

THE STING

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June 30, 2005

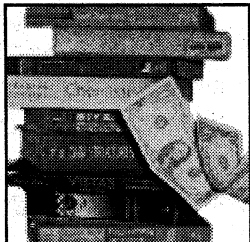
SOUTHERN POLYTECHNIC STATE UNIVERSITY

Volume 59, Edition 12

QUICK NEWS

All the news is right there to your right. I don't think this little bar is going to entice you any more than what's over there will (pg 1).

QUICK OPINION



Tired of the rising cost of textbooks? So is staff writer Naimah Shaw! (pg 2)



Christiaan's back and ready to bring you the things that make you angry. Read his comeback article here (pg 2).

Counselor Susan Ristau gives her advice on how best to strike up a conversation with the fairer sex (pg 3).

QUICK ENTERTAINMENT



Haven't played Psychonauts yet? Well read here and then run out and see how you like it! (pg 4)



Isn't this a funny picture of Bob Barker? (pg 5 [And I mean ALL of page 5])

QUICK ORGANIZATION

SGA Internal Affairs chair Naimah Shaw explains the inner workings of the Internal Affairs committee for all to see (pg 7).

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IT awarded Best Practices from Regents

Dave Bachtel
Senior staff writer

On November 17, 2004, the University System of Georgia (USG) Board of Regents presented SPSU CIO Bill Gruszka and President Lisa A. Rossbacher with a Best Practices award in Information Technology. The award honors SPSU's implementation of a Shoreline Voice over Internet Protocol (VoIP) phone system as an economical alternative to a traditional analog system. The system saves school departments \$202,500 annually, cutting the cost per line from \$31 to \$12 per month while offering enhanced services.

Implementation of the Shoreline system began in 2003, with cost cuts allowing the system to pay for itself within a year. The system offered new features including integration with Microsoft Outlook and load balancing for call queues (see *The Sting - 6/11/03 SPSU Pilots*).

According to Ron Skopitz, director of SPSU's IT Technical Services, the department's staff was also key to completing the project on time and

The new Voice over Internet Protocol phone system implemented by IT will save \$202,500 annually and won SPSU the Best Practices award from the Board of Regents

on budget. "One of the things that was nice about winning the award was that it was a team effort for IT. We didn't have to add any staff to complete the project and we're very proud of our people for that," he said.

The shoreline system utilizes the copper phone wires already in place

within the existing infrastructure of a building, requiring little down time to transition to the new system. For many users, the change occurred literally overnight.

The winning entry for the IT best practices award is chosen in a peer review process conducted by the

Administrative Committee on IT (ACIT), a working group for information technology in the university system. Other institutions are encouraged to explore or emulate methods used by the Best Practices award winners.

"At Southern Poly, we try to teach using technology to solve real world problems," says Gruszka, "and this project shows that we practice what we teach."

The Best Practices awards honor achievements by USG institutions in the areas of academic affairs, advancement, finance and business operations, information technology (IT) and student services. Only five submissions per institution are allowed, and the president of the institution must endorse all entries. For more information about Best Practices, visit www.usg.edu/bestpractices.

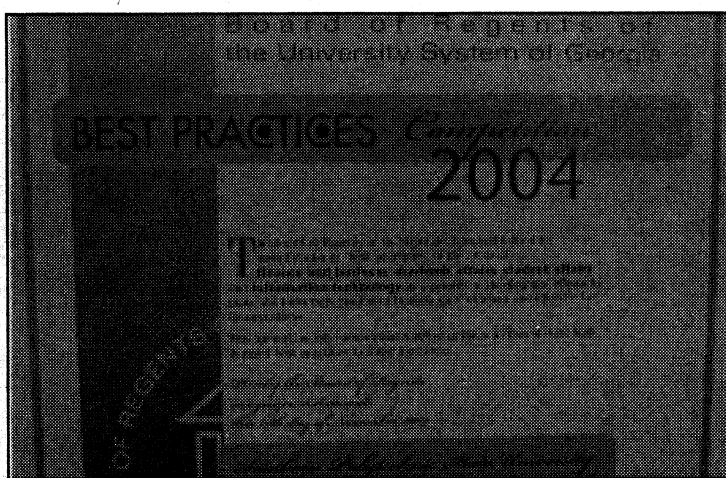


Photo by CJ Shrader

TCOM faculty changes

Naimah Shaw
Staff writer

Summer 2005 has brought about a few notable changes within the Department of Technical Communications (TCOM). Dr. Susan Morrison who taught English Composition I and II and Western Literature II has resigned.

She is replaced by Ms. Anne Parker who currently has a one year contract with SPSU.

Dr. David Dayton, another longstanding faculty member has also resigned following his decision to move to Maryland. Dr. Dayton taught a great number of classes here at SPSU and will definitely be missed by students and faculty. Among those classes he taught are:

- Technical Writing
- Fundamentals of Website Design
- Advanced Editing
- Research in Technical Communication
- Foundations of Technical Communications
- Tools for Technical Communication and;
- Online Documentation

Replacing him is Dr. Michelle Shauf, who will be a full-time professor from Fall Semester (August, 2005). She was an assistant professor at Georgia Tech during the years 1998-2001 and is currently a communications consultant. She holds a Ph.D. in Semiotics, Rhetoric and Communication Media from the University of Delaware.

CS students design computer MAT grading program

Naimah Shaw
Staff writer

The MAT, which, according to the SPSU website, is a test that is used to "evaluate the competency level of students in the areas of College Algebra and Trigonometry," was marked manually prior to this academic year. That posed an obvious problem to those charged with the tedious job of marking of these tests since it is very time consuming, especially when you have a limited amount of time to get it done. Often times, these tests are taken just a few days prior to registration which means that they have to be marked and turned in to the respective faculty advisors within a matter of a couple days.

Initially, there was a scantron that was used to grade these tests but like all technological and electrical equipment, it got damaged. When the cost of repairing this machine was quoted, it came up to a thunderous \$17,000, which was beyond the budget of the ATTIC, which is the department responsible for conducting this test.

To combat this problem, the computer science students designed a program that would efficiently grade this test, in fulfillment of their "capstone project." This is a project that is conducted during the final year of the computer science program and has been in effect for the last 3 years at SPSU. Apart from this project, others completed were a Database and Webpage for the charitable

organization, 'Feed the Hungry,' other projects included one for the registrar's office, the honors program and a special website was done for a middle school.

During the spring of 2004, the first team of students set about with this task. These students are, Adam Coker, Adam Scott (he was the primary developer of the scanning engine at the heart of the project), Brian Hegerty and Steve Thrasher. They developed a complete system for scoring these tests from mark-sense forms. According to some information provided by Dr. Harbort, this involved "collaboration on form design, setting up a process for scanning the forms using any available scanner (development, testing and initial use was done using a scanner in the Computer Science Project Lab), configuring available scoring software to read and score the scanned images. Dr. Bob Harbort related that 'it turned out that no available software met the design criteria, so the team developed the scanning component from scratch. The scanning engine they developed was XML based and completely user-configurable to work with any mark-sense form. This was an impressive accomplishment and necessary to do, but it prevented them from making the user interface as friendly as it needed to be.'"

