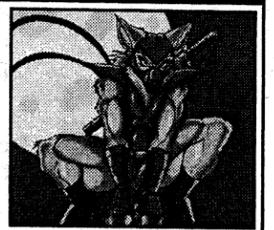


IMMIGRATION! Find out how Jon Meek, a Hispanic student, thinks immigration should be handled.



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Vampires and werewolves! Oh, my. Learn about their history and origin and why they are so scary.



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October 19, 2006

Trick or Treat!

Volume 61, Issue 4

Computer Science is now accredited

Karen Asay
Editor-in-Chief

Southern Polytechnic's bachelors of science in computer science (CS) is now ABET accredited. Three years of hard work by the CS department has now come to an end in accomplishing this goal. Professor Briana Morrison was the faculty member in charge of the effort.

What does being accredited mean? Being an accredited program gives the CS program external validation that it is doing a good job teaching its students computer science. Before being accredited, the CS program only had its student success in their field as proof of its teaching ability. Now, the program has its accreditation to go along with the success of its students. Another benefit of the CS program is that SPSU can use the accreditation as a marketing tool in their advertising.

What do faculty and students feel about it? Professor Morrison states, "The faculty is thrilled and students have expressed their appreciation that they will graduate with an accredited degree."

The process to become accredited is a long, time consuming,

and tedious task. As stated earlier, it took the CS department three years to finish the process. The department looked at starting the process in the year 2002, but didn't due to academic restructuring of the department, creating two new majors, Information Technology and Software Engineering, and a new school, School of Computing and Software Engineering. One of the components to getting accredited is to explain your curriculum, so with all the changes being made during the 2002-03 academic year, it was counterproductive to write an explanation of the curriculum until the changes were complete.

In middle to late 2003, the process was picked up again. The first step was to for the CS department to do a self study and explain how it met the criteria laid out by ABET. This is the longest step in the process, but in January 2005, the CS department submitted its request for accreditation to ABET. To better prepare themselves for the accreditation visit, in spring 2005, the CS department hired a group to do a mock accreditation visit. This group reviewed all courses, materials, and even interviewed students and faculty. In June 2005, the CS

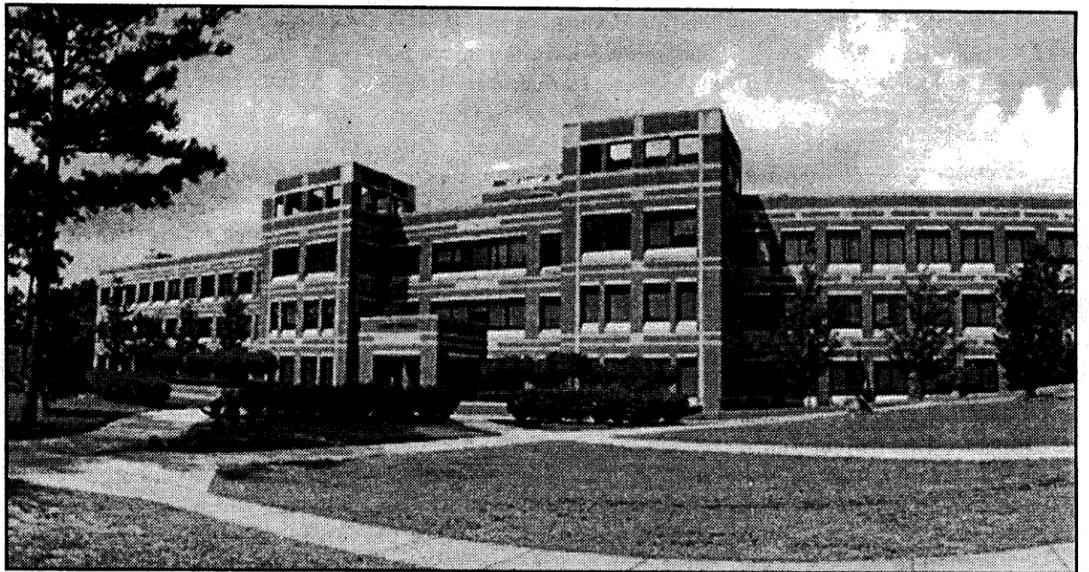
department submitted its self study to ABET. ABET then assigned a visiting team of two evaluators and one team leader.

The ABET visiting team conducted their three day accreditation visit in October 2005. During this time, the team review materials, interviewed administration, student, and faculty, and looked at campus facilities. At the end of the three days, the team gives a preliminary report, in which the

CS department did favorably. In January or February 2006, the CS department received ABET's initial statement and formal response of their findings. The CS department then had the chance to respond to any errors or misconceptions the accreditation board had. In July 2006, during their annual meeting, ABET voted on SPSU's computer science accreditation. In late August, the CS department got word that they had been accredited, and that it

was retroactive to October 2004. This statement means all computer science degrees received in Fall 2004 and on are from an accredited program. (For a more detailed look at the accreditation process, check out the Feature section of the next issue of The Sting.)

A lot of work and preparation went into getting the BS in Computer Science accredited. Congratulations to the faculty and staff in the CS department.



J-building, the second home to many computer science majors

Steven Fyffe / The Sting

SPSU welcomes new counselor

Cristina Wilson
Senior Staff Writer

Students may see a fresh face in the Career and Counseling Center this fall, as a new member joins the staff of professional counselors. After a three month search for a personal counselor to fill the vacated spot of Susan Ristau, Director of Career and Counseling, Phyllis Weatherly, is pleased to announce that Jamal Murray accepted the position and began at SPSU in early September.

Murray comes to SPSU from Young Harris University, where he completed an internship in personal counseling. He received his Masters Degree in Professional Counseling from Argosy University in Atlanta. Murray is already accepting appointments with students and is looking forward to the familiar relationships that a school of Southern Polytechnic's size has to offer.

The youngest of six children, 29-year-old Jamal Murray has been the "go to guy" for as long as he can remember. Throughout high school, college, and various jobs

in the working world, he has consistently been described as a good listener and an easy going guy.

Originally from New Jersey, he chose to attend college in Atlanta as a way to "try something new" and has been living in the area since fall of 1999. An employee for just over a month, Murray already feels like a team member of the Career and Counseling Center, and feels fortunate to have been greeted with so many friendly faces.

Murray is looking forward to

becoming involved with students and athletics at SPSU. An athlete himself, Murray plans to attend various sporting games and possibly participate in faculty groups among campus. Stating that he has "felt welcome since day one," Murray knew that SPSU was the perfect fit for him based on a tour of the grounds. The high diversity and low student to teacher ratios meant that SPSU students are interested

Continued on Page 2



Jamal Murray, SPSU's new counselor

Matt Finn / The Sting

New sound room

Rultz Raymond
Staff Writer

It is a fact, within my own opinion, that at least fifty percent of our students, Southern Polytechnic State University students, are musically inclined. Not only are these students inclined to the beginning phases of just liking to listen to music, but these students also want to make music; they want to express themselves using their vocal/rhythmic talents to share their happiness, sadness, and pains with the world. There are also those who are more inclined to the visual side of the "force" who want to share their talents with the world through visual means. If you are one of the "fifty percent" aforementioned, then this will be some great news for you! Are you anxious yet? Well, let me not keep you wondering before your brain steams like a fresh, micro-waved cup of Ramen Noodles. The great news is that there is a studio being built in the "basement" of the H Building.

As I was talking to Mr. Stone, one of the IT Department Division members, I was informed that this

studio is primarily set up for video shooting and editing. The setup will consist of one room for the actual video presentation to be made and will house the camcorders and the green screen. For those of you who don't know what a green screen is, it is a screen that is placed behind the subject at hand, or the person speaking, and allows the video editors and/or producers to change scenery. This is the same technology that meteorologists use when forecasting! The other room that correlates to the video room will house the computers and monitors that will capture the video and the audio and allow the editors to make the fit changes to get a final product: a professional-looking video. With this video room becoming a reality, there are also hopes for expanding it to allow for audio recording as well.

The status quo of the studio is that it is not yet complete. Mr. Stone, along with some volunteers, plan on coming together to sound-proof the walls by placing long cushions along the walls to prevent

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Event Calendar!
Turn to the back page to get a list of upcoming events around campus. Pumpkin carving, Haunted Howell, Career Fair, etc!

Page 12

Hallmark bad!
Learn why Hallmark would ruin Halloween and why we, the people, need to keep this wonderful holiday in our hearts!

Page 9

Disgaea 2!
Sean's latest game review. Find out what is good and bad about this game.

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New Counselor

Continued from Front Page

in personal relationships with not only other students, but faculty and administration as well.

