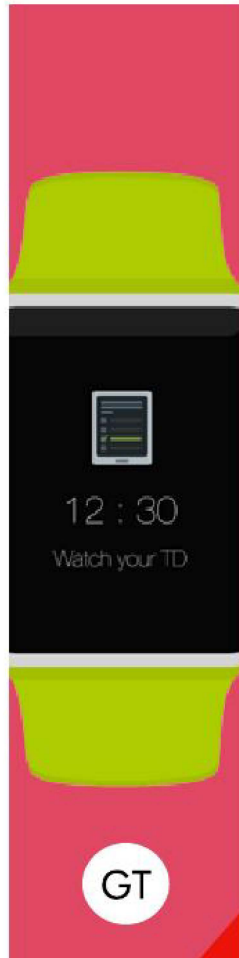
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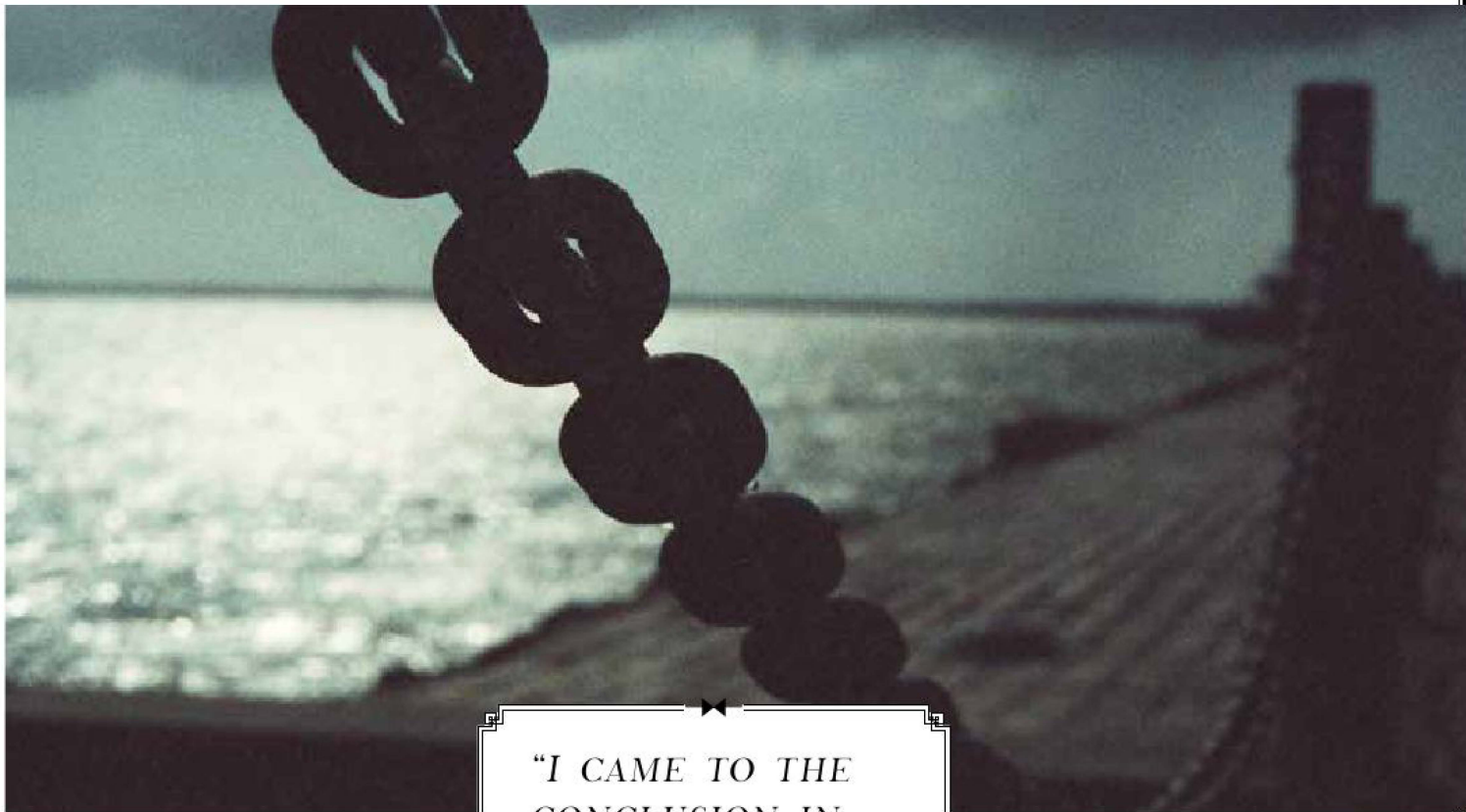
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# THE RACE AGAINST TIME

Last spring, I sat in one of the study lobbies of Hornet Village 100 with graph paper marked all over with concrete infrastructure design equations laying on the table. I looked out the window for a good two hours and I thought about the current state of the life I was leading at that time and all the time I had spend on the road to engineering. To say the least, I wasn't happy. **BY DESMOND HILSON JR.**



*“I CAME TO THE  
CONCLUSION IN  
THAT MOMENT  
THAT WE’VE BEEN  
TRAINED TO  
BECOME SLAVES  
TO TIME.”*

I had been pursuing a degree in Civil Engineering Technology since I started my freshman year at Georgia Southern University back in 2008. A degree in which I never felt a passion for. All of my friends and colleagues questioned my choice to further pursue engineering when it was apparent that my purpose was in the arts. More times than I ever admitted I would ask myself the same question.

The answer: I was afraid of the time I spent in engineering being wasted. Essentially I was afraid of missing that perfect period of time in which everyone from my parents to society always told me I have to graduate and choose what I want to do with the rest of my life.

I used to have severe anxiety and paranoia about the life I led. In the back of my head it felt as if it was this great shadow looming over every second of life. I didn't realize what was the cause until I talked to an old friend who had graduated from Auburn University years ago and found a great career in the field of her degree and turn around and told me that she wasn't happy with it all.

When I asked her why doesn't she try to do something else she said she can't. She felt that she didn't have the time to find something else. It was too late. She was only 25 at the time.

I came to the conclusion in that moment that we've been trained to become slaves to time. A concept in which we as humans invented and as a result a thing only we follow. Nature nor energy knows what our concept of time is. In the eyes of the universe the sun does not rise in the morning and the Earth does not rotate one full time in 24 hours. We say it does.

Being so conscious to this factor of time brought us to lead lives where we're raised and primed to try to figure out what we plan to do for the rest of our lives at 18 after high school. A big part of our lives is put in a time table and our actions or performance judged based on how we do within them.

It hinders us in a way that we use time as scale in our progress and goals instead of just progressing and using how far we've gone and how happy we are as the grade. I feel it's not for us to weigh how much time we have left,

wasted, or don't have. We must free our minds to the limitation in which time puts on us. I mean we created the concept. So, shouldn't we have free reign to determine how much time we have? Shouldn't we have the ability to create how much time that we need?