In addition to the students who have been mentioned above, an additional resource person who was instrumental in this project was Minh Pham. Mr. Pham did the

proof of concept work for this and he is currently in the MSCS program at SPSU.

The fact that this program was not user-friendly was indeed a major problem with this program because the prospective end users were not knowledgeable enough to conduct this operation.

To correct this problem, another team of students, during the fall of 2004 took on the task of making this program friendlier. These students are: Jason Donnelly, Stephen Jacobs, Jason Minyard, Brian Unrein, Andrew Varnon and Daniel Spalding.

In summation, during the spring semester a capstone team developed a program to use a sheet fed scanner to read MAT test sheets and score them. What the second team of students did, as Dr. Harbort said, was "put a wrapper around the first project."

This program, as relayed through the documentation provided, has effectively taken care of "getting student information of test-takers from the banner system, running the scoring program, producing a report of test results arranged by the student, and then exporting the data back to banner."

The end users of this project-those employees in the ATTIC who conduct the testing will like to commend all those who played a part in the creation of this project. As they quite simply remarked, "the names of those students ought to be put in bold letters."

Exploiting students through rising textbook costs

Naimah Shaw
Staff writer

An article was published in the Atlanta Journal Constitution a few weeks ago with the headline "Cost of college books stirs concern." It further went on to say that "a 4% sales tax exempt would save the state of Georgia up to \$8 million." Just imagine how much money students spend per year on textbooks.

Last semester (Spring '05), I took six classes- my books totaled \$523. At the end of the semester when I had anticipated getting at least half of that for the books I bought, I was bound to be disappointed. To my horror and dismay, just one of the books I had bought was eligible for resale. I was then further horrified when I was told that the book I had purchased 4 months before for \$75 was only valued at \$7. The harsh reasons being that these books would no longer be used since newer editions were out. Disappointed with this, I chose to keep my book and add it to my own little library.

Some professors instill in our minds that they are being forced to use the newer books by publishers who insist on publishing something new every semester. Sadly enough, that is not the case- our professors can ascertain whether the changes

in the newer book are dramatic enough to render a change in the book, but most of them choose not to, irrespective of the fact that the biggest change can be found right on the front cover. Other than that, hardly anything else changes.

Some professors tell us at the beginning of the semester that having the text is a necessity which leads us to purchase these books. Sometimes they go virtually unused, and by the time we figure out that the book would be of no use to us, we are unable to return it because the piece of shrink wrap protecting it was broken. Oddly, the cost of shrink wrap is not that much, yet a book cannot be returned if it is broken!

Today, an-

other phenomenon is plaguing us as students: the bookstore has be-

gun to purchase mostly hardcover copies of texts. These cost much more money than the soft cover paperback book. One professor this semester advised us that she specifically advised the bookstore to order a paperback copy of the text; however, when we went to purchase the

me since the paperback alternative would have cost us \$20 less - which would have been a loss to the bookstore. To me, this is exploitation of students to the highest extent. I wish more professors would remember the days when they were college students trying hard to make ends meet - not being able to dole out hundreds of dollars every semester to purchase new books.

Sure, some might say that there are other options which include purchasing from an online site like amazon.com or half.com. These are indeed viable options but it is slowly becoming impractical.

When newer editions come out, even at these online "money saving sites," the books are not available for a price that serves as a great bargain.

Whichever way, nothing can deviate from the fact that we are being severely exploited by the rising text book cost. The AJC reported that "textbook costs are rising at a rate faster than inflation [and] in November, the board appointed a task force to look at ways to defray some of the expense." Hopefully, this task force can come to some sort of resolution that would benefit us as students.



According to this picture, you're losing two, maybe three bucks! Just falling to the ground! Outrageous!

Photo by CJ Shrader

book, it was only available in the hardcover version. When this was related to the professor, she expressed her feeling that that mistake was intentionally done.

That sounds practical to

In the Middle: with Christiaan Funkhouser

Christiaan Funkhouser
Staff writer

BLIMY!!! I CAN'T BELIEVE Y'ER ARTICLES PUBLISHED!! OHME, OH MY! Call the Architect! Call Christy!! My Impulse is that the Phantom of The Sting has returned from the Highlands of not writing... The Arena of ideas has been reopened and is under new management. A better studied, more practical, more thorough time awaits you. Same great controversy, less mistakes!! New and old readers alike will marvel at the well thought out, emotion and thought provoking insight of this legend.

I have been diligently preparing for this responsibility to the readers of The Sting. I've been slaving over new articles and exposés. I've been asking tough questions

from The Sting, I've taken that time to focus on school, and learning the differences between journalistic and composition grammar, along with the subtle intricacies in both.

I've been writing essays and submitting them to forums for the sole purpose that they poke holes in my theory. The reason? I want the readers of my articles and The Sting in general to be faced with the intellectual honesty they can't get in college, here is why.

An intelligent person will not believe something they know is a lie. An intelligent person will believe in their own individual truth. However, there must be absolutes. This idea is proven by the most simple of logic rules: "A is equal to A, therefore A cannot be non-A" Where humans disagree is on the definition of A. If I believe the definition

right is right? You can only find truth when you do one of these things. 1) Being open minded enough to change your opinion on what truth is if your truth is proven wrong beyond a shadow of a doubt. 2 + 2 will always equal 4. If you believe that 2 + 2 = 22 no matter how much you want it to, 2 + 2 will never equal 22. You need to be able to change your opinions if presented with facts.

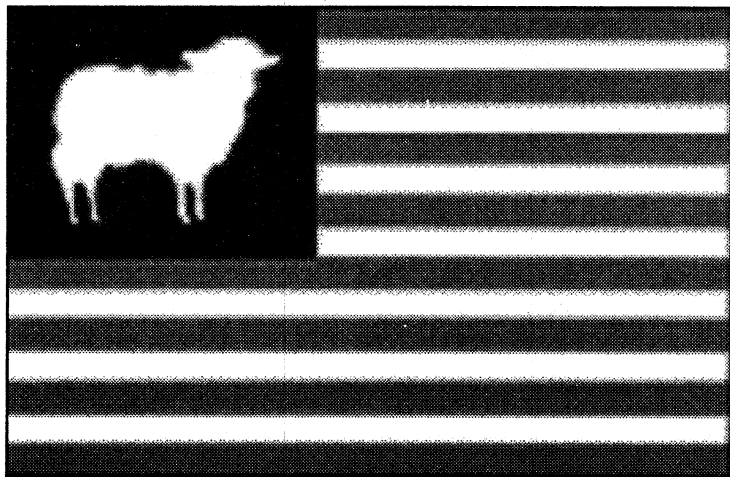
The second idea is best illustrated in the controversial support/opposition of the "Death Penalty." Bill is for the death penalty, and Sally is against it. Bill believes that there needs to be tougher penalties for certain crimes that jail time simply doesn't cover. Sally, however, doesn't like the death penalty because innocent people could die. What can one do in this situation? Both have valid points. There is validity in both points so the open minded person adjusts his/her view so that they can have a better idea of what that perfect punishment is. This is why I support labor camps. If the man is not guilty, he's not dead and can go about his life with proper compensation. However, if the person is guilty, 12 hours a day, seven days a week, with a few vacations of eight hours a week one would think would be worse than death.