When asked what part of counseling allured him to the field, Murray admitted that he chose to be a professional for selfish reasons.

"I really just enjoy helping other people, and the benefit for me at a school like this is that I get to see the actual improvement of students. I get to meet and know them, and then I get to share in

their feeling of relief and accomplishment when we work through a problem together."

Murray is currently available for all appointments with students regarding personal counseling. The most common topics he has encountered relate to test anxiety and relationship problems, however these are not the only issues that Murray can help with. Students are encouraged to come to the Career and Counseling Center to talk about anything that is bothering them. Sometimes a friendly face, or just

someone to talk to who has experienced the same problem, is all the comfort needed to work through the darkest of days.

Students who do not feel comfortable with making an appointment immediately can visit the Counseling Corner located outside the office door. There are many helpful pamphlets that allow students to become familiar with what may be bothering them, and help to set them on a course that may eventually lead to talking with a professional.

First SGA open forum

Cristina Wilson
Senior Staff Writer

In an attempt to build open communication between administration and students, the Student Government Association held the first of many planned open forums Tuesday, October 3rd. This assembly included President Rossbacher and her cabinet of Vice Presidents and Deans as well as the entire SGA.

SPSU has recently released a new strategic plan – a list of important academic and student-related goals that will span over 3 years. Beginning this fall, SPSU administration is working towards becoming more comprehensive in scope, increasing enrollment, and increasing the sense of ownership in the success of the university. SGA has released a strategic plan of their own to outline the ways in which they will work towards helping President Rossbacher attain these goals.

To become more comprehensive in scope, SGA has announced that they will continue to offer clear and up-to-date communication in the form of their website, and a bulletin board located outside their office in the Student Center. An interesting option to charitable students, SGA is planning to implement a group of Service Mobile Volunteers. This group will function to provide community service on and off campus, as well as the possibility of an international service project.

To increase enrollment and retention, SGA would like to improve the availability of classes. A wider variety of classes, as well as more class scheduling opportunities, would help with retention of students who have to look to other campuses in the University System of Georgia to receive a credit dur-

ing a semester that SPSU does not offer a class they need. Also, SGA suggests that offering waivers to international students, who have the highest cost of education, will attract many new students.

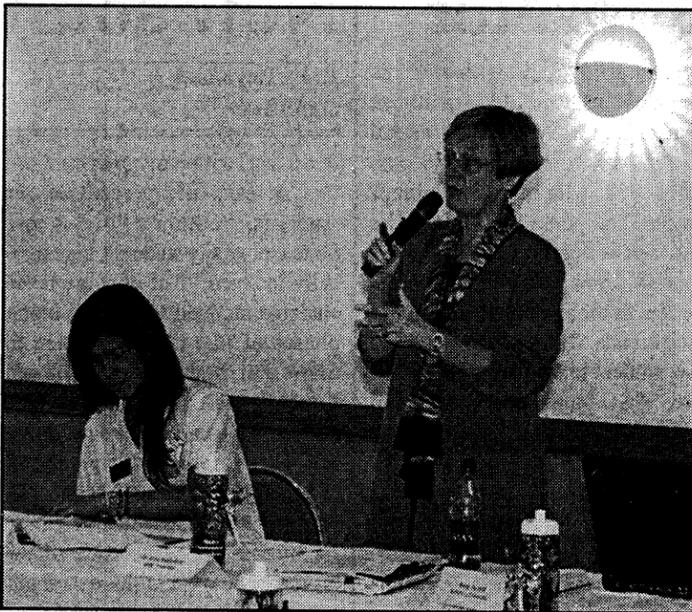
To increase the sense of pride and ownership in the success of the university, SGA is looking towards implementing a student ambassadorial project. This project will serve to support outstanding leaders who develop projects and compete to represent the school. Also, implementing a formal awards ceremony for SPSU students will not only appreciate those students who work hardest, but can motivate those who would like to do better.

After presenting these suggestions and elaborate ideas, the forum was opened to questions from the gallery of students and professors. When asked whether a more comprehensive scope of education will cause SPSU to waiver from its original intentions of Engineering and Technology,

Director of Advancement, Ron Dempsey, as well as VP for Academic Affairs, Zvi Szafran, insisted that the university will always offer classes that are geared towards science and technology but would like to offer students a wider variety of options.

Julie Newell, Teacher of the Year 1998-1999 and an active member in Partners in Education, states that she "can not emphasize the difference you (the student) can make in the lives of younger people." She suggests that "in the spirit of making ourselves visible, building on relationships we have, and making a difference for the future," SPSU students should actively begin interacting with elementary and middle school students.

Carolina Daza, president of SGA, emphasizes that open forums like this will occur on a regular basis, and students are encouraged to attend to present their opinions in front of those who make the decisions regarding our university.



Dr. Rossbacher, SPSU President and Ms. Daza, SGA President

Sound room

Continued from Front Page

audio echoing during recording, setting up the green screen, and bringing and setting up the wires as well as the hardware that will be used for the editing process.

As I continued my conversation with Mr. Stone, he also informed me about the plans to make video editing/audio recording a major at Southern Polytechnic State University with due time. So if you love music, want to be in the video/audio industry and plan on being at Southern Poly when this new major is unveiled, be ready because it is coming soon.

GRADUATE OPEN HOUSE

Wednesday, November 8, 2006
6:00 p.m.

Student Center Ballroom

It's never too soon to consider Graduate School. Come see what SPSU has to offer you!

Evening, weekend and online classes available. Affordable tuition, small class sizes, personalized attention, experienced professors and real-world applications. Just a few things that make SPSU the University for you!

Meet with faculty and financial aid counselors.

Reserve your seat today!
678/915-4276

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Sting

www.thesting.org

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The Sting welcomes letters praising or criticizing editorial policies or opinions. Letters should be typed or neatly printed, double spaced and should not exceed five hundred words. Letters must include a name, address, and phone number for verification purposes, but names can be withheld upon request. Unsigned or unverified letters will not be printed. *The Sting* reserves the right to edit letters for style, content or size. All letters are run on a space-available basis. Please send all letters to *The Sting*, Southern Polytechnic State University, 1100 South Marietta Pkwy, Marietta, GA 30060, or drop them in the box outside of our office in A252, or e-mail stingeditor@gmail.com.

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. 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 Noon 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, November 2 at 11:00 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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Calm Space: Beautiful Colombia

Eric Ravello
Staff Writer

Southern Poly is a school not typically associated with art and photography, but you'd be surprised with some of the incredibly creative minds that walk the same campus as you and I. I recently had the privilege of speaking with one of these minds and was blown-away by his passion and love for photography.

Matthew Alan Finn is an architecture student here at Southern Poly and a very talented photographer. Currently in his fifth and final year of the architecture program, Matt spends much of his free time taking photographs. Photography is an obvious passion for him as not many architecture students can say they have any free time at all.

"When I take photos I am only observant, this allows me to learn in a unique way," stated Matt during my interview with him. "We are typically limited to the knowledge of those around us and our imaginations; however great this is, it is still finite. When I photograph there are no limitations to what I can learn."

It was only about two years ago that Matt started taking photography seriously. When I asked him to tell me whether he loved architecture or photography more, I got a very simple, but surprising answer.

"No doubt: architecture. I do, however, use each one to inform the other. I learn about architecture while I'm taking photos, and I apply that knowledge directly to my designs."

This was surprising to me because most people are taught to choose something they love to do and do it, but not many people take that a step further, as Matt has done. His passion for architecture and photography are inseparable.