As you go through life you will succeed and you will fail. Do not let the time that has passed or the time you have feel you have wasted determine what you are capable of doing next.

Usain Bolt, "The world's fastest man", once said, "I don't think limits". When he lines up for a race the only focus he has is reaching the finish line. He just runs. He only looks back at the time it took once he finishes.

Do just this. Live life and only think about progress, once you complete a goal than you can look at the time. When you finish and you're happy with how far you came the time won't matter. That's the only way to win the race.

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**TED<sup>x</sup>**

# KennesawStateUniversity

THE IDEA TO HAVE A TED<sup>x</sup> EVENT AT KENNESAW STATE UNIVERSITY BEGAN IN 2014 WHEN A GROUP OF STUDENTS, PASSIONATE ABOUT TED, DECIDED THAT THEY WANTED TO BRING IT TO CAMPUS. OVER THE LAST YEAR THE TED<sup>x</sup> TEAM AT KSU HAS BEEN GROWING AND PLANNING FOR THIS ONE OF A KIND EXPERIENCE. THE EVENT HAS BEEN ORGANIZED SOLELY BY KSU STUDENTS. **BY ZACHARY HARRIS**





In partnership with



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tickets on sale now

# CONNECT

## TEDx

# KennesawStateUniversity

x = independently organized TED event

## March 21st, 2015

## Social Science Building, Room 1021



In its inaugural year, TEDxKennesawStateUniversity will be themed "CONNECT". Attendees will be challenged to think about what it means to truly connect through the lens of technology, entertainment and design. Speakers and performers were chosen from talented students, faculty and staff from both campuses, each with their own message on what it means to "CONNECT".

TEDxKennesawStateUniversity will be on March 21, 2015 in the first floor of the Social Sciences Building. The event will have two sessions; the first beginning at 8:30 a.m. and the second at 1 p.m. and ending at 5 p.m.

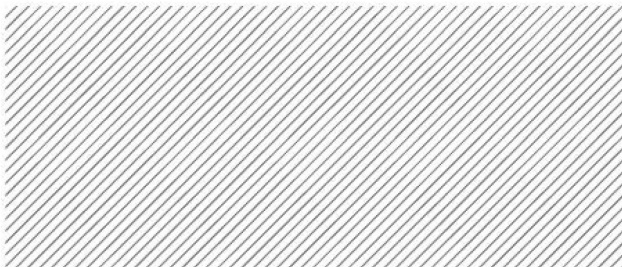
TEDxKennesawStateUniversity is open to all students, faculty and staff from both campuses. To learn more and purchase your tickets please visit: [www.tedxkennesawstateuniversity.org](http://www.tedxkennesawstateuniversity.org) and follow our page on Facebook and Twitter.

### About TED

TED is a nonprofit organization devoted to Ideas Worth Spreading. Started as a four-day conference in California 30 years ago, TED has grown to support its mission with multiple initiatives. The two annual TED Conferences invite the world's leading thinkers and doers to speak for 18 minutes or less. Many of these talks are then made available, free, at TED.com. TED speakers have included Bill Gates, Jane Goodall, Elizabeth Gilbert, Sir Richard

Branson, Nandan Nilekani, Philippe Starck, Ngozi Okonjo-Iweala, Sal Khan and Daniel Kahneman.

The annual TED Conference takes place each spring in Vancouver, British Columbia, along with the TEDActive simulcast event in nearby Whistler. The annual TEDGlobal conference will be held this October in Rio de Janeiro, Brazil. TED's media initiatives include TED.com, where new TED Talks are posted daily; the Open Translation Project, which provides subtitles and interactive transcripts as well as translations from volunteers worldwide; the educational initiative TED-Ed. TED has established the annual TED Prize, where exceptional individuals with a wish to change the world get help translating their wishes into action; TEDx, which supports individuals or groups in hosting local, self-organized TED-style events around the world, and the TED Fellows program, helping world-changing innovators from around the globe to amplify the impact of their remarkable projects



### About TEDx

In the spirit of ideas worth spreading, TEDx is a program of local, self-organized events that bring people together to share a TED-like experience. At a TEDx event, TED Talks, video and live speakers combine to spark deep discussion and connection. These local, self-organized events are branded TEDx, where x = independently organized TED event. The TED Conference provides general guidance for the TEDx program, but individual TEDx events are self-organized. (Subject to certain rules and regulations.)

### When:

March 21, 2015 with two sessions.

### First Session:

8:30 a.m.

### Second Session:

1:00 p.m. - 5:00 p.m.

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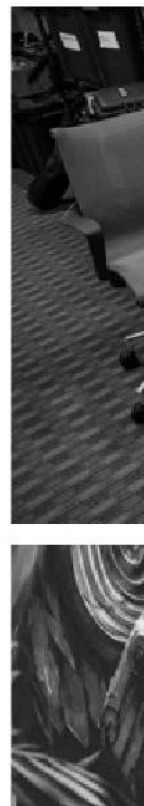
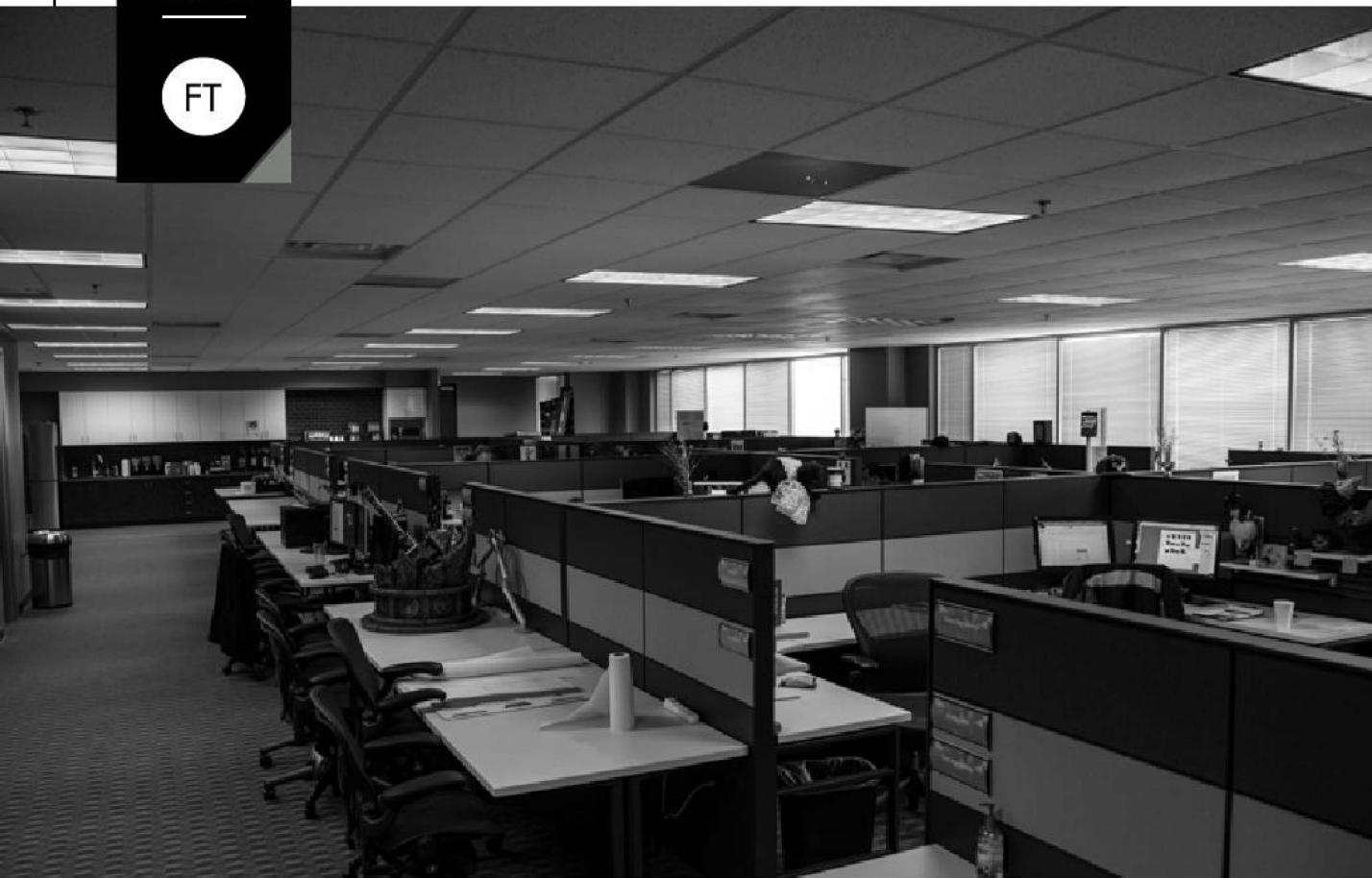