Finally, there is one thing, one cannot be so open minded as to let their brain fall out as a definition of liberals stated at Cafépress.com. A person must know where their boundaries are. Everyone has them; people who oppose homosexual marriage draw the line at marriage between a man and a woman. Supporters of homosexual marriage draw

the line at incestual marriages, or men and little girls getting married. There must be absolutes that cannot be crossed unless undeniable facts are presented.

In this mindset, "In the Middle: with Christiaan Funkhouser" is born of the seed of "Uncensored: with Christiaan Funkhouser." The new name is based off a shirt I bought from Onetruth clothing www.onetruth.com: I'm not in the

ourselves to the point of mindlessness, and give our bodies over to someone else's pleasure. We spend our lives trying to pursue that which some call success. Or we try to follow endless religious traditions that lead us nowhere. We are continually filling ourselves yet we still feel empty because we forget: long ago a man died on a wooden cross, nails through his hands and feet, blood dripping on to the



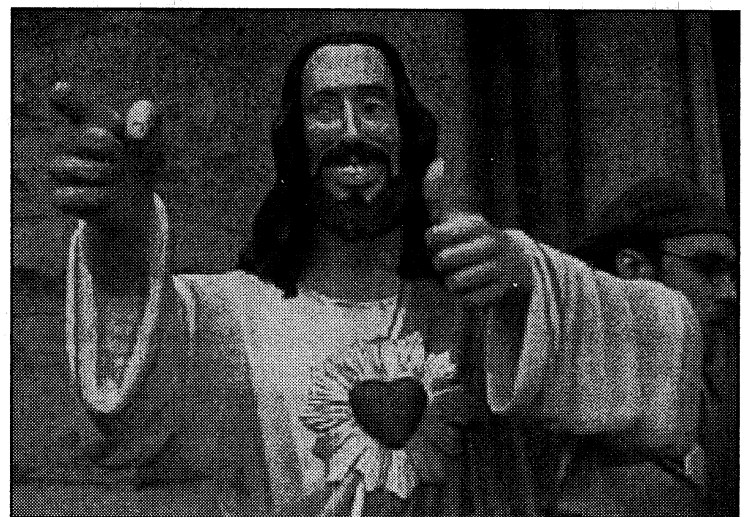
Baaaaa!

Image from www.deathoflife.com

and posed difficult situations to both SGA officials, to which I've gotten no response, but also to other Sting writers. In my absence

of A is something and you believe differently, then either one of us is wrong, or we are both wrong.

How do we find truth? Which



Hey kids! Stay in school!

Image from Lion's Gate Films

middle politically... read anything I've ever written, one can tell what I believe. I'm in the middle of a journey from death on my way to life.

This pledge, which inspired me to set a new tone to my main article comes from the back of the "Death to Life" t-shirt from Onetruth, "We the united sheep of America. We will do anything to feel accepted. We follow the crowd, even when the crowd is going nowhere. We embrace its values as our own, even when it has none. We intoxicate

ground, in order to release us from the sheep mentality. Love held him on that cross and cries out to us now. The choice is ours: we accept the truth or deny Christ. His truth changes conformity to courage; fear to hope; apathy to love; death to life. Now is the time. Surrender your life to the one truth. 'I have come to give life, and give it more abundantly' - Jesus"

In the middle of this journey...
Christiaan

Letter to the Editor

The underlying issue

Todd Pish
Alumnus

Has anyone else been wondering why there seems to be an increase in the rhetoric from both the left and the right side of the political spectrum when it isn't even an election year? Does anyone else think that these idiotic debates on seeded topics are meant as a distraction? Why is it that the federal government is growing, typically the sign of a more liberal policy in Washington, under a conservative administration? Why is it that these congressional battles seem so orchestrated and practiced it is akin to watching pro-wrestling? Why is it that both sides of the political spectrum are crying foul when a small group decides to compromise? How can anyone attempt to secure something as dynamic as individual freedom through constant regulation, restriction, and surveillance?

I think we may be on the verge of a shift in public policy propagated

and approved by both parties and it will impact the rights of individuals in a way that is unheralded in the course of this country's history. It is up to everybody to scrutinize their elected representative's motives be they Democrat or Republican by becoming more involved and educated about the issues...and not necessarily the ones the political pundits are talking about.

I think it's time that this Republic renews its interest in the pursuit of freedom and democracy by dismantling the political machines which have literally enslaved the minds of the youth by entrenching them into camps for no other purpose than to perpetuate the glory of the party line. Ideals are just that and cannot ever be successfully reconciled, debated, compromised, or obtained so choose them wisely. The ideals this country is founded upon are good and should not be forgotten or substituted with a talking point or flavor of the day surro-

gate from any politician or lobbyist. Liberty, Justice, Freedom...of religion, of thought, of opinion for all. Freedom from persecution and tyranny...these are good ideals. Let the debates continue and the bickering and differing opinions continue to fly but never lose sight of the real objective that this great country was founded upon...and always question those in power who attempt to distract you from it. The greatest fear of those who would abuse the power granted to them would be a unified and educated electorate who were not distracted by the latest shiny hot topic being dangled in front of them on the TV screen.

Become involved in local politics and help shape your community from the ground up...be responsible citizens. Next election year vote for Americans instead of party loyalists...take the country back not for the Democrats or the Republicans but for the individual.

Dear Susan

How to approach the ladies

Susan Ristau
SPSU licenses counselor

Dear Susan,

I need some help with how to start a conversation with women. As you know, women are kind of scarce on this campus and there's a lot of competition for their attention. I'm not what you would call an extrovert so it's tough to go up to females and just start talking. I keep rehearsing what to say but that just makes me even more nervous. You're a woman - what is a good icebreaker?

Signed,
Shy at SPSU

Dear Shy,

I hear this a lot in my office so don't think you are alone in feeling

this way. Since our campus is about 80% male, the competition for the women of SPSU is rather tough. That certainly doesn't mean you shouldn't try, though. The first thing I recommend you do is just relax and don't put so much pressure on yourself. Here are some subjects women like to talk about: movies, music, sports (yes, women like sports, too), books, classes, shopping (I know - that isn't most guys' area). Start by what you have in common - if you are in the same class or share a major - that's a good place to begin. Talking about a test, project or the professor is easy, safe territory. And after you break the ice, you can talk about possibly getting together. All of us can read body language - a person's eyes, their posture, if they move closer or

away from you, if they become more animated. Pay attention to these cues and if you are getting positive vibes, you can press on. If you would like to ask her out but aren't quite ready for an evening date, ask her if she'd like to get a cup of coffee or tea with you or have lunch. Try not to think about the interaction too much beforehand or you may psych yourself out. Example: if you are thinking about how beautiful she is and how guys must hit on her all the time and why would she go out with you, don't! There's a lot more to attraction than looks. Stay tuned for an article on the elements that make up attraction. You might be surprised! Now, go out there and break the ice! Nothing ventured, nothing gained, right?