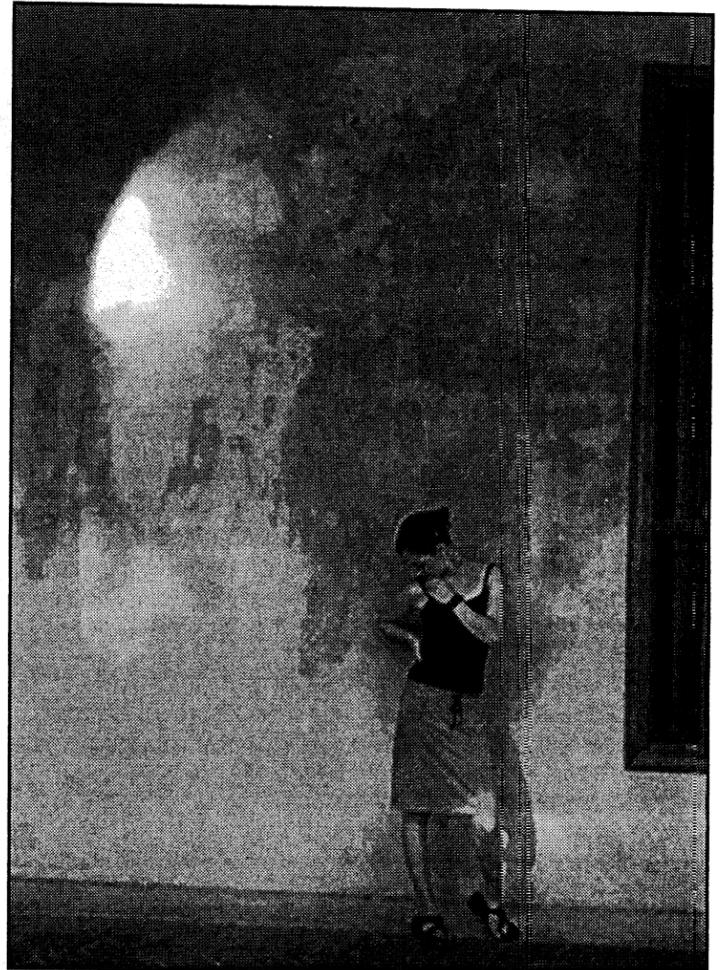
The real news here is the photography exhibit that Matt is hosting on campus. Opening night for this exhibit is October 23rd from 6:00pm to 8:00pm in the architecture building's gallery; admission is free and the event is open to the public.

All the images in the show were taken during a two month trip to Colombia, South America in June and July of 2006. Matt went "to understand the way traditional architecture interacts with the environment,

creating comfortable spaces, without the assistance of machines, such as air conditioners."

"I discovered a multi-stage refinement of air and light that gradually makes them more comfortable for humans, creating a multitude of tiny, adjacent, climates. When I returned home and reviewed my photos, I found my favorite images to be evident of this process; each image displays one or more of these micro-climates in contrast to its seen/assumed context," said Matt. "I have titled the show *Calm Space: Beauty Beyond the Stereotype of Colombia* to reflect on the micro-climates that are seen in the photos, and to make people aware that there is more to Colombia than what we see on the news."

Whether you are a photography buff, interested in the sights and feels of other countries, or simply curious about what is going on, come over to the architecture building and check it out. For a preview of the show, a transcript of our interview, and other info about the show, visit Matt's website at www.absoo.com.



Matt Finn/The Sting

Woman On Yellow Wall is a photo by Matt Finn

Student Life meeting

Karen Asay
Editor-in-Chief

The first Student Life Committee meeting of the 2006-07 academic year took place on September 28th in the SGA office. This article will highlight two of the topics discussed during this meeting.

First, Dean Birkhead started a discussion about the 2006-07 SGA changing the Student Activities Budget allocations that the former SGA and the Student Life Committee approved. It was stated that the budget was changed without the consent or coordination of the Student Life Committee or the Dean of Students (SGA's adviser) and the campus organizations were not notified about the reductions made to their budgets in a timely manner. The SGA President, Carolina Daza, defended the present SGA's actions by explaining that there was some confusion, especially about some missing documents from the Construction Department. All agreed that the budgeting process

needs revision and SGA is required to add to their constitution an amendment that will state the SGA isn't allowed to change the Student Activities Budget without the Student Life Committee's approval.

The second item discussed was about a standard instrument survey on student satisfaction, which will cover different parts of campus services. Dean Birkhead explained that this survey is given every 2-3 years and stated that it will be given later this fall. Professor Churella, the Student Life Committee Chair, is requesting access to the standard survey before it is released so the committee and SGA can solicit revisions and/or additions to the survey. Also, the committee is requesting the results of survey.

Students should keep an eye out for the standard survey. Also, if you were in one of the organizations whose budget was adjusted, new rules are in place to prevent or forewarn you about changing an approved Student Activities Budget.

Recycle at SPSU

Wes Jackson
Contributing Writer

Don't put that pizza box in the dumpster; or that milk jug. They're massive and don't break down easily in our landfills. Same goes for newspapers, 20 oz soda bottles, etc...

Please participate in the Recycle Drive. As part of an experiment for Professor Dollar's IET class Team Dynamics, students Brittany Burns, Sharon Gruner, Wesley Jackson, and Jonathan Young are targeting SPSU recycling.

DO YOUR PART.

You may know that recycling is good for the environment and thereby good for you; and ultimately, everyone else on the planet. However, achieving this goal takes effort, time, cooperation and organization

from many parties.

Recycling is a process that takes volume and great numbers to be cost efficient.

You will notice some recycling deposit centers around campus during the weeks of October 23, to November 2nd.

This recycling drive will be used as a feasibility study for a potentially permanent program. By participating, you can help us by accurately defining your needs as a responsible student and citizen.

Please look to Facebook for up-to-date postings or instructions. This drive will be posted as an event. You may also join the group R*E*C*Y*C*L*E to show your support, and leave feedback. Whether you recycle or not, please share your thoughts, ideas, & concerns.

CAREER CONNECTION

TOYO TIRES: new employer

Bridgette McDonald
Career Coordinator

SPSU students and graduates are in high demand

If you read my first article in *The Sting* this semester you will remember that I wrote about the job outlook for the Class of 2006-2007. Preliminary results indicate that employers plan to hire 17.1 percent more college graduates than they have in the previous two years according to NACE (National Association of Colleges and Employers).

Many employers are doing everything they can to connect with college students. They want to make sure that students know who they are and what they do so they are taking time to visit with campus Career Services Professionals to get tips on how best to reach our students.

In an effort to assist employers and to make students aware of companies that are new and/or growing, I am going to spotlight a few in the upcoming issues of *The Sting*. If you would like to learn more about any company that is highlighted, please stop by the Career and Counseling Center at your convenience.

New Employer Spotlight TOYO TIRES

State-of-the-Art Tire Facility:

Shift your career into higher gear!

The new Toyo Tire North America facility will incorporate Toyo's leading-edge, high-automated tire production system, enabling Toyo to maintain a high standard of quality while realizing the flexibility to produce small production runs of multiple lines of tires. In addition to the manufacturing facility, a large warehouse will be

constructed on site to service truck and rail transportation capabilities. This will enable the facility to be used as a central warehouse for servicing markets in the southern United States.

The plant, located on a 150-acre tract of land, will be capable of producing up to six million passenger car and light truck tires annually. The facility will start with approximately 350 employees, with capabilities of increasing to an estimated 900 employees based on future demand in the North American market.

Toyo considers the environmental safety and well-being of the communities it serves as essential priorities. Toyo is committed to workplace safety and environmental compliance and is guided by a strong awareness of critical issues, including protection of the environment and the reduction of environmental loads.

Company Background

Name

Toyo Tire North America, Inc.

Location

Bartow County, Georgia
Ownership

Wholly-owned subsidiary of Toyo Tire International, Inc.

Estimated number of employees
Up to 900

Positions they are hiring for:
Co-op and Full-time Development Engineers

Plant Background

Total Site area
150 acres

Total Investment
Up to \$400 million

Production capacity
Up to six million passenger car & light truck tires

Majors they are recruiting:
MET, EET & Systems Eng

Toyo Tire North America, Inc. is an Equal Employment Opportunity Employer

For consideration please contact:
The Career and Counseling Center, Student Center, Suite 243
(678) 915-7391
careerservices@spsu.edu



Toyo Tires' logo

Photo courtesy www.superdutyheadquarters.com

Basketball season opening soon

Eric Ravanello
Staff Writer

Alright, this is the day we have all been waiting for. Well actually, October 30th is the day we've all been waiting for, but that day is almost here, so prepare yourselves.

Game one of the Southern Poly Runnin' Hornets 06-07 season is set to take place at 7:30pm on October 30th against Concordia-Selma in Selma, Alabama. Unfortunately, our squad will be away for the first two games of our season, but The Sting is going to do their best to bring you coverage of all the games you can't make.

Following game one in Alabama, the Runnin' Hornets basketball team will make their way to Allen University in Columbia, South Carolina for a 7:00pm game on November 1st. This will con-

clude their road trip and bring them back home for the November 7th home-opener.

The home-opener will begin at 7:30pm in the gymnasium across from the Architecture Building. We hope to see you all out there supporting our team while they begin their run for their fourth NAIA National Tournament Appearance in a row and their seventh in eight years. Don't kid yourselves, we may be a small technical school, but our basketball team brings it every game and they are worth coming out to see. Hell, if they aren't worth your trip, the cheerleading squad and half-time dance team most definitely is.

Don't forget about our Women's basketball team either. Their schedule is a bit different and their home-opener is set at 5:30pm on November 10th.