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# A walk in Hi-Rez Studios

NESTLED IN ALPHARETTA, GA, JUST A HALF HOUR DRIVE FROM OUR CAMPUS, A SMALL VIDEO GAME STUDIO IS MAKING A BIG SPLASH IN THE GAMING WORLD. **BY GERRON GREEN**

Hi-Rez studios was founded by a 50 person team in 2005. Initially releasing a shooter, *Global Agenda*, they later found their niche with FPS *Tribes: Ascend*, and then with their most popular game, *Smite*.

Upon entering the offices of Hi-Rez, you're greeted at a simple welcome desk in a small room. It would look like any other office, if not for the decorations. Magazines with SMITE featured prominently on the covers and small knick-knacks featuring gods from multiple pantheons adorn the walls. Most importantly, two large televisions constantly broadcast multiplayer videos from the popular streaming service Twitch, as well as a web show made in house at the studio.

Directly next to the welcome room was the main office. This is where most of Hi-Rez's secret projects are developed, but that wasn't our first stop. Instead we were ushered into a smaller office that our guide explained was used by IT and other departments of the studio.

We continued to a small soundstage where the studio produced live shows for the SMITE community. The whole stage was adorned with the various gods from mythologies used in the game.

We were then allowed into the main



development area of the studio. No pictures were allowed because much of the work done there had yet to be announced to the public. The complex decorations in the office cubicles showcased the diverse personalities working on current Hi-Rez projects. Featured were gods and goddesses of SMITE, and various other characters from games and pop culture.

We were then allowed to try one of the unreleased goddesses for the game, run through two short test matches. It was a simple game of SMITE in Arena, similar to Team Deathmatch or any other shooter. We played on PC, while the Xbox one version of the game sat in the corner, closed to the public until it was closer to being finished. The match went well, although my team lost, and we said our goodbyes to our guide and left the studio.

I have recently realized that the studio's name isn't displayed on the building. Currently Hi-Rez shares a building with several smaller businesses, but is rapidly expanding. In the few years it's been around it has already doubled in size. Hi-Rez will only keep growing as SMITE, and the studio's other ventures, become increasingly more popular.



# Free Concerts at KSU: Kennesaw Campus

BY CAYLA M. HOWARD



## University Chorale and KSU Women's Choir

@ Bailey Performance Center at KSU

March 12, 2015, 8:00 pm

University Chorale and KSU Women's Choir are directed by Dr. Alison Mann, Associate Professor of Choral Music Education. Among other selections, the Georgia premiere of a new work will be performed by Women's Choir and will be joined by the Creekview High School Advanced Women's Chorus directed by Mr. Scott Martin.



@ The Temple

**REGISTRATION REQUIRED:** admission for this concert is free of charge, but registration is required. Please visit the following URL to register: <http://bit.ly/1zRD6ZO>

## Music of Resistance and Survival: A Holocaust Remembrance Concert

March 23, 2015, 8:00 pm

This event takes place at The Temple in Atlanta. Concert features performances by KSU faculty performers and ensembles with musicians from The Temple. Presented by the KSU School of Music, The Temple, Georgia Commission on the Holocaust, KSU Museum of History and Holocaust Education, and the Breman Museum.



## KSU Gospel Choir

March 26, 2015, 8:00 pm

This concert is non-ticketed and admission is free of charge. Performance by the KSU Gospel Choir under the direction of Dr. Oral Moses.

@ Bailey Performance Center at KSU

**Don't know where Bailey Performance Center is?**

Address: 1000 Chastain Rd,  
Kennesaw, GA 30144



**Trumpet Studio Recital**

March 30, 2015, 7:00 pm

This concert will feature students of Doug Lindsey, Artist-in-Residence in Trumpet.

@ Music Building at KSU - Building #32



**Classical Guitar Ensemble**

March 31, 2015, 8:00 pm

Performances by students of the Classical Guitar Ensemble under the direction of Mary Akerman, Lecturer of Guitar.

@ Bailey Performance Center at KSU



**Robert Henry, piano**

March 30, 2015, 8:00 pm

This concert will be streamed live at [musicKSU.com](http://musicKSU.com). KSU faculty recital featuring KSU Artist-in-Residence in piano, Robert Henry.

@ Bailey Performance Center at KSU

# VIDEOS OF VIDEO GAMES

## VS.

# THE MINDS OF CHILDREN

"GOAT SIMULATOR! FIND ME A VIDEO FOR GOAT SIMULATOR!"  
MY SIX-YEAR-OLD SISTER CRIED AS SHE THRUSTED MY  
SMARTPHONE INTO MY HANDS. **BY CAYLA M. HOWARD**

**M**uch to my surprise—and annoyance—my little sister would rather watch a video of someone playing a game than play the game itself. This is a trending behavior in children that I just can't seem to wrap my head around. For those of you who don't know, Goat Simulator was originally developed as a sort of humorous prototype, before quickly becoming popular. People were surprisingly enthusiastic playing the video game—a game in which you are a goat, free-roaming around a city and inflicting as much damage to people and property as possible.