Aw man Coach Z, I guess I just don't understand the ladies.

Screenshot from homestarrunner.com

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ORGANIZATIONS

Articles written by organizations to inform the campus of activities and events are welcome. Articles must be submitted in electronic format (e-mail, disk) by the deadline printed below. Please limit articles to two hundred words. All such articles are subject to editing for style, content and size, and are run on a space-available basis.

JOINING *The Sting*

Any student paying Activity Fees is eligible to join *The Sting*, though final decision is made by the Editor-in-Chief. We prefer creative students who have passed English 1101. Come to our meetings Friday at 1:00 PM in A252, upstairs in the student center, or call (678) 915-7310. This includes YOU, all you so-called members that never attend. *The Sting*: It's not a job, 'cause a real job pays more.

DEADLINE

Deadline for the next issue is Thursday, July 14 at 5:00 P.M. Articles submitted after this time will not be printed in the next issue of *The Sting*, except through special permission.

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Video gaming ethics?

Christiaan Funkhouser
Staff writer

You sit on the couch after putting the Halo 2 game-disk in your X-Box, after a long day at work you turn quickly log on to X-Box Live and wait to find a game. A deep voice resounds over your speakers, "SLAYER." The object of the game is to get fifty kills before the other team. You run around the level in your pursuit to find members of the other team and suddenly lose control of your character as the camera zooms out and another character with a glowing sword runs over your dead body.

You wait to respawn and get your rifle, an enemy dot appears on the motion detector. A *Wheerrsh* sound goes across your speakers and you lose control again, and as the camera zooms out you can see your dead body flying across the arena. You wait to respawn in one of the four random spawn points only to die immediately with a white trail of smoke flying over your dead body. From that point on the opposing team gains their fifty kills by spawn killing your team. When the match is over four prepubescent voices boom over your head-piece microphone talking a lot of smack, while using the word "insult" "Fag" repeatedly.

This sad situation, or one like it, happens all too often on X-Box Live – Microsoft's online gaming service. If you've ever played multiplayer on Halo 2, or other first person shooters with one-hit-kill-weapons (OHKW's), you've probably had an experience like that, and you've probably called them "Cheap", "talent-less pieces of crap", or in my case, I tell them to get some real talent and then challenge me. We will call people who act like this "cheap" for the rest of

the article. Why are people cheap, and how can people be cheap if it's wrong, or if it's with weapons that are in the game, one may ask. Being cheap, in most cases, involves: spawn killing, base-camping, only using OHKW's, or using vehicles most of the game. If you're playing a Massive Online Multiplayer Game, it would be a level 60 killing a level 12. It's not wrong according to the rules of the individual game, nor, is it cheating.

Why not be cheap if it gets kills?

Being cheap sucks the fun out of the game for all the people who are not cheap. While there are at most 3 OHKW's on most maps the game is reduced to a, "Get the cheap weapons first." There needs be no strategy, or any real talent. All a cheap person has to do is point and shoot fifty times and they win. How can I say that cheap people have "no real talent?" It's easy, whenever one separates the people from their cheap weapons they usually die rather quickly.

You're just whining because you don't have any experience, and you're making up something to make up for your lack of skills gaming...

This isn't true, being cheap is against the unspoken rules of gaming. There are unspoken rules in any game. In golf, one is quiet as a person is teeing off. When one bowls, if someone is about to bowl the bowlers on either side wait. As Jarred, a freshman to SPSU, mentioned, "In surfing when someone

is trying to catch a wave you don't interfere with that." When one plays pool in bars, you must say with which pocket you plan on sinking balls in. If you don't, and get a lucky shot without giving up your turn fights could arise.

Why are there unspoken rules?

For the enjoyment of all players, so

people can have fun while participating. If someone breaks one of these unspoken rules, that doesn't mean that you should, you would be lowering yourself to that level. If you're playing golf, and Tiger Woods starts yelling at you while you're teeing off, you shouldn't go and yell at him, it would only show how childish, and how little respect you have for the other players.

Who are the cheapest people?

In most cases the cheapest people are little kids in middle and high-

school, who grew up with the Nintendo 64. It seems that the gamers who grew up with the old school systems like

Atari, the NES, and the Sega Genesis, aren't cheap. In talking

to people about this topic, the best suggestion as to why little kids are cheap is that they aren't mature enough to realize what they're doing. They want to be "good" to have a high level so they can be respected by older gamers, and don't realize that they are actually hated by them even more. Alan Hendler, a 3rd year architect student, summed up

the opinion of people who are cheap, "[they are] Kids between ages of

9 and 14, who have no clue about the world, think they do, and annoy the heck out everyone

"Yeah, you're right! I am a fag because I can kill you!"

else because of it."

What are these unspoken rules for first person shooters?

Don't use the same weapon over and over – anything in excess can be bad. Don't just use OHKW's. It's ok to use it to get three or four kills. Don't base camp, you have your own base for a reason. Spawn Killing is a No No, especially with sniper rifles. Vehicles are not supposed to just stay in front of enemy bases running people over or killing them when they have no chance to win. Sniper Rifles are not meant to be used with only two people on a team.

How do we end cheapness?

Play adhering to the unspoken rules of gaming and help younger people to understand them. My cousin, I taught these rules by example, and gave him a hard time when he was cheap. He is now 15 and tells people the rules. The answer to people who are cheap is not to be cheap. The more people who are cheap, the more become cheap, thinking that it's the only way to survive.

What do we say to people who are?

Being cheap is a front for a lack of skills. Being cheap and justifying it is only proof that it is a gaming mental disorder, or a case of sheer ignorance. If you are going to be cheap don't gloat about it at the end and come up with a new insult. Calling someone a "fag" not only isn't original nor nice, it's just stupid.

When's the best time to play X-Box Live without cheap people?

While school was in, the best time to play X-Box live was after 2 AM or during school. With school being out for the summer who knows when we'll be able to play and avoid little cheap kids. I'll find out and keep you all posted.

The funniest game this year: Psychonauts review

Syl Turner
Layout manager

Tim Schafer, the genius behind old-school adventure computer games Day of the Tentacle and Grim Fandango, has created a new, twisted world for you to enjoy.

Psychonauts follows the story of a youngling named Rasputin (or "Raz" for short) at a bizarre summer camp. This summer camp is where children learn to become skilled warriors for the future battlefields of the world: The Mind. Raz's dream is to become one of the elite Psychonauts. Nothing will stand in his way of achieving his goal, not even a psychic mutant lungfish.

The storyline of *Psychonauts* is definitely one of its strongest points. The story unfolds with the gameplay almost seamlessly. And just like Schafer's previous games, the dialog is superb. The game is one of the funniest I have played in a long time. Great dialog plus a great story multiplied by hilarity around every corner equals a good time.