Men's Schedule

Date	Opponent	Location	Time
10/30	SPSU at Concordia-Selma	Selma, AL	7:30 PM
11/01	SPSU at Allen University	Columbia, SC	7:00 PM
11/07	SPSU vs. Carver Bible College	Marietta, GA	7:30 PM
11/11	SPSU at Warren Wilson College	Asheville, NC	2:00 PM
11/14	SPSU at Carver Bible College	Atlanta, GA	8:00 PM
11/15	SPSU vs. Concordia-Selma	Marietta, GA	7:30 PM
11/20	SPSU vs. Freed-Hardeman	Marietta, GA	7:30 PM
11/25	SPSU vs. Faulkner University	Marietta, GA	4:00 PM
11/28	SPSU vs. Piedmont College	Marietta, GA	7:00 PM
11/30	SPSU at Berry College	Rome, GA	8:00 PM
12/05	SPSU vs. Atlanta Christian College	Marietta, GA	7:30 PM
12/07	SPSU vs. Shorter College	Marietta, GA	7:30 PM
12/09	SPSU at Emmanuel College	Franklin Spr, GA	5:00 PM
12/16	SPSU vs. Grace College	Marietta, GA	7:30 PM

Letter to the Editor,

Reply to Twila McConnell's article

Stuart Michelson
Contributing Writer

I always take time to read the Opinion section of The Sting because its always refreshing to hear opposing viewpoints, however, I couldn't help but feel that Twila McConnell's latest piece in the Opinion section was a series of baseless and misunderstood arguments against Christianity in America. Therefore I have compiled what I felt were the areas where I disagreed with her most and discuss them below. I want to preface this article by saying that I mean nothing personal against Twila, this is my opinion, she stated hers and I would like the same opportunity.

Twila started her article by stating that she as an atheist she has a "pretty unbiased view of religions" and that "No one wants to listen to an atheist anyway." I think we all are forced to listen to atheism in society, especially through the public school system. So don't worry Twila, your message is getting out at taxpayer's expense. Secondly, Twila fails to acknowledge that atheism is a religion in and of itself. Even though there are varying degrees of atheism, just as in any other religion, it remains a religion just the same. The dictionary defines religion as "a particular system of faith to which someone ascribes supreme importance" among other things. Atheism still fits under this description because an atheist's positions are solely based on their faith—their faith and absolute certainty that there is no God. The problem here is that all the while, atheists cannot prove that there isn't a God, the burden of proof is solely upon them, and I think the strongest argument for the existence of God is the utter impossibility of the contrary. The very fact that there is a world implies that there is a designer. That is however another topic for another time, but is still worth noting. For

instance, an atheist claiming to have no faith exhibits faith every time they sit in a chair, faith that the chair will hold them up, or more substantially, they have faith that the laws of nature will continue to remain in place keeping our planet from spinning off into the sun even though they deny the existence of the Supreme Being that maintains those very laws.

Twila also indirectly draws attention away from the actions of Muslim killers around the world by claiming that "Even today Christians commit violent acts" and then proceeds to use Andrea Yates' murdering of her five children as an example of this. I would like to revise her statement to say "Even today, and in the past as history has taught us, Atheists commit violent acts." To assert that Muslims and Christians are fundamentally on the same moral plane because they both can be and have been and are violent at times is a fallacy. That's the same as saying that because both a bed and a sailboat have sheets that they must be the same.

The logical conclusion one must arrive at if they are to follow what atheists believe to fruition is that they ultimately desire their own selfish views for themselves which of course lead to totalitarianism and anarchy thus destroying the very moral fibers that hold society together. Twila jokingly questions why Catholics don't rise up against Protestants... I chuckled and thought to myself, 'I remember last time an atheist who believed in the evolutionary theory fought back, and if I remember correctly, Europe was clenched in the iron grip of a fascist dictatorship and 6 million jews, gypsies, political enemies, catholics, protestants, the mentally challenged, and cripples were brutally murdered.' I am of course making reference to none other than the evil Nazi regime of World War II, which is by no means the only example of atheism's logic applied

that history has to show us. Atheists by the way, cannot condemn the forementioned evils because they have no moral authority to make such a claim, I'll explain further in a moment.

Now, am I saying that Twila desires to grip American society under her fascist grip and slaughter those perceived to be lesser than herself? By no means, I just honestly believe that she doesn't realize the full repercussions of her belief system. The reason her entire belief system is flawed is because there are no absolutes... No standard to define right from wrong, no rules to distinguish morality. The result of a system missing these attributes can be nothing less than anarchy and chaos. Yet, Twila spends almost a fourth of her article telling the readers what is and is not "moral" while she herself has not defined for us any such standard whatsoever. She says that Christian intolerance affects someone every day, but I would contend that atheistic secular humanist thinking kills someone every day. Twila, as an atheist, has no grounds at all to label anything morally acceptable or not acceptable. The extent of their presupposition beliefs is that what is ok for you is ok for you, and what is ok for me is ok for me... and Twila's article clearly reflects this dangerous attitude and a lack of any ability to engage in axiological debate on any level. Twila contradicts herself to assert that Yates killing her children was morally wrong, after all, as Twila tells us, wasn't Yates merely doing what was right for her? If a man breaks into your house and slaughters your family, as an atheist, you cannot morally condemn their action without becoming a hypocrite—was not the murderer merely acting on what he felt was right for him? What authority would the law then have to punish him? Where does the law derive its authority?

Those of you who can see the

logical flaws in the atheistic viewpoint, and even those who can't are probably thinking "Well if you have all the answers wise guy what actually does define morals.... you? and your intolerant Christianity?" The answer is simple. It's not me, and its not the pope or the pastor down the street. It's the Lord Jesus Christ and what he tells us in his Word. Twila attempted to make Christianity sound weak and divided, while failing to observe that while different Christians have different viewpoints on minor facets of their faith, we all adhere to the message of the Gospel, that Christ died for the sins of His people and rose again and will come again to judge the living and the dead alike. The Bible is the only standard for morality, without it, mankind and society has no basis for declaring laws or discerning right from wrong. All men are bound by these rules, and will be judged by them, whether they believe them or not. An Atheist can decide they don't believe in gravity, but they are still bound to it, and can do nothing to change it.

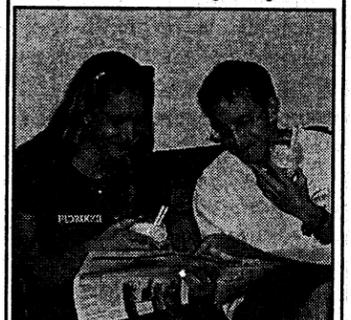
America is experiencing a moral decline and it is directly related to the ignoring of the only one true standard of morality, The Bible. America was founded as a Christian nation, and no amount of misinterpreted history can change it. Anyone who spends any amount of time reading the volumes of literature about and by our Founding Fathers can arrive at no other conclusion honestly. I encourage Twila to show me where in the Constitution she can find "Separation of Church and State." I hope that you all will consider my assertions and opinions respectfully, and if anyone has any questions regarding what I have said, please feel free to contact me: wmichels@spsu.edu. "As for me and my house, we shall serve the Lord."

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The only solution to immigration: compromise

Jonathon Meek
Staff Writer

Deport them all or grant them all citizenship, those are choices for the immigrants...or at least that is what the politicians seem to be saying or supporting. As we all know, our politicians have a tendency to detach themselves from reality and they don't seem to know how to compromise. The only way to solve the issue of immigration is to have a solution that works for the majority of people, not just what one group wants.

In order to see this better, let us examine the solutions are at hand. The "deport them all" idea seems to be coming mostly from conservatives. They have a good point, it isn't fair to those whom have followed the system and done everything they can to become a citizen the right way. I have heard countless stories of people studying history and civics in order to pass the US Citizenship test, which the average US-born citizen probably couldn't pass. If we allow for all the "undocumented workers" to become citizens, then what kind of message is sending to those people who did it legally? "Sorry to charge all this money and time to become a US citizen, but we had to grant these people who have jumped our borders illegally citizenship because they are here and help our economy. Hey, at least you did it

legally."

However, these politicians seem to forget the reality of the situation: Who will be out working the jobs that nobody wants when these people are gone? Illegals are willing to do work that the average American would not want to do: hard labor in construction, food service, and janitorial positions. So by sending them off, we lose a hard-working workforce in an area that is booming and needs people...and no other workforce to replace it. To me, it sounds like economic suicide.

Then, the "grant them citizenship" idea seems to be coming from liberals, which is not too bad of an idea. I mean it makes sense: They work in the jobs that we don't want, so why not give them citizenship? While this sounds like a great idea, what about the people who have filed all their paperwork and were turned down? Or the married couple who put up with the constant monitoring by the INS so the INS can make the sure marriage was done for love, not granting citizenship to one of the people in the couple? If I were in either case, then I would be asking why those people got citizenship without question and I had to endure the endless bureaucracy of the INS? By granting straight out citizenship to illegals, it opens the doors for the system of immigration to be hijacked by abuse of the court system.