"Wouldn't you rather play Minecraft on the PS4, Sissy?" I asked, hoping to steer her towards actively playing a video game—any other video game—to get her little creative gears turning. She gasped excitedly as she and her springy blonde curls bounced on tip toes. Curly Sue was one of her nicknames.

She turned her large, excitement-filled green eyes toward me and shrieked in an unbelievably high-pitched voice, "I wanna watch





**"I WAS SKEPTICAL ABOUT THIS UNTIL I WATCHED HER BUILD PORTALS IN MINECRAFT—ONE OF WHICH WAS A PORTAL TO WHAT I IMAGINED WAS A MINECRAFT REPRESENTATION OF HELL."**

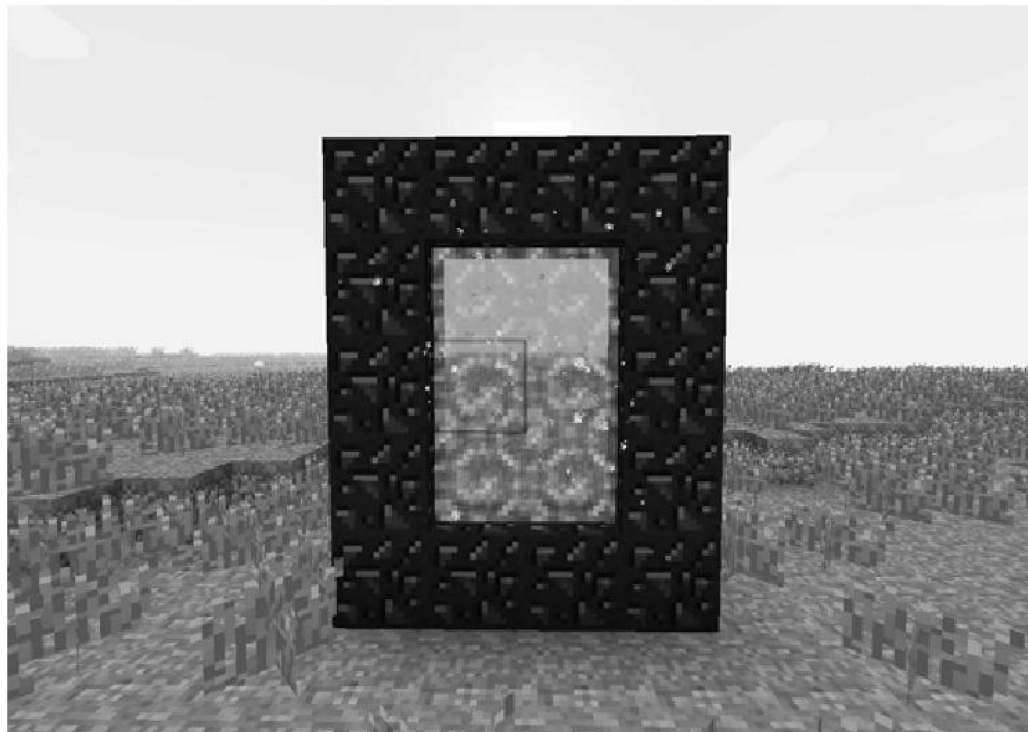
a video with Goat Simulator and Minecraft!" I began to splutter, put off by this inconceivable behavior, before finally giving in. I thought to myself, surely it doesn't actually exist, right?

I began to look up the two video game titles together on YouTube, then cringed in dismay as my little sister squealed in delight. Sure enough, the ghastly video existed! On YouTube, I had managed to find a video that featured both Goat Simulator and Minecraft.

And in the words of my mother, "Who woulda thunk it." Think it, indeed.

While my sister was overjoyed and consumed with her video, I thought, what is it about watching people play video games that is so enthralling? I get people watching to learn, but the child was only six. What could she possibly be learning from these videos? A lot of what was happening on the screen required the ability to read—something she did not possess just yet.

I observed her and realized that watching the video was still a form of entertainment to her and, somehow, she was learning. I was skeptical about this until I watched her build portals in Minecraft—one of which was a portal to what I imagined was a Minecraft representation of Hell. I was shocked and a little weirded out, but hey—no one could say she wasn't learning anything. While I think these games might be a little too strange for me, and for her, I can't deny that her watching streamed videos aided her learning and required her to be creative while problem solving. If the end result is her learning to think her way through problems and finding a good solution . . . how bad could this really be?



► MINECRAFT PORTAL THAT TELEPORTS YOU TO THE NETHER WHICH IS A VIRTUAL HELL YOU CAN EXPLORE AND THE CHANCE TO ENCOUNTER DEMONS.



SILVER LINED TALKS:

## A Class Switch that Changed the Rest

JANUARY 2007, THE MOMENT I HAVE BEEN WAITING FOR...MUSICAL THEATRE.  
BY DANIEL R. SILVER

Now, I'll be honest, I blew my audition in the fall, but that didn't stop me. The teacher walks in and begins roll call. As soon as he gets to my name,

"You don't belong in this class. I'm going to take you out of this class during lunch."

Everyone got up, left the green room, and proceeded to the stage. I was humiliated, broken down. I had always dreamed of singing and dancing, maybe even in the forefront of a musical production.

This article has been a little daunting to write because I feel that you might be starting to judge. Let me explain why I wanted to sing and dance: It's simply another way to communicate. Singing has another layer of emphasis when words are sung. It allows the words to dive deeper into one's soul, sometimes to spark a connection with someone.

Dancing is non-verbal—a story told in movement that provides the opportunity for you to empathize and connect with the motion.