Fans of old-school adventure games will still enjoy *Psychonauts*. While it feels like a platformer, it plays like an adventure game, but

with more action. There are clever puzzles you must solve, as well as battering bad guys. You also get crazy psychic powers, like clairvoyance and levitation, at your disposal. The psychic powers make

for some zany action.

Since Raz is going into minds, the levels have an excuse to be absolutely insane. During "The Milkman Conspiracy," Raz travels through the mind of an insane se-

curity guard, who's looking for "The Milkman." The level is a skewed neighborhood floating in the air that is so twisted, you cannot tell which way is up, or down, or left, or right.

With the insane levels comes

insane art direction. *Psychonauts* is one of the best looking games out there, but not for its graphical capabilities. The art direction is so surreal. Some levels look like something you might see in the real world, while others could only exist in the mind of a twisted character in the game.

There are only a couple of problems with *Psychonauts*. As mentioned earlier, it feels like a platformer; that means jumping puzzles. I got stuck on a few parts just because I'm no good at jumping. Luckily, that was only a few times. The other major problem only concerns PC players: control. Do yourself a favor and play this game with a gamepad. It's tough playing a console-type game like this with a keyboard.

Psychonauts is a blast! One of the most original and hilarious games I have played in a long time. I recommend it to just about anyone, especially fans of the old-school adventure games. *Psychonauts* shows us that adventure games aren't dead, they're just evolving.

*Available on PC, Xbox & PS2



The Psychonauts are about to blow your mindballs.

An entertaining read Signs burn like [expletive deleted]

Ross Cutts
Staff writer

My good friend Richard has the misfortune that his house exists on the intersection of a major road. One boring afternoon, we found ourselves walking this very intersection, and we took note. It seemed that our lonely intersection had turned into a garden. Not a garden where plants grow, mind you, but a garden where signs grow.

The species of signs to be found in our new garden were very diverse, they included (but were not limited to) the common housing development lineage, the rarer weight loss breed, and my all-time favorite (and the rarest of all), the get rich quick phylum.

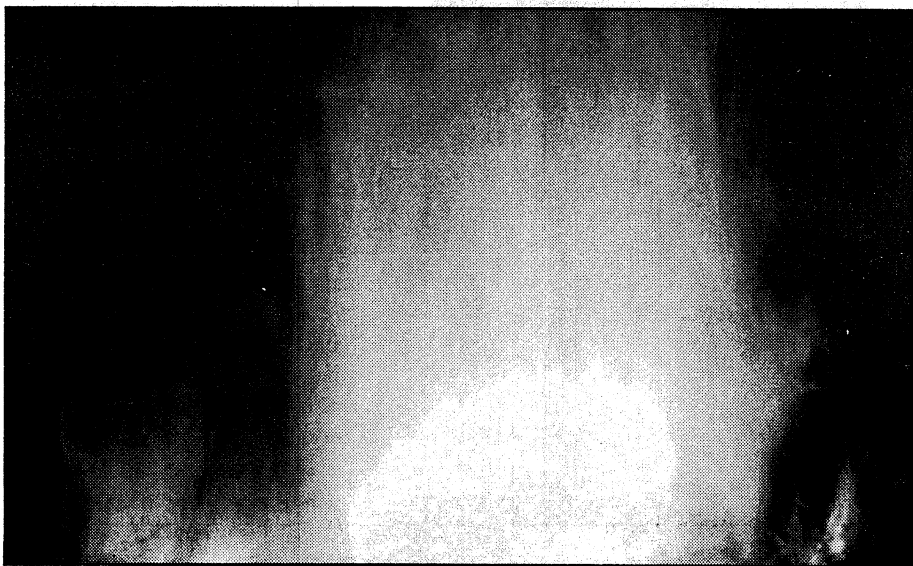
In an attempt to bring order back to our intersection we decided to do a little "gardening" of sorts. Lacking an equivalent to Round Up, we decided we would have to start our gardening the old fashioned way, pruning. In about twenty minutes or so, we had our intersection looking all trim and proper, and a local dumpster filled to the brim with signs.

After doing our work, we had a great feeling of self satisfaction, and rightly so, as we had done something for our community! But our satisfaction did not last, the very next day new signs had regrown, with a speed much greater than your average weed.

This process continued on for about a week, where every day we

(the gardeners) would trim and the following day the signs would seemingly reemerge from the earth. A week of this followed, and we started to tire. We decided that we would have to take the initiative, and like the cavemen before us, evolve our methods into something better. After a minute or so, an idea arose, and once again we set to collecting our signs.... but this time we would not be throwing them out.

After just two days of sign collecting, we had compiled a massive compost pile containing anywhere from sixty to eighty signs. We then set our massive pile ablaze (in Richards's backyard, of course!). After a few minutes the fire was doused, and what was left was a huge charred, plastic clump, looking like a cross between a giant melted marshmallow, and an advertising convention gone bad. After the signs solidified we immediately took our creation and set it in the center of the garden, as a monument to the sign planters. And to this day, oddly, no signs have returned...



They won't even think about telling us how lose weight from taking pills ever again!

Summer & Fall movie preview

Syl Turner
Layout manager

War of the Worlds

June 29 - Tom Cruise stars in the prequel to *Independence Day* and the sequel to *I, Robot*.

Rebound

July 1 - Martin Lawrence breaks out of his usual cop/criminal role to play the coach of a pitiful middle school basketball team. Martin Lawrence makes some funny faces, hilarity ensues, and the team eventually goes on to win the championship.

Undead

July 1 - "Crazy has come to town for a visit." That's their words, not mine.

Deep Blue

July 3 (*Limited*) - When a sealab is searching for the cure for Alzheimer's disease, they somehow make really smart sharks that fight back. Oh wait, that's a different movie.

Dark Water

July 8 - From the author of *The Ring* (the novel), a new level of terror is heading to theaters: WATER. DEADLY WATER.

Fantastic Four

July 8 - Another superhero movie is coming out. I think that makes it about 921,181 superhero movies in the past 2 years.

Murderball

July 8 (*Limited*) - I'd give it a standing ovation, because they sure can't!

Charlie and the Chocolate Factory

July 15 - Tim Burton decides to "reimagine" another movie that was already a good movie to begin with. Either way, those Tim Burton fans will love it for no real reason and Tim Burton haters will hate it for no real reason.

Wedding Crashers

July 15 - Owen Wilson and Vince Vaughn are, once again, in a movie together with some hilarious circumstances.

The Island

July 22 - Michael Bay, director of the Razzie nominated *Pearl Harbor*, decided to remake *Logan's Run*, with a twist of *THX-1138* and a dash of *Multiplicity*. Starring *The Perfect Score*'s Scarlett Johansson and Obi-Wan Kenobi.

Stealth

July 29 - The director of *XXX* delivers another movie about artificial intelligence taking over the world. Instead of the AI being in spaceship form or robotic form, it's inside of a jet, set on the destruction of the world. Looks like this summer's hit comedy!