So the big question, since both solutions separately will not work, then what to do? Take the solutions and put them together. The "hybrid" solution could work like this: Register all illegals that care to stay in this country up until a certain day. When they register, they will be given a Tax ID so they can pay federal and state taxes. Also, they would be given the right to vote and participate in this democracy for a

couple of years. However, the condition of all this would be that they become US citizen within a set time frame and not incur any felonies or misdemeanors. At any point if these conditions are not met, they will be deported. After this set day for registration, then any illegal caught within our country will be deported immediately. This helps give a chance to those who are trying to follow the American dream,

but get rid of those who just want to ride on to our welfare system, denying the help of those people who really need it.

Many people will disagree with me and go back to either side of the immigration issue, still fighting over it. Just understand this: our government is designed to work in the common interest of its citizens, not just groups. In order for our government to live up to



"May we always remember the beauty of our dreams; for they are the empowerment for tomorrow" -- JLM

The Middle: scarier than any horror movie?

Christiaan Funkhouser
Senior Staff Writer

According to Motion Picture Association of America, Saw III will be surpassing its predecessors which were just being rated R for violence, gore, language, and terror. Saw III is rated R for grisly violence and torture. I'd like to start off by saying, I hate horror movies. I hate violence for no reason. I hate movies with no real plot line. I hate the premise of the Saw movies. Upon reading that there would be torture in Saw III, I told my cousin, who loves those movies, that I might see it. My reasoning behind that is that the Hollywood environment is primarily liberal. And the liberal idea of torture differs from my definition. And I thought that Saw III might be funny, because they won't have to saw off their feet, or climb through razor wire. Instead the "victims" in Saw III, will be forced by Jigsaws new apprentice to wear underwear on their head. They will be forced to stand in piles naked, wear black pseudo-KKK outfits, have glow sticks broken on them, or stand on their head naked.

However, movie critics realize that torture is a lot more gory than that. The question that Saw III brings up is: how much is too much? In Saw III could Jigsaw's apprentice have learned tricks from Saddam's sons, or Baath party members? In former Saddam controlled Iraq people were arrested and actually tortured. While I've

heard these reports from numerous sources, USA Today had an article that compiled witness' accounts. Their torture methods were brutal and, un-imaginable, in my opinion. One victim was forced to sit on a glass, broken Pepsi bottle, and cannot remove the bottle until it has filled with blood. Another married victim has his head beaten with a baseball bat, salt poured onto his wounds while watching his wife being brutally raped by multiple people, his wife being forced to watch her husband tortured.

Couples in Iraq got married in secret a lot. The reason being? Because if someone influential with Saddam wanted your wife, they would arrest you and your soon wife and rape her repeatedly, and leave you to marry your unclean and desecrated wife. This was a double wammy to the husband. Marrying a virgin in Muslim culture is VERY important. A lot of time, regardless of the beauty of your fiancé, if someone had something against you, nothing would stop them from defacing your fiancé.

Other forms of torture involved Iraqi guards taking drills and drilling through prisoners ankles, and removing victims teeth with pliers, these of course would be done without any form of pain reliever. Male prisoners would routinely have car batteries attached to their genitals. It also wasn't uncommon to have their genitals hit with cattle prods or for them to simply be tased. Severe beatings were

even more routine than electro-torture. People have testified that have been attached to a ceiling fan and the fan turned on while being used as a piñata. Victims would be put in reverse stocks, so their feet would be sticking out of the stocks and have their feet beat with baseball bats. Toes, and fingers would be cut off, and castrations would be performed sometimes because of something as small as they didn't cheer loud enough.

The only thing scarier, in my opinion, then the aforementioned forms of torture being well known and nothing being done about it, is that people defending those involved, and some even ignore that it happened because of political views.

Saw II was watched by millions of people, and had to be edited so it didn't receive a NC-17 rating. I propose a movie so violent and gory it wouldn't leave the MPAA. Imagine yourself as the actor/actress. The movie fades in. To set the stage, imagine if you will, you're laying down, possibly asleep, possibly not. The room is dark, you've never had to worry about not being fed, having water, and in this room that you're in, you've never had to worry about anything happen to you. You've never heard sirens, shootings, or had any reason to fear, in fact, since living in this room, you've forgotten what fear is. You're content, unknowing of the fact that the one whose room you're staying in hates you, and wants to kill you. While you're

laying there, someone with a metal claw rises from the ground and grabs your ankle tightly, the grip scraping your skin down to your foot, it immediately lets go, and grips your leg. You're obvious to what's really happening, and try to struggle but the claws grip tightens on your leg.

Your leg is pulled through the hole on the floor and the cold air stings as it hits your leg where the claw scraped your skin. You try to pull your leg back up with you, into the warm area of safety, and your leg is pulled back down. You're turned onto your stomach and pulled out, with only your head on the floor still in that room. A set of scissors comes up behind you, unknowingly and is jammed through the back of your neck, piercing through your skin, breaking through your skull causing the blood from your head to pour out over the scissors. Your nerves send signals through your skin as the bloody scissors widen the hole in the back of your neck. Your last thought, and feeling, is that of a tube being placed through the holes so violently made and the last thing you hear is the click of the vacuum as your brain is sucked up, your skull collapses under the suction and your body is pulled out and thrown into the trash.

The thing you never knew, was that this was done, simply because you exist. This was done because you were in the wrong place in the wrong time. You were an inconvenience, your life meant nothing because it was willed that

way. In the opinion of the one who ordered you murdered, you were a mistake, you were a miscalculation, the product of too many drinks. People excuse the pre-meditative taking of life, and some "people" promote it, and advertise for it. It's allowed, under the guise of being done to protect the mother. It's allowed under the guise of being a protection against the ramifications of rape.

What do you think? Think it'd be a pretty gory horror film? I think it's an interesting premise, and before I get lots of comments, responses, and e-mails about my being wrong on this issue, regardless of your opinion of abortion, it's brutal, barbaric, and no human should ever promote it. All people, people who believe abortion is a viable alternative, who ignore scientific facts, and psychological facts, and people who believe that life, at least, begins when it ends, at the stopping of a beating heart and the end of brain waves want to end all abortions. We as humanity need to come together to help stop this violent act from being done. It all boils down to the fact that abortions happen because of unwanted pregnancies.

Have a wonderful and safe Halloween, and if interested join those on October 24th in being silent for those who have no voice. www.standtrue.com for more information. Being a Former Fetus, we should all be pro-life.

In the middle of this journey from death to life.

Disgaea 2: and you thought leveling doesn't count

Sean Fine
Staff Writer

System: PS2

Genre: Turn-based Strategy RPG

When you think of demons and the underworld, what do you imagine? Blood thirsty vampires and vicious werewolves that only care about ripping your lungs out? Little fiends that want to make the rest of your eternity painful? Or bratty little snobs who are mainly concerned about leveling to level 1000? If you guessed the third, then you're well on your way to understanding the basics for demons in Disgaea 2 (and Disgaea 1 but that's for another day). Not only have you probably never heard of this game, but it actually just came out a few weeks ago, so if you're in need of a new and interesting game, then you're in luck.

Story: Your main character is Adell, a human who has trained for the past 15 years of his life to combat the evil Overlord Zenon, who has taken Adell's world of Veldime and turned every inhabitant into either monsters or demons, including Adell's family, although everyone in your village seems rather fine with that.

Rather than travel over a huge world map to face the big bad Overlord, Adell's Mom decides to summon Overlord Zenon to your home so you can kill him then and there. Unfortunately, rather than summoning Zenon, you end up summoning Zenon's daughter, Rosalin (who will constantly remind you that she IS Overlord Zenon's daughter) and due to the contract of a summoning, you'll have to use her to lead you to her father so you can kill him. Yea, kind of awkward, huh?

The story in general is incredibly silly and constantly uses RPG terms like "leveling up" and "critical hit" in the main plot of the story. And the cheerful yet cold-hearted tone of your family is frequently amusing. It's barren of the oh-so-frequent clichés riddled throughout other Japanese games and quite simply doesn't take itself seriously at ALL (except for the final few chapters).

Still, the story is fun, especially after meeting characters from the previous game who are more than happy to show how much stronger than you they are. Also, I think the game is just a big parody of other games and animes. For example, one of the characters in town is a female-looking plant monster named Bridget... who is really a guy, which could be homage to Guilty Gear's character of the same name. It's easy to see all sorts of jokes referring to other games and animes, as well as jokes played on itself. The story is very humorous.