[2]



[3]

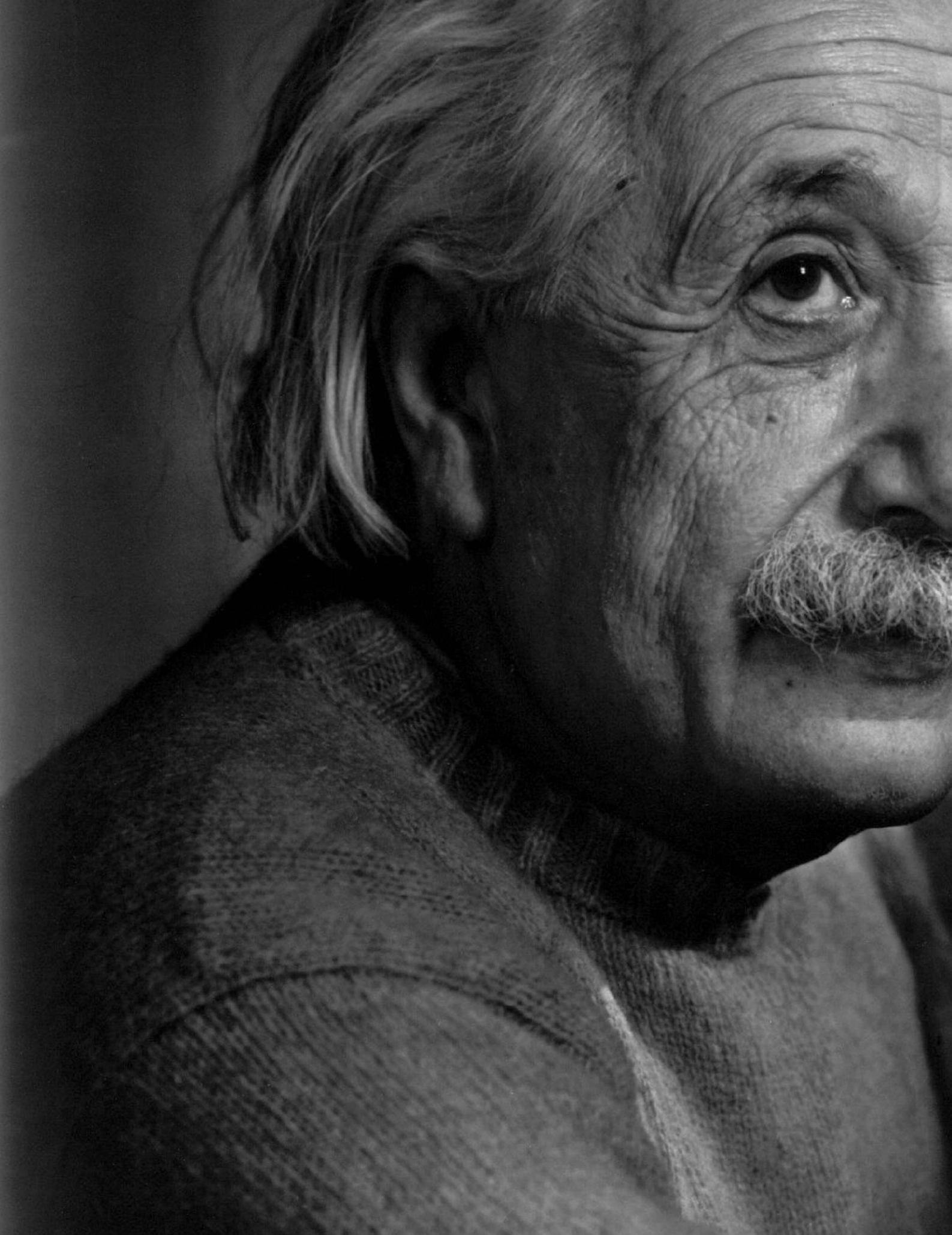
Sometimes the most close-minded person can open up because the dance intrigues them. There is an intimacy involved. True feelings can be revealed when someone sings or dances. I remain hopeful that one day I can get lessons to relearn to sing and learn to dance once I graduate.

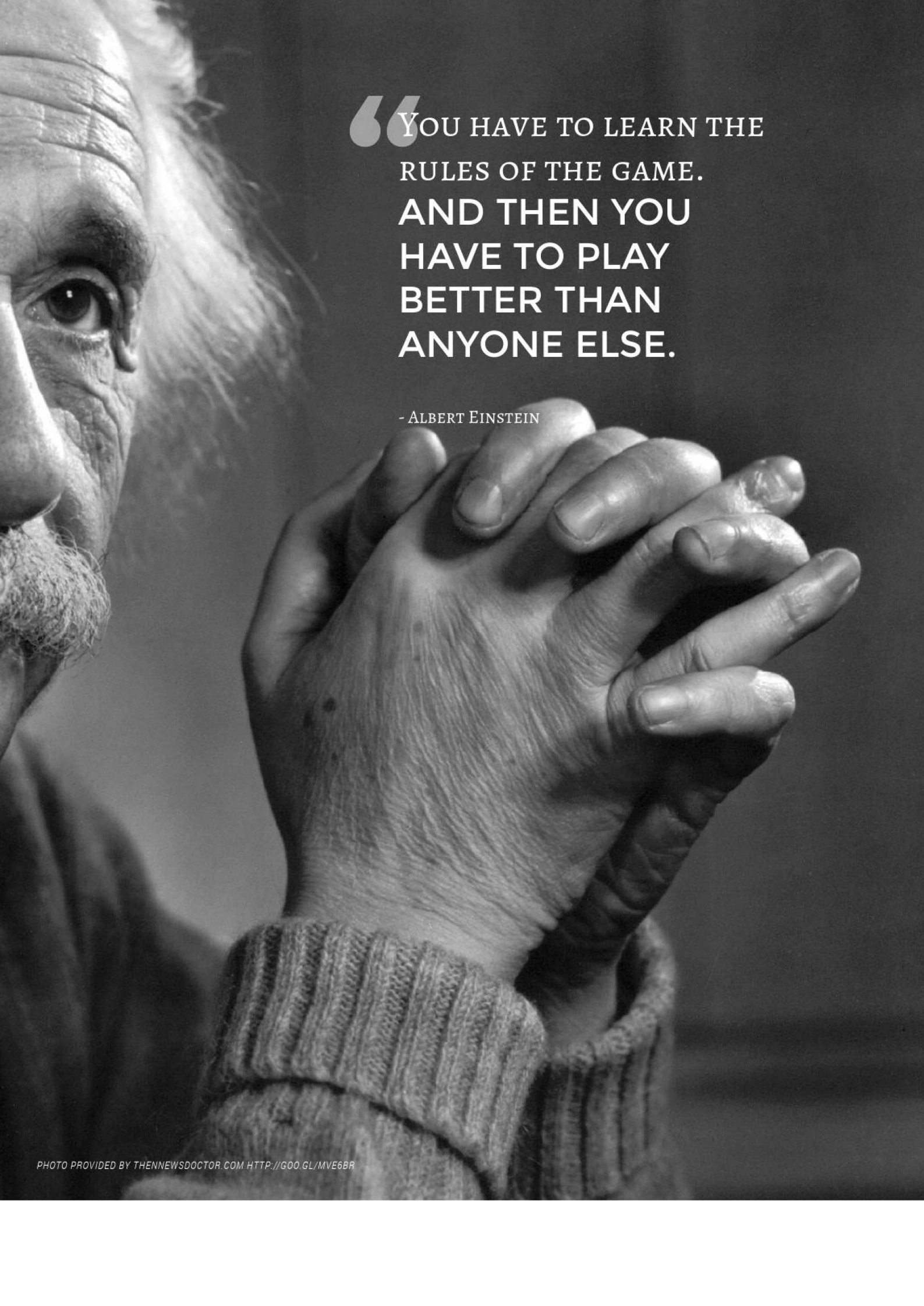
What comes what may, that something extraordinary comes your way, but that something that predated the present moment has alter the path to where we stand today.