Deuce Bigalow: European Gigolo

August 12 - Rob Schneider is Rob Schneider in this movie about Rob Schneider going to Europe to become a gigolo of the European nature. This movie is supposed to show us that quality films are still being made.

Four Brothers

August 12 - Musical greats Marky Mark, André 3000, and Tyrese, along with some other dude, are all adopted brothers.

Their mom gets killed, so they decide to team up, as Four Brothers, and kill back.

The Skeleton Key

August 12 - The writer of *The Ring* (the screenplay) gives us a horror movie that involves large voodoo priestesses, an old guy and some WATER. DEADLY WATER

Red Eye

August 19 - A girl sits next to a guy on an airplane. It turns out that the guy has pink eye, which can be highly contagious, so terror ensues.

A Sound of Thunder

September 2 - About 50 years in the future, some guys think it'll be a good idea to go back in time to kill a dinosaur. Little did they know that stepping on a butterfly would disrupt EVERYTHING in the future. This feature length film is based on the very short story by Ray Bradbury of the same name.

The Man

September 9 - Another crazy black cop teams up with a stuck up white guy to solve a crime. It's guaranteed that the black guy will teach the white guy how to do a handshake.

Flightplan

September 23 - Jodie Foster plays Julianne Moore from *The Forgotten*, but on a plane. Her daughter is on the plane, but then she actually isn't, but then she actually is, but she's dead, but she's not actually dead.

Roll Bounce

September 23 - The no longer lil' Bow Wow stars in a remake of *You Got Served*, but on roller skates, in the 1970s.

Tim Burton's Corpse Bride

September 23 - Tim Burton uses his "imagination" once again to make a movie that everyone who wears black will blindly love.

A History of Violence

September 30 - Aragorn lives in a small town and kills some people who try and rob his diner. Unfortunately, the robbers didn't realize that Aragorn has A HISTORY OF VIOLENCE.

Dreamer

October 21 - Inspired by a true story, this movie is the same as *Prancer*, but with a horse instead of a reindeer.

The Legend of Zorro

October 28 - Zorro decides to take off his costume to see his kid more often, kind of like the opposite of *Mrs. Doubtfire*. Eventually, Zorro comes back and jumps onto a moving train... with a horse.

Rent

November 11 - The Broadway smash hit musical now comes to the big screen with all the music, passion and AIDS of the original.

Harry Potter and the Goblet of Fire

November 18 - The Triwizard Tournament is coming to Hogwarts. Harry Potter must fight Voldemort again and maybe get a blowjob.

Zathura

November 23 - The writer of *Jumanji* brings us the same movie he did 10 years ago, but instead of animals attacking, it's meteors.

Warioware: Twisted!

Syl Turner
Layout manager

The first *Warioware* for the Game Boy Advance was bizarre. You had 5 seconds to beat a game and there were over 200 games. Over time, the gameplay speeds up and you have even less time to beat the game. Each game was very simple and only utilized the directional pad and the A button. Sounds pretty weird, eh?

Now, take the same idea of the first *Warioware*, but instead of using the directional pad to move around, you have to move your entire Game Boy! That's right! You have to twist and turn and sometimes hit your Game Boy to beat the games. I suppose that's why it's called *Warioware: Twisted!*

The games are a blast. The first

time you play, you don't have a clue what you're supposed to do. The game will start and usually have one word that tells you what to do. It's usually things like "Run!" or "Jump!" or "Pick!" It takes a couple of times with each game to become accustomed to the craziest gameplay ever created.

There are over 200 minigames and over 130 souvenirs to unlock. You'll have plenty of stuff to do with this game, and you'll look like an idiot when playing! It's fantastic!

The Good: Lightning fast gameplay with the craziest control scheme you've ever used.

The Bad: With all the twisting and turning, it's a bit hard to see the screen at times.

Final Verdict: It's the perfect portable game, and you look silly.



CJ battles the bad guys while looking like a fool, so it's nothing new.

Like Boobies?

Join The Sting!

The Sting is SPSU's Oldest student run organization. Older than SGA by 6 months.

YOU GET PAID!
\$\$\$\$\$\$\$\$\$\$\$\$

Write for us!

Come on!

Do it!

Please.

Join The Sting.



What's Happening within the Internal Affairs Committee

Naimah Shaw
SGA Internal Affairs chair

Within the SGA, there are 4 committees. The Internal Affairs is one of those and this committee is primarily responsible for approving new organizations and reviewing those deemed "official" on campus. During the past month, there has been an addition to the list of organizations which currently stand at a startling count of 76. The new organization is for table-tennis enthusiasts and as its target group suggests, the name of the organization is: "SPSU's TABLE TENNIS ORGANIZATION." One of their goals as stated within their constitution is to promote the university through collegiate tournaments. If there is anyone who is interested in joining this organization but are unsure of how to get into contact with the person/s responsible, please feel free to contact any SGA member.

Apart from that, we are also in the process of contacting those organizations listed on campus to enquire about what has been done during the last academic year and what their plans are for the new year. Many of these organizations present a tremendously disturbing problem, especially to SGA members. They ridiculously benefit from funds allocated to them through the budget, yet they go virtually unnoticed to the student population. Of

the 76 organizations, roughly 1/4 of them or less are actually heard of. That is a problem because it defies the purpose of an organization: it does not seek to draw people with similar interests together, it does not benefit the school in any way and it does not even benefit a significant segment of the student body. Many of these organizations have the grand number of 5 members, these 5 members; by the way, constitute those who hold the prestigious position of "executive members".

This phenomenon has to stop. This year, we, the internal affairs committee will be more stringent in dealing with the approval of organizations. New organizations will be approved under probationary terms and ultimatums. Within the first 3-4 months of their existence, we expect to see proof of everything stated within their constitution. Failure to do this will result in the debarring of the organization. Effective from the Fall semester 2005, we will expect to get written reports every time a meeting is held informing us of what went on, their attendance and their plans. There will also be liaisons, linking every SGA member to a number of different organizations; periodically, we will be sitting in at your meetings to see what's really going on.

Until next time....that's what's happening within the Internal Affairs Committee.