Gameplay: I haven't had the chance to play Disgaea 1 (and chances are, you haven't either) so I'll just review this part as a comparison to other games in the same genre. Firstly, you summon up to 10 units from your base panel to battle the enemy forces on a map. While at first, you'll not have more than 10 units for a little while, you might

find yourself ending up with over 100 units by the end of the game.

There is a wide plethora of classes, ranging from human-type classes like fighter and different colored skulls (your boy-mages of the game) to monster classes from zombies to one of my personal favorites, Prinnies! More on that later.

Each class has their own stats and unique style to them (other than upgrades to previous classes), and a specific type of weapon that they're skilled in. A unit's skill with a weapon decides how quickly they become stronger with that weapon type and from there, how fast they learn various abilities.

Outside of battle, you can buy weapons, armor, and items (you know, usual RPG stuff), but there is one thing that makes things different. In order to allow the creation of more advanced classes, you must confront the Dark Assembly, a sort of senate ran by various demons and monsters.

Depending on the subject, the various members will either vote "aye" or "nay" on it, but you can sway the assembly to your benefit by bribing them with your many items. Just like a real senate, there will be days when the assembly is nearly empty or packed full, and further more, some senators will be asleep, drunk, or anything else that normal senators might be during a session and all this will affect whether a bribe will work or not and how the vote might turn out.

What ISN'T like real life senates is that if your request is denied, you can "persuade by force" which is a simple way of saying, you'll beat up all the senators who denied your request, but as a warning, just because they're senators, doesn't mean they're pushovers.

On the battlefield, units don't attack immediately after you issue a command. Instead, once you've made an attack command, you have to 'execute' the command in order for the attack to take place. This adds a bit of strategy to battles. Need to reach that treasure with one unit but that one enemy with just 1 hp left is in the way? Simply execute a command with another unit to kill off the enemy so your other guy can get there easily and then execute another attack to open the chest. Of course, this is just a simple sample of some of the cooler tricks you can do.

Making moves in battle acts very loosely. I say loose because you can take back nearly every move you make before executing your attack commands. This makes players feel at ease that if they have a change in plan, they can revert all the moves and re-position their soldiers so long as it's before executing the attacks.

By placing allied units right next to each other while one of them is attacking provides the chance to for a combo attack where the two (or three or even four) soldiers team up on that single unit. What's the benefit of this? Not only might you do extra damage than normal, but the unit who wasn't directly attacking is still free to launch their

own attack.

However, there is a bit of a glitch (at least, I think it's a glitch) that you can exploit to aid you. You can place one unit next to an attacking unit for the chance of a team attack and once that's done, you can take back that unit's move and have it go and do something else even after executing the command. It's kind of weird that my fighter can go in one direction, stand by Adell, and perform a team attack with him and then I can just take back my move and have my fighter go off in the opposite direction of where he was and then perform another attack. While this IS helpful and adds more strategy, it just seems awkward to me.

Other than that small tidbit, the game play is really engaging. It might not please fast-paced action fans, but if you like RPGs or strategy games, Disgaea 2 is quite a good choice.

Graphics: I bet you're asking, "Surely! Surely there must be something wrong with this game, isn't there?" Sadly, you're right... and don't call me Shirley. If the game play must make up for something in the game, it's the graphics. If you have the time, just look up the game on Google or something. See those graphics? Would you believe these are graphics for the PS2?

If you don't have computer

nearby (and why wouldn't you, since we're on a technological college), the graphics are composed of poorly rendered landscapes and sprites. Yes, sprites. They ARE still around, like it or not. If I have to root for the graphics in some way, it's the style of them. It's sort of like World of Warcraft. Sure, the game's graphics aren't as good as Final Fantasy or other games like that, but it's the style of them that make them amusing.

The character designs are coated with Japanese anime designs that brim with exotic taste and cool animations. Remember those Prinnies I talked about. They're Penguins with butcher knives and they are awesome! How many games let you kick demonic evil booty with a penguin? Not many! Still, it's hard not to see this game as a relic from the Super Nintendo age, even though it isn't.

But one of the worse things about the visuals of the game is the camera. While during the main story, you won't find many problems with the camera for a good while, random dungeons can be downright frustrating because you can't get a decent view on where your soldiers are and where you want them to go. It's aggravating to say the least.

Sound: Another fault that the game runs into is the choice of voice-acting for most charac-

ters. They aren't horrible, just not great... and as stated earlier, characters like Rosalin will constantly remind you of something you've heard over a hundred times, but fortunately, you do have the option to turn the voices to Japanese and in some cases, the English voice acting adds to the story's all ready funny plot.

Also, while music is fun and in some cases memorable, there just isn't enough of it. You might find yourself listening to the same tunes over and over as you go through large, random dungeons and even through the story arcs. The sounds in battle are pretty basic, blowing up stuff, slashing through enemies, punching, and so on, although the quality is very good and clear.

Fun Factor: The game is awesome, despite the poor graphics and somewhat repetitive music. It's easy to find yourself enthralled in the deep, complex system of creating classes and monsters to strengthen your army and still enjoying the stupidly funny story. With a ton of post-game material, including dungeons, multiple endings, and secret characters, this is a game that will absorb a lot of your time. It really is fun game if you're interested in anime, strategy RPGs, or the underworld in general. 8/10!



There's a big list of interesting characters

Photo courtesy www.rpgfan.com

Fearless: Jet Li movie

Sean Fine
Staff Writer

Genre: Martial Arts

Few action fans do not know who Jet Li is, unless they're racist to Asians. Otherwise, here's a quick run-down: Jet Li, Jackie Chan, Chao Yun-fat are the current Chinese Chuck Norrises who have done more movies than what I've seen the Texas Ranger in. Sure, we used to have Bruce Lee, but alas, he's dead. Will we ever see one like him again? Who knows? That's not what this is for.

This is for Jet Li's "new" movie, Fearless. I put new in quotations because this movie has been in out on the east side of the world for quite some time now, but one must ask, is this martial arts movie worth your time?

Despite what the previews have been suggesting, the movie isn't just about the tournament between Jet Li's character, Yuan Jia, and the best fighters from other countries. In fact, that part takes up less than half the movie.

For the most part, the movie is about the life of Yuan Jia, a boy with asthma who grows up, training himself in the ways of WuChu, a fighting style of which his father is a master of, and vows to become the best fighter in all of China. However, like Ziggy Stardust, he takes his pride and confidence too far and... well, I'm not telling you the whole story now, or else you wouldn't want to see the movie so there!

Like most good oriental films, the movie is divided into multiple parts. In Fearless' case, it's split up into three, which I have aptly

named, "Glory", "Rebirth", and "Return." While the parts Glory & Return have plenty of action sequences, Rebirth isn't so heavy on the fighting, but it does contain sort of a spiritual admiration of life in China and such.

While in most martial arts films, people can see the story as something just tacked on, this story is still mildly interesting and personally, I was mildly curious about what would happen.

But if you did decide to pay for this movie, it may be likely that you didn't pay for the story, but for the fights! And how are those fights you ask? They are like a mixture of the fights from The Matrix (the first one) and Crouching Tiger Hidden Dragon. By that, I mean the fights appear physically possible, but you'll still be amazed by the feats of Yuan Jia and his various opponents. And there are plenty of moments that make you cringe in pain at the many unique blows that the fighters will take and then other moments that make you laugh at the stupidity of some fighters or just the witty remarks between them (I.e. "Pussy claw?" "It's tiger!")

Overall, the movie is very entertaining and I would recommend seeing it. Also, just to let you know, the movie is presented mostly in Chinese with English subtitles, but that makes the movie more authentic and to be honest, if they tried dubbing the movie to English, it would be horrible. (Don't believe me? Get a copy of Crouching Tiger, Hidden Dragon and watch it in English audio... it's HORRID!) But it is quite entertaining, nonetheless.

Animamundi: Dark Alchemist

Jasmine King
Staff Writer

Searching for a scary game for Halloween? Tired of mainstream (yet still very good) horror titles like Resident Evil and Silent Hill? Look no further; PC game company Hirameki International has released Animamundi: Dark Alchemist for all of the gamers who can't seem to find that next scare. Animamundi isn't your traditional "game" per se; it's actually a choose-your-own-adventure style 'visual novel', but don't let that scare you off. (To me, it's a game. So for all intents and purposes, in this review, I'm calling it a game.) The game falls under the BL (boys love) category, but don't let that scare you off either. (Hey! Don't put the paper down just yet! The main character can be paired with a woman in quite a few of the storylines, okay?) The story is intriguing, the art is beautiful, and the game itself is strangely addictive.