[4]

[5]



A black and white close-up photograph of Albert Einstein. He is looking slightly to the left of the camera with a thoughtful expression. His hands are clasped together in front of him, with fingers interlaced. He is wearing a textured, ribbed sweater. The background is dark and out of focus.

“YOU HAVE TO LEARN THE  
RULES OF THE GAME.  
AND THEN YOU  
HAVE TO PLAY  
BETTER THAN  
ANYONE ELSE.

- ALBERT EINSTEIN

SUPER SMASH BROS FOR WII U

## Are Custom Moves Viable?

EVERYONE PAYING ATTENTION TO THE NEWEST INSTALLMENT IN THE SUPER SMASH BROS. SERIES HAS HEARD ABOUT CUSTOM MOVES. BY ALEXSCOTT

Everyone paying attention to the newest installment in the Super Smash Bros. Series has heard about custom moves. Since its release on October 3, 2014 for the Nintendo 3DS, many fans have clamored for the use of custom moves in tournaments, while others are fully against it. Custom moves in Smash Bros. are variations of each character's B moves. There are three variations for each of the four B moves.

Every year, there are multiple large tournaments centered on video games. One of these is called EVO, short for Evolution, and concentrates on fighting games. In early February, it was announced through Twitter that custom moves would be allowed at EVO. This is big news, as it will be the first large tournament to allow this as part of the main Super Smash Bros. for Wii U event.



EACH FIGHTER HAS FOUR SPECIAL ATTACKS; STANDARD SPECIAL, SIDE SPECIAL, UP SPECIAL, AND DOWN SPECIAL. BELOW IS A CUSTOMIZED VERSION OF SIDE SPECIAL FOR MARIO. ▼



**Fireball**



**Fast Fireball**



**Fire Orb**

It sounds like something everyone would want though, right? Unfortunately, it's not. A lot of people are against the idea of custom moves.

One big reason for this is that they will take up too much time to set up in the middle of the tournament. When you start up the game for the first time, all of the custom moves are not unlocked. The player must manually earn them through playing one of several modes. The solution for this was provided by a group of dedicated players online.

Through a community effort, they comprised a list of six to eight sets that are viable for each character. The Wii U version and the Nintendo 3DS have the ability to sync with each other, and transfer custom sets between each game. In this case, just one person needs to unlock all of the moves on a single 3DS and transfer them from that to each system in use. One full transfer takes about 15 minutes. This can be done before a tournament to save time later on.

What are your opinions on the idea of tournaments using custom moves? Only time will tell if they will be fully embraced by the community and assimilated into the competitive scene.





4/5

Reviewer's Rating:



(GAME REVIEW)

# Watchdogs

PUBLISHER: UBISOFT

PLATFORMS: PC, PS3, PS4, XBOX 360, XBOX ONE, WiiU

STYLE: ACTION-ADVENTURE (SINGLE-PLAYER &amp; MULTI-PLAYER)

RELEASED: MAY 27, 2014

I WOULD LIKE TO GIVE UBISOFT MANY THANKS FOR GIVING THE STING A COPY OF THE CREW TO PLAY WITH. WITHOUT THEIR GENEROUS CONTRIBUTION, THIS REVIEW WOULD NOT HAVE BEEN POSSIBLE. **BY AARON JETER**

**M**ost Ubisoft open-world games have a unique feel to them and Watchdogs is no different. You can think of Watchdogs as a modern-day Assassin's Creed, as it is very similar in terms of gameplay. One big difference, however, is the focus on hacking. You use a phone to hack into Chicago's new operating system, called ctOS. This OS is used throughout the city, in traffic lights, phones, computers, and billboards.

I would like to give Ubisoft many thanks for giving The Sting a copy of Watch\_Dogs to play with. Without their generous contribution, this review would not have been possible.

You use this to your advantage in Watchdogs. Say, for example, someone is chasing you in a car. When you go past a roadblock, you can hack it to open, causing the chaser behind you to run into it. This is one of the things that makes Watchdogs so cool. You can hack into anything and manipulate it for your

own advantage.

Another interesting concept is the ability to hack into security cameras. If you can see another security camera from your location, you can see its feed by hacking it, and continue on to other cameras as you see them. This is really helpful when you must find an objective, but don't want to be seen.

The story of the Watchdogs is pretty interesting and dark. You play as Aiden Pearce, an expert hacker. One day after attempting a



- Raise barriers
- Change traffic lights
- Burst steam pipes
- Raise and lower bridges
- Change electronic billboards
- Raise tire spikes

#### ► How about in combat?

- Exploding plates on the ground
- Disrupt communication devices
- Remote trigger grenades
- Hacking cameras
- Unlocking doors
- Calling elevators
- Causing Blackouts
- Scrambling communications

## Hacking

The hacking component of the game is performed directly from Aiden's in-game smartphone. **What can you do with hacking?** (see right)



hotel heist, Aiden comes across another hacker. The hacker finds Aiden out, and for fear of his family, Aiden leaves.

On his way to take his niece and nephew to his sister, hit men hired by the hacker try to take you out. Instead of taking you out head-on, the hit men shoot the tires on his car. The car spins out, killing his niece. This gives Aiden his darkness, and makes him an unstable character.

The rest of the game, Aiden is trying to find the killers and the other hacker.

The only real problem with the mechanics of the game is its attempt to be a stealthy game. At times, it tries to push a stealthy, and nonlethal approach, but it's nearly impossible. Some enemies are hard to distract, or some of objects you hack explode and kill the enemy near it (which is always cool, and funny).

In my play through, I would pick off the toughest enemies through hacking, then go in guns blazing. I found this to be the easiest approach.

Overall the game is fun. Although the open-world structure can be overwhelming at times (there's just so much to do), the story and mechanics make the game very unique and enjoyable.





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"One day a Graphic Arts Student, a Business Student, and a Mechanical Engineering Student walked into a pub together. They each bought a pint of Guinness. Just as they were about to enjoy their Creamy beverage, three flies landed in each of their pints, and were stuck in the thick head.

The Graphic Art Student pushed his beer away in disgust. The Business Student fished the fly out of his beer, and continued drinking it, as if nothing had happened.

The Mechanical Engineering Student, too, picked the fly out of his drink, held it out over the beer, and started yelling, "SPIT IT OUT, SPIT IT OUT!"





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**Tuesday \$2 Concession Menu**

\$2 Small Popcorn - \$2 Small Soft Drink  
\$2 Candy - \$2 Off Any Concession Combo

Unfortunately, we are unable to combine this offer with any other concession coupon or discount.