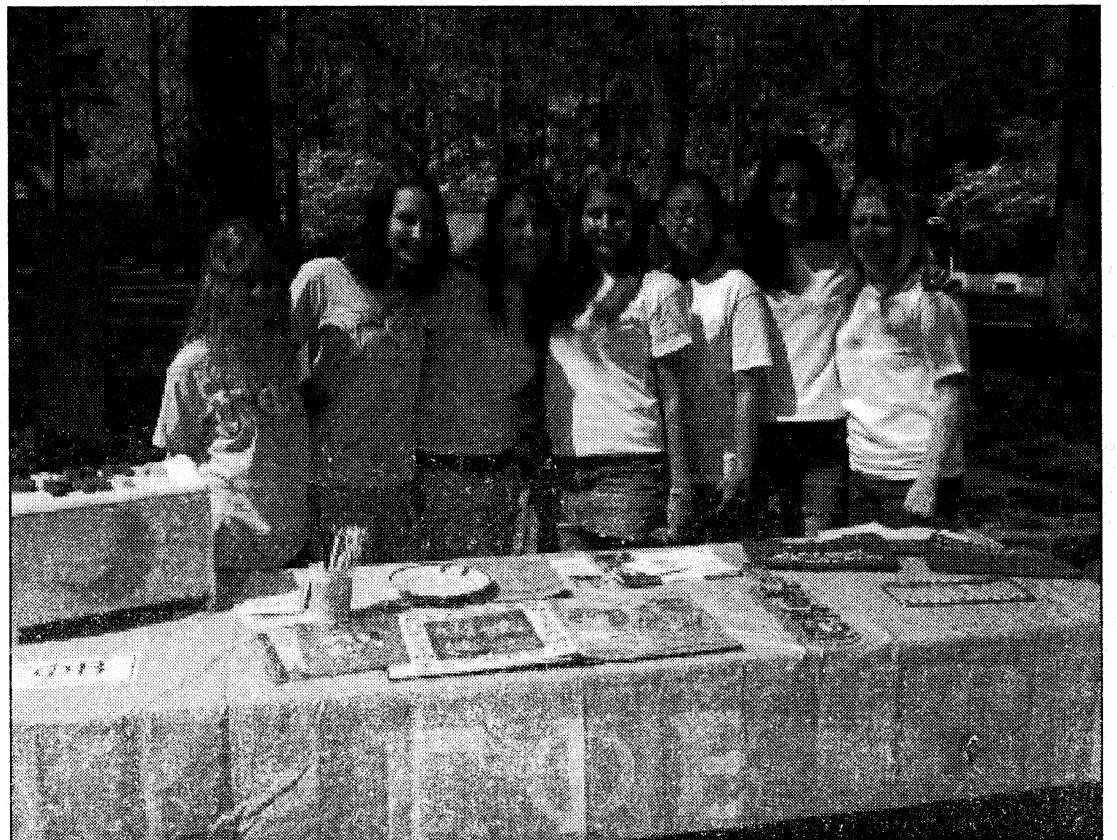
Gamma Phi Beta

Gamma Phi Beta
SPSU Sorority

Gamma Phi Beta proudly presents their two new initiates Brittany Hooper and Britany McElwee! And congratulates Stephanie Cribb, President of Gamma Phi Beta, on becoming the 2004-2005 Greek woman

of the year! We are always looking for new women that want to get involved on campus! There is a place for everyone in the Greek System. A sorority provides lifelong friendships and most members will tell you that it is a "home away from home." You will find that the members of Gamma Phi Beta share many

of your goals and ideals. Sorority membership encourages a full and well-rounded college life through scholarship, co-curricular involvement, and services to others. Hope to see everyone out for recruitment in the fall, and please visit our website at www.gammaphibeta.8m.com!



Bloop! Gamma Phi Beta! Gamma Phi Beta! Yeah!



Regents' Testing

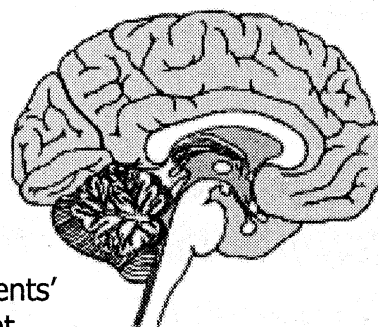
The next Regents' Tests will be given as follows:

July 6: 10:00 AM (INTERNATIONAL VERSION ONLY) M100

July 6: 6:00 PM (H200)

July 7: 10:00 AM (H200)

For more information about the Regents' test, students can visit the Regents' website: www.gsu.edu/rtp; students may also visit the SPSU Registrar's page at www.spsu.edu/registrar/registration.html

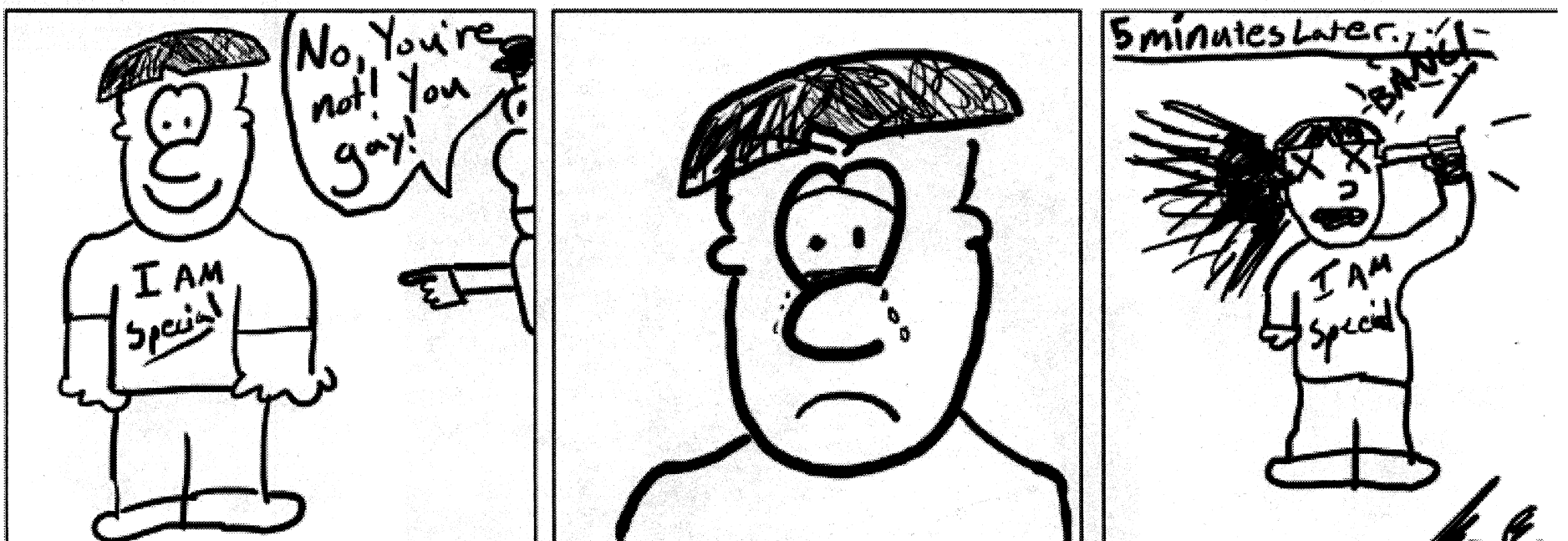


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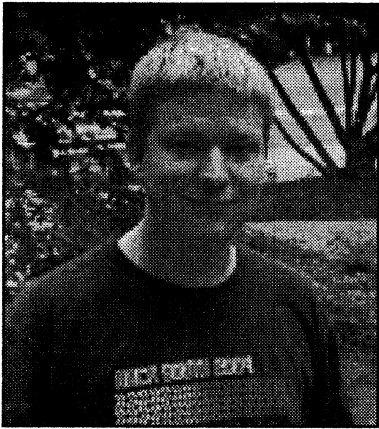
Crappy Comic #1 by Syl Turner



Student question

If you could be any bug...