Animamundi tells the story of Georik Zaberisk, a doctor who lives in a small town with his sister. Unfortunately for him, about fifteen minutes into the game, his sister gets accused of witchcraft and beheaded. To make things even more complicated, his sister's head is still alive. So then he kills some people, moves to the capital city to accept a job at the palace, kills some more people, meets some people, possibly kills them depending on which direction the story goes, dodges the devil, hides his sister's head from her fiancé (who is also Georik's best friend), stops his psychotic new boss from raping everyone/thing in sight, accidentally kills a few more people in the process, and eventually gets the girl (or guy) of his dreams. Well, either that, or he dies; everything in the game is ultimately your choice. That, and the sixteen possible endings that

can be seen from choosing different storyline events are what make it so addictive and fun.

No matter how spectacular the artwork may be, the game itself is creepy, violent, a bit sexual, and, at some points, just downright freaky (I myself had trouble sleeping for a few days after seeing the Queen of Hell ending). Hirameki ended up editing some of the scenes to avoid an Adults Only rating, but that doesn't really affect the story

at all.

Animamundi is perfect for getting your scare on this Halloween, but be forewarned: it definitely isn't for the faint of heart, weak stomached, or homophobic. If you don't fall under any of those categories, then go buy it. Now.

Animamundi is available at Best Buy, Amazon.com, and lots of places that stock your favorite PC games.

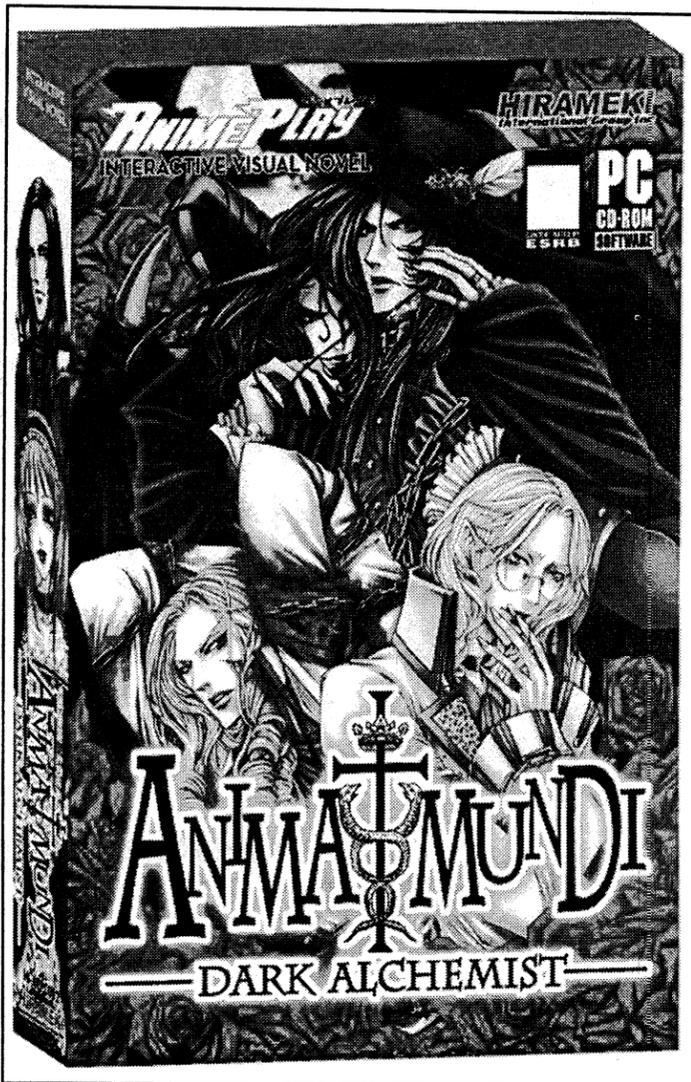
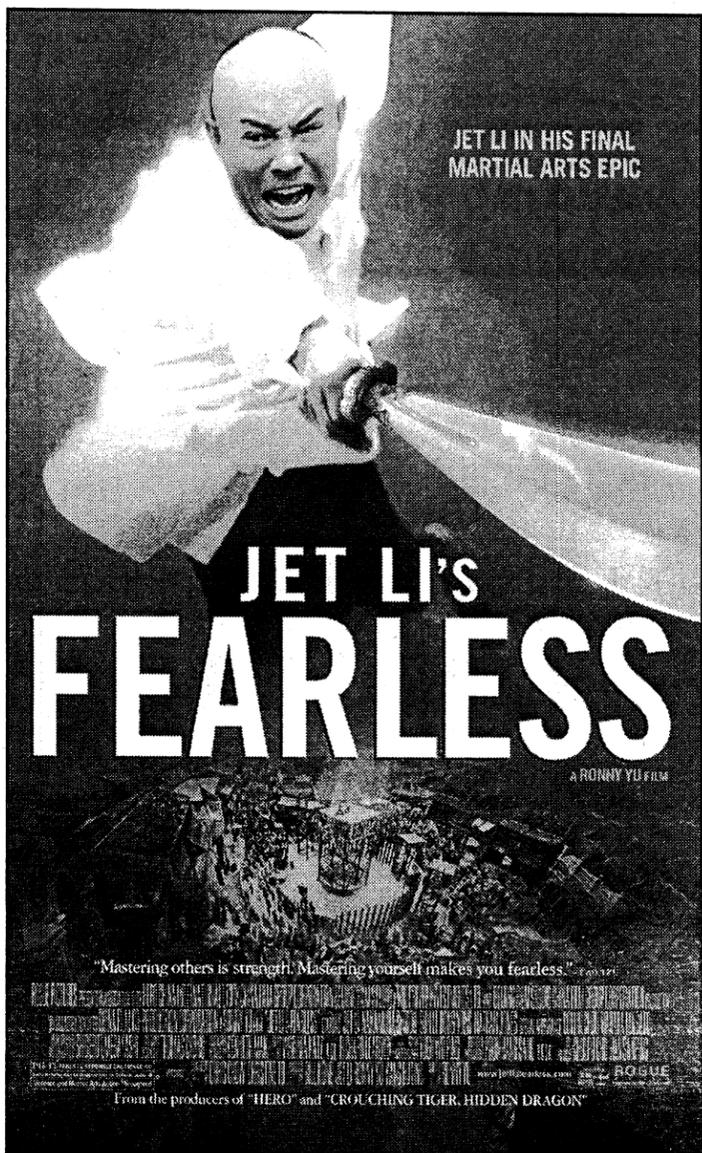


Photo courtesy www.hirameki-int.com

This is the box you are looking for when you go to the store



Jet Li's "final" martial arts epic. Sure it is.

Photo courtesy www.hollywoodjesus.com

Junkin' with Jessie Bargain hunting at Rowan's

Jessica McNally
Staff Writer

On Roswell Road, right between the 120 loop where the Atlanta Journal Constitution sits, and tucked between Big Lot's and Fred's, is a bargain hunter's paradise. It's been a little over eight years since Rowan's first opened its doors to customers, offering everything from music and books to clothing and games.

The best way to approach this little slice of Americana is to NOT have anything in particular in mind upon arrival, but rather a general idea of what feeling you would like to buy into. After all, perfume only sits within two feet of the oversized dollar CD bin, and movies and music blend together at points on tall bookcases. There's even a dollar clothing rack, and guess what? They only want a dollar for a HOOTERS shirt or hat.

Oh and the clothes! I've seen scrubs (new), vintage jackets, wigs, jumpsuits, jogging suits, suits, costumes, as well as casual clothing grace the racks of

Rowan's.

On the other side of the store the walls are just about to cave in from books and movies, while CD's crowd most of the floor space. Just about any subject you can think of Rowan's has a book for. There are religious books, popular fiction books, how-to books, reference books, biographies, and much more. The movie section is just as broad and includes both VHS and DVD's. You can buy a copy of "Bun's of Steel" on VHS for a quarter.

By far the most diverse section in the store is the music section, which is composed of records, cassettes and compact disks at a price that compares to what you would pay to download the music from a computer, \$8.99 being the average cost of a new (unopened) cd.

I didn't choose to write about Rowan's just for the bargains though, but also to share a bit of history and inspiration with ya'll. The owner's of the store, Mark and Cathy McDonald, started their business years ago in a flea

market found at the intersection of highway 92 and Old 41. The flea market, best known as "Yester Years Flea Market," is how Cathy, who had a booth running video and cassette tapes, met Mark, who was busy with his own booth selling books and clothes. It reminds me of that movie "Yours, Mine and Ours" or how about "The Brady Bunch"? Not seeing the correlation yet? Well let me elaborate for you, Cathy and Mark aren't the only family members found in Rowan's; in fact, if you walk in the store today, you might find their youngest daughter Jessica behind the counter, or Mark's sister Beth, or cousins Anthony and Stephanie. even grandma and grandpa can be found behind the counter from time to time. In eight years, I've had the privilege of watching the Rowan's family grow just as they have been witness to my late teens and early twenties.