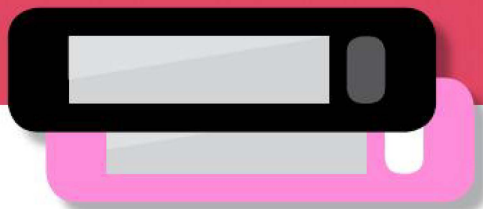
This coupon is valid for a  
**FREE 46 OZ POPCORN**  
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# The Rise of Wearable Technology

The prevalence and quality of wearable technology is rising in the consumer electronics market. Companies have begun to cultivate wearables with various sets of abilities. Wearable technology takes on a digital approach to life that provides the wearer with useful information, and can be used as a tool to benefit the lifestyle of a wearer. **BY ALAIN SANTOS**



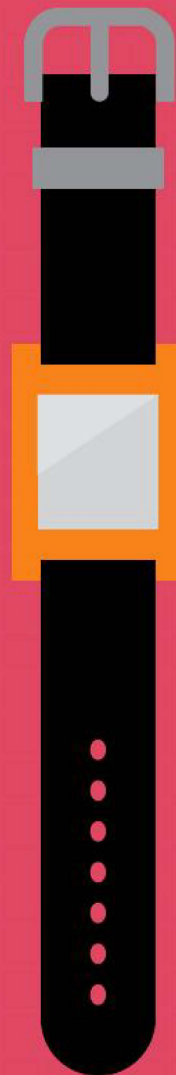
FOR THE ▶

## FITNESS WARRIOR

FITBIT from \$59 - \$249

Some consumers pose the question, "Why exactly do I need wearable technology?" or "How will this benefit my daily life?" The answer is not as explicit as it seems. There are various attributes to keep in mind.

When considering wearable technology, many smart bands, smart watches, or other wearables share similar features. Currently, some of the most notable features of wearable technology lie in the realm of fitness technology, focusing on health tracking. The Fitbit, for example, features a pedometer to calculate the number of steps taken, number of calories burned, and even monitors sleeping patterns. With this information it can help the wearer progress their lifestyle choices.



FOR THE

## TIME LORD

PEBBLE SMARTWATCH from \$99 - \$199

### DIMENSIONS:

- Case: 52mm L x 36mm W x 11.5mm T
- Band: 22mm wide
- Weight: 38g / 1.34oz (including band)

### DISPLAY:

- 1.26-inch, 144 x 168 pixel e-paper display
- LED backlight
- optical hard coating for scratch
- resistance

### WATER RESISTANCE & ENVIROMENTAL REQUIREMENT

- 50 meter water resistance
- Relative humidity: 5% to 95%
- noncondensing
- Maximum operating altitude: 10,000 ft.

### POWER AND BATTERY:

- Lithium-ion polymer battery
- Up to 7 days between charges
- USB charging cable with magnetic

FOR THE ▶

## TIME LORD WITH STYLE

MOTO 360 from \$250 - \$299

The design goal of wearable technology is to conform to our lifestyle. Just like putting on a watch, the technology is there right when you need it. Even though wearables are marketed primarily for health and fitness, it also potentially helps us live a fuller life.

Another example, the Moto 360, is a smart watch by Motorola that includes features similar to the Fitbit and more. The Moto 360, simply put, is an extension of your smartphone. It provides a



## BASE MODEL

**DIMENSIONS:**

- 1.50 x 1.28 x 0.50 in

**DISPLAY:**

- 1.35 in diagonally, 272 x 340 pixels
- Flexible Retina Display

**SCREEN:**

- Strengthened Ion-X glass

**2 CASES:**

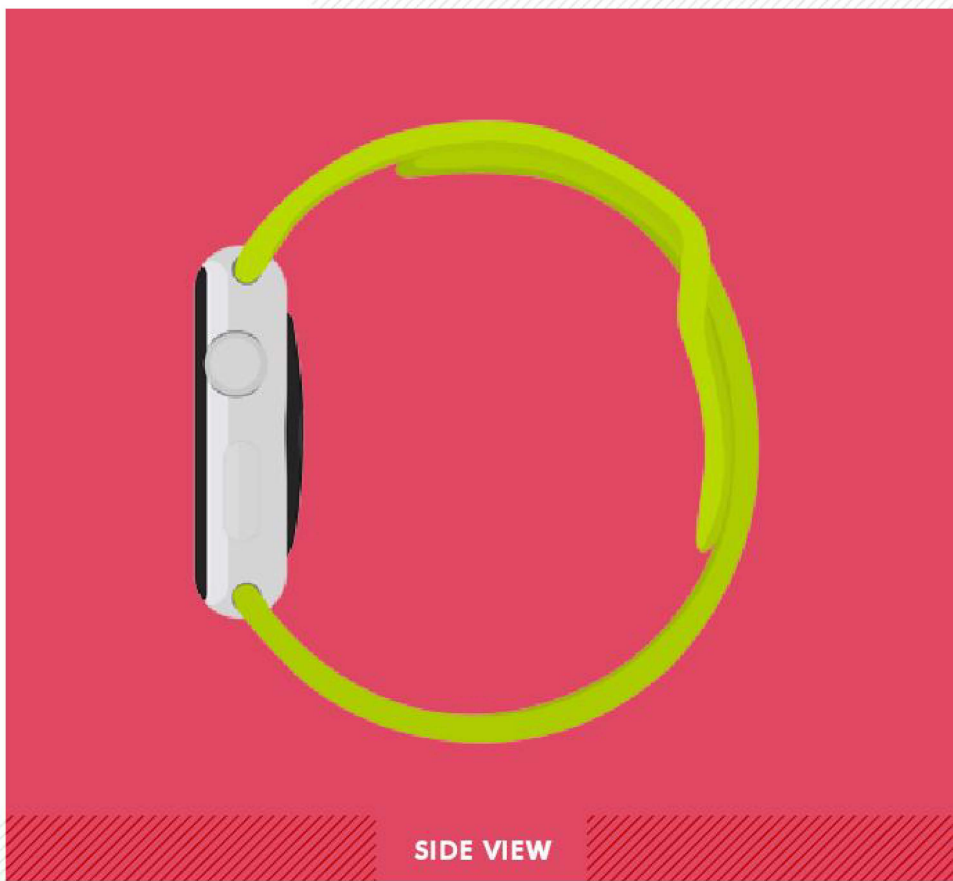
- Lightweight anodized 7000 series aluminum (in silver, or space gray)

**5 BANDS:**

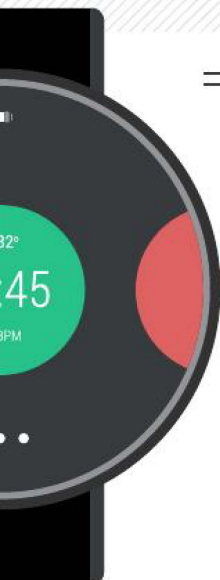
- Fluoroelastomer plastic: sport band (in white, black, blue, green, or pink)



FRONT VIEW



SIDE VIEW



quick glance at your notifications from your smartphone with a round screen on your wrist. You even have the ability to set yourself a reminder by simply saying a few words for it to record. The Moto 360 helps allow us to spend more time outside of our phones.