What bug would you be and why?

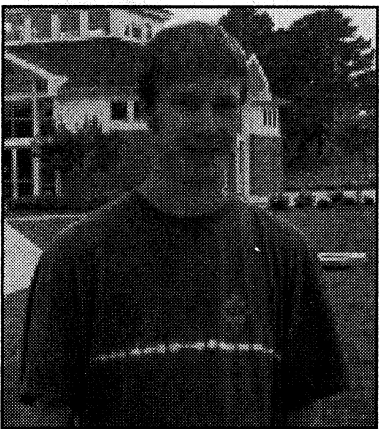
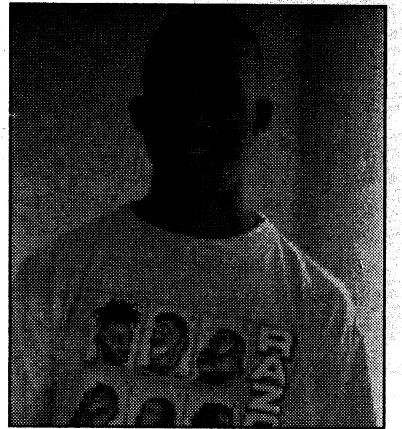


"Lightning bug - Because they come out and see the stars."

Bobby Burk

"Rolly-Polly - Because I could roll up into a ball."

Gary Smith

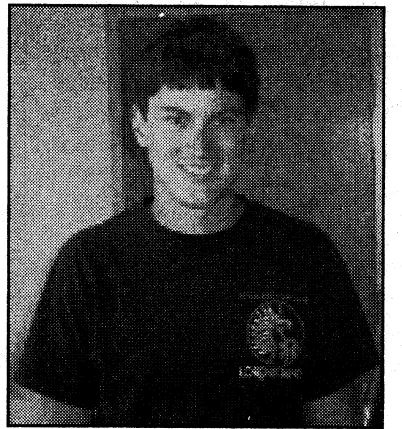


"Bee - Fly around and scare the shit out of people."

Brad McCarthy

"Running Hornet - Because they're so fast you don't even have to fly."

Andrew Pankopp



"Praying mantis. I think they just look cool."

Jennifer Franklin

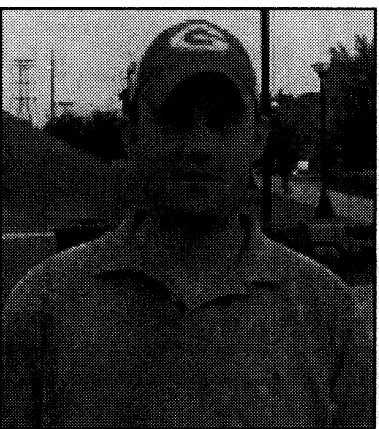
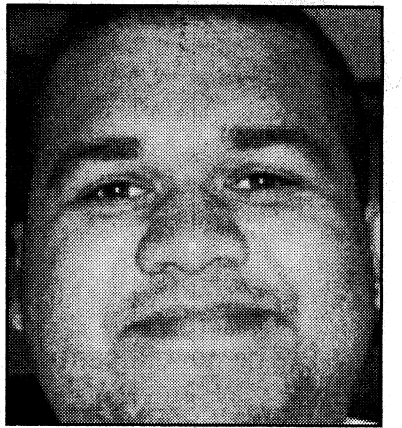


"Caterpillar - Because you have something to look forward to. You can become a butterfly."

Rella Stresing

"I want to be a tick because I can be in dark, hairy places."

Jay Stewart

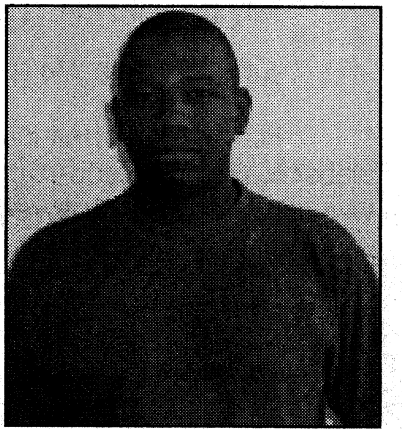


"Cockroach - Because they live forever."

Paul Anderson

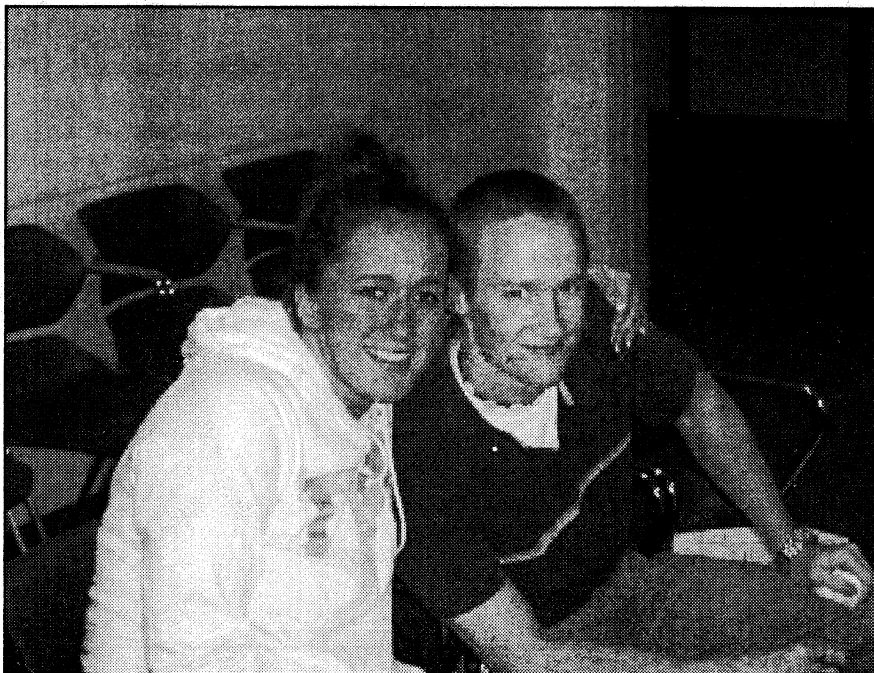
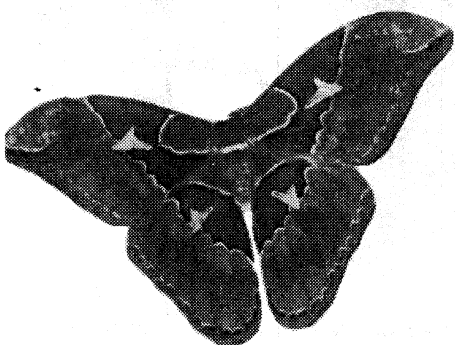
"Lightning bug - I want to be like Bobby Burk."

Omar Lodge



"Butterfly - Because it's the sorority's mascot."

Casey Adcock



"Praying mantis - Because I can eat the heads off of other bugs."

Tom Higgins