FOR THE ▲

### TIME LORD WITH MONEY

APPLE WATCH from \$349 and up

There are many possible uses for a smart watch, but it comes down to software developers to make it happen. These devices haven't quite hit the consumer market as hard as the smartphone, but one of the most significant smart watches might be the Apple Watch.

Apple has an extremely high market share and, because of this, carries some of the greatest software developers, not only for their proprietary applications, but in their application store as well. This is not to say that Android Wear doesn't offer great developers, but from perspective of the smartphone market, Apple's App Store offers higher quality applications due to Apple's rigorous process of placing an applicant in their respectable market.

The wearable industry is continuously growing. There is plenty of room to speculate. Currently, companies are experimenting on how they can further develop their technologies, and wearable technology is on the rise.



# Smite Spring Split

POPULAR MULTIPLAYER ONLINE BATTLE ARENA (MOBA) GAME, SMITE, FROM HI-RES STUDIOS IS ENTERING ITS PREPARATIONS FOR ITS 2ND SEASON. PROFESSIONAL PLAYERS AND THE STUDIO ITSELF ARE PLAYING AND WORKING TO PUT ON THE BEST SEASON THEY CAN.

BY MATT DINOFF

CATCH THE ACTION

MARCH 5TH-APRIL 5TH

THURSDAYS, SATURDAYS

AND SUNDAYS

ON TWITCH.TV/SMITEGAME!

The format for their season will be three different splits: Spring, Summer and Fall. With the World Championships being held sometime in 2016. In between the splits, the top two teams from the North American and European regions will battle it out in a huge LAN event that will decide which region is dominant over the other.

Before arriving at the Spring split and beginning of Season 2, the Qualifiers had to be held. Over Valentine's Day weekend, 32 hopeful pro Smite teams battled in week one of the Spring Split qualifiers. During the following few weeks, the hopefuls will do battle until only four teams remain. Those teams from each region will make it into the Summer Split, along with the two teams that qualified at the Season One World Championships.

The Smite Season Two Spring Split started on March 5th featuring the top 6 teams



in each region, NA and EU. The split lasts five weeks, with teams playing on Thursday, Saturday and Sunday each week. In each region, teams will play each other once in a best of three, receiving \$250 for a series win and \$125 for a series loss.





## UP NEXT

### 7 WEEKS

March 7th - April 19th

### NA MATCHES

On each Saturday

### EU MATCHES

On each Sunday

### Details

Each week will feature an open bracket tournament where teams will accumulate points, and with the exception of teams competing in the Spring Split, anyone can sign up. At the end of the Challengers Cup, the top teams will play the bottom two teams from the Spring Split for a shot at the Summer split. This allows any team to try and dive into the competitive scene and work their way up in the ranks of the Smite E-Sports scene.



### Points

Below is how points will be distributed throughout the Challenger Cup:

**1<sup>ST</sup> PLACE:** 100 POINTS

**2<sup>ND</sup> PLACE:** 60 POINTS

**3<sup>RD</sup> PLACE:** 40 POINTS

**4<sup>TH</sup> PLACE:** 25 POINTS

**5-8<sup>TH</sup> PLACE:** 10 POINTS

**9<sup>TH</sup>-16<sup>TH</sup> PLACE:** 5 POINTS

**17<sup>TH</sup> PLACE:** 2 POINTS



**(GAME REVIEW)**

RACING FROM SEA TO SHINING SEA:

# The Crew

I WOULD LIKE TO GIVE UBISOFT MANY THANKS FOR GIVING THE STING A COPY OF THE CREW TO PLAY WITH. WITHOUT THEIR GENEROUS CONTRIBUTION, THIS REVIEW WOULD NOT HAVE BEEN POSSIBLE. **BY ZACHARY NORTH**

**PUBLISHER:** UBISOFT**PLATFORMS:** PC, PS4, XBOX ONE, XBOX 360**RELEASED:** DECEMBER 2, 2014**STYLE:** MMORG (MASSIVELY MULTIPLAYER ONLINE RACING GAME)**4/5**

Reviewer's Rating:



Let's take a look at The Crew, a game that I had been anticipating ever since I saw it at E3 last year.

The gameplay involves choosing a vehicle and taking part in various races across a map of the entire United States. A key part of this is joining up with up to three other players to have them race with you as a team. According to an article written on Digital Spy, it takes approximately 40-45 minutes to drive from coast to coast on this open-world racing map. Because this game is so expansive, I've been too busy racing on the east coast to test this myself.

There are a few different things you can do in the game, whether you are taking part in one of the multiple races, participating in skill-based mini-games, or just cruising around the map and taking in the sites. The difficulty of the game varies based on the level of experience the player has with racing simulators. You can attempt all challenges as many times as you want, competing with other people to have the best race times. This provides a level of

replay-ability.

Like all MMOs, playing this game is dependent on Internet access, but The Crew requires usage of most of your bandwidth to play properly. At one point, I was downloading documents in the background while playing the game, and it became unplayable due to the amount of lag I was experiencing. I had to discontinue play until the downloads were done. Once I resumed, the game played smoothly again.

The game gives you numerous different cars to choose from and there are DLC (downloadable content) packs you can purchase to increase your options. In the vein of similar racing games like Need For Speed: Most Wanted and Midnight Club 3: DUB Edition, you are allowed to customize your vehicles with performance and visual upgrades. There is also an app for iOS and Android that allows you to build cars for the game.

In terms of story, there is an overlaying narrative in this MMO that revolves around your character, Alex. You attempt to take down

the 5-10 Motor Club, a racing syndicate who framed you for killing your brother. You join Agent Zoe to take down a corrupt FBI agent working with the club and the 5-10 leader, the real murderer of his brother. You are racing against the members of this group to gain favor and infiltrate your way into the top ranks of the 5-10s. It's an okay plot, but the story is used to guide you to key races, and isn't that important to the gameplay.

Aesthetically, this game is beautiful; the locations are all very detailed, and the map resembles an accurate replica of the United States. The soundtrack of the game, while not quite noteworthy, does a good job of fitting in with the theme.

I wish there were more gameplay modes, but it still satisfies me in terms of pure racing enjoyment. Overall, The Crew is a pretty fun game. The team racing seems like a fun idea, but it is hard to gather a crew, so you may be stuck riding solo.



★

"YOU ATTEMPT TO TAKE DOWN THE 5-10 MOTOR CLUB, A RACING SYNDICATE WHO FRAMED YOU FOR KILLING YOUR BROTHER."