Considering the store is so close to the SPSU campus, I know you can find me still browsing through the aisles of Rowan's, maybe I'll see you there too.



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exhibit on display : october 23rd - october 29th

Halloween scandal: Hallmark could ruin Halloween

Eric John
IT Manager

I can still hear my friend Syl saying last year "I hope you have a 'Spooktacular Booliday!'" and laughing at that silly line. You see, Halloween is a time for hilarity. It might be spooky to some, and a good chance to scare some friends or strangers if that's your style, but I personally see it as one of those rare moments each year where you can act like a fool and no one gives you too strange a look. (Please note that this does not give you full reign to act like a complete fool, because you can't get away with that.)

However, there seems to be an epidemic spreading across the nation. More and more people are shunning the wonderful holiday that is Halloween. I can understand some objections, saying that it's a pagan holiday, that it might frighten small children who have yet to grasp the concept of disguise and 'behind,' making them truly frightened by the masks, but overall, I don't think there is a very strong or valid argument against Halloween. It's not really a holiday, it more of a celebration once a year where people have fun by dressing up. It's about as harmful as the Fourth of July, in which people set off fireworks and hang flags from everything. Just think of pumpkins as flags, costumes as fireworks, and October as July. Actually, don't, because they still aren't connected after that, and I don't want any of you setting your shoelaces on fire thinking you'll fly.

No, the pressing matter that is running this "Spooktacular Booliday" is that there is a vast

underground conspiracy at work here. The central hub of this axis of evil trying to tear apart Halloween is, like all other conspiracies, big business. But not just any big businesses, this industry of terror is trying to corner the market. First we must cross off the usual suspects. Wal-mart, surprisingly, is not the center of evil this time. In fact, Wal-mart might be one of the biggest promoters of Halloween because of their large variety of Halloween products, from costumes to decorations to 5 pound bags of assorted candy that no one eats. Wal-mart fuels the Halloween machine. And it's not the oil industry either. Their oil goes into the making of everything rubber, which means all those tacky Nixon masks are making them rich too. As much as I wish I could site them for hating that trick-or-treaters walk from door to door, its more likely that they drive from house to house, wasting fuel and taking too many pictures of their child who they just carry anyway. Let's face it, this time, they aren't the crooks.

No, in fact, almost all the most common conspiracy companies are staying out of it. Even the government doesn't have a hand in this. The true source of evil ruining the good name of Halloween is Hallmark. Yes, Hallmark, the card company. Lets review the evidence, shall we? First, no one gives out Halloween cards. You don't go door to door passing out cards, you don't send 'Happy Halloween' cards to your relatives and family telling them how you've been sick the last year and how Timmy got his braces off, and you don't buy sappy "Happy Halloween" cards

for your spouse. The most Hallmark gets from this holiday is sometimes a few invites to a special costume party for friends. This is something Hallmark cannot allow.

Think about how many cards you send out each year. In fact, think of how many cards you have to send out in response to someone else's card you received. And you end up paying three to five dollars for each of these "specially crafted" cards. And you have to do this for all sorts of holidays, like new years and Christmas, Easter and Thanksgiving, and especially birthdays. I mean, with Birthdays, you have the initial card, the "thank you" card, and then the "thank you for the thank you card" card. Hallmark is making a killing off these card sales each and every month, except for Halloween, when everyone gets together, goes outside for a walk or a party and doesn't send each other cards. Now do you see who stands to gain from Halloween falling by the wayside?

Think about what Halloween could become if Hallmark took control. First off, there would be only parties. Trick-or-treating would die off, or be banned. Police cars would barricade the streets on October 31st. And then, people would have to send "Trick-or-treat" cards to all their neighbors, who would reply with "thank you" cards and maybe special cards where pieces of candy can be inserted. These would then be followed up by "Thank you for the thank you card and the candy, and my parents made me send this or else I couldn't eat the candy" cards mailed by all the children. Costumes would die off, children would have no embarrassing pic-

tures of their childhood of when their parents decided it would be "precious" for their one year old to be dressed as a pea pod. Party City's across the country would close down permanently instead of just half the year. It would be yet another date on the calendar where we remember the better times of the past, and send cards to people with pictures of costumes never to be seen again, reminiscing about "those days when you could walk door to door and get a king-sized butterfingers."

So I encourage all of you with this. Don't let Hallmark get its way and ruin another holiday. Keep Halloween in your hearts by remembering that it's just another day to have fun with friends, and

act a little silly. Keep it as a day to relax and change from the normal weekly grind. Remember the good times in elementary school when Halloween meant instead of addition in class, you learned to subtract the wrapper off of cupcakes and see how big a bite you could take. Remember when you could carve pumpkins into scary faces because it brought out your creative side. Keep the Halloween spirit alive! And please, don't be that one family that passes out a toothbrush and an apple, because your front tree will be covered in toilet paper by 4 am, and that's just a waste of perfectly good toilet paper.

Have a "Spooktacular Booliday!"



Save Halloween - No Hallmark

Vampires and lycans: the history behind them

Korey Kolberg
Senior Staff Writer

So, it's that time of the year again, Halloween. The time of year where little kids get dressed up and go around asking for candy. The time of year when college students do, well I guess the same thing they always do, except with a little more alcohol involved. I'm guessing there are going to be a lot of people throwing on a cape and putting in fake teeth, saying that they are a vampire. But what is a vampire? And for that matter, what is a werewolf? These two common enemies have, in recent years, begun to flood into our popular culture, namely the big cinema. Since both creatures of the night are becoming more and more popular, I figured a basic history of the both terrors was in order.

First, let's look at vampires, because their mythology is more standardized. The guy that really made vampires popular was Bram Stoker. Bram Stoker drew a lot of inspiration from a real historic figure, Vlad III Dracula (a.k.a. Vlad the Impaler). More importantly, Stoker's book (Dracula) set the bar for vampires in the modern world. Thanks to this book, everyone now knows that vampires hate garlic and a stake to the heart will kill them.

This is the vampire we know. Other authors, like Anne Rice, have built upon the idea. Now, in our culture, a vampire is a being of pure sex and power, and did I mention sex? Being undead (not to mention immortal) frees the vampire from the normal shackles of the human race. The vampire is highly charismatic, intelligent, and really strong. Basically, in not so many words, a vampire is a virgin's worst nightmare.

While Bram Stoker made vampires popular, he did not invent the idea. Myths of vampires are in almost every ancient culture from Greek to Egypt, and even to the Babylonians. Slavic myths are the roots to most of our basic vampire beliefs. People of these ancient cultures followed the logic that blood is life, so if you drink it you get more life. Therefore vampirism is a branch of cannibalism. Many of these ancient myths were based on actual animals, such as the leeches, mosquitoes, and vampire bats.

The key traits of a vampire are firstly being undead. Next, vampires generally hate garlic, which oftentimes is one of their banes. Other weaknesses of the vampire are crucifixes, silver, churches, holy water, and the like. They also have a bad habit of being compulsive counters (they like to and often have to count random things like

gains of sawdust). Many myths also say that they must undo any knots they find. Vampires also have to be in their coffin when crossing running water, cannot enter buildings unless invited (not counting public buildings), and are either killed by sunlight or weakened.

Next comes werewolves, or more correctly lycanthropes. Counter to common belief, lycans are not limited to werewolves; basically you can be were-anything. Unlike vampires, werewolves do not have anything close to a standard, well not until modern times. Basically these creatures turn into deadly animals during a full moon and the only way to kill them is with silver. After death, in some myths, a werewolf turns into a vampire.

One of the oldest examples of werewolves goes back to the Greeks, although many cultures have stories of shape-shifters. The Norse had the berserkers, who were terrifying fighters who wore animal skins and drew strength from animal spirits. Other stories talk of crazy people that run around in the woods at night attacking people. Unlike modern movies, werewolves did not have a pentagram on their hands, nor did they just drink the blood of their victims. Most often the only part of a victim left to take on the curse would basically

be what the werewolf did not feel like eating at the moment. During the Inquisition period, many people were charged and found guilty of being werewolves.

What's the main lesson to take from all this? Well, if you are a writer you have a lot of room for invention. For most people? Well,

if you meet someone that believes that they are a vampire or werewolf, run away like hell because they are probably crazy. If they are not really one of these creatures, then you have a chance to escape the crazy person. If they are really one, well you are pretty much dead anyways.

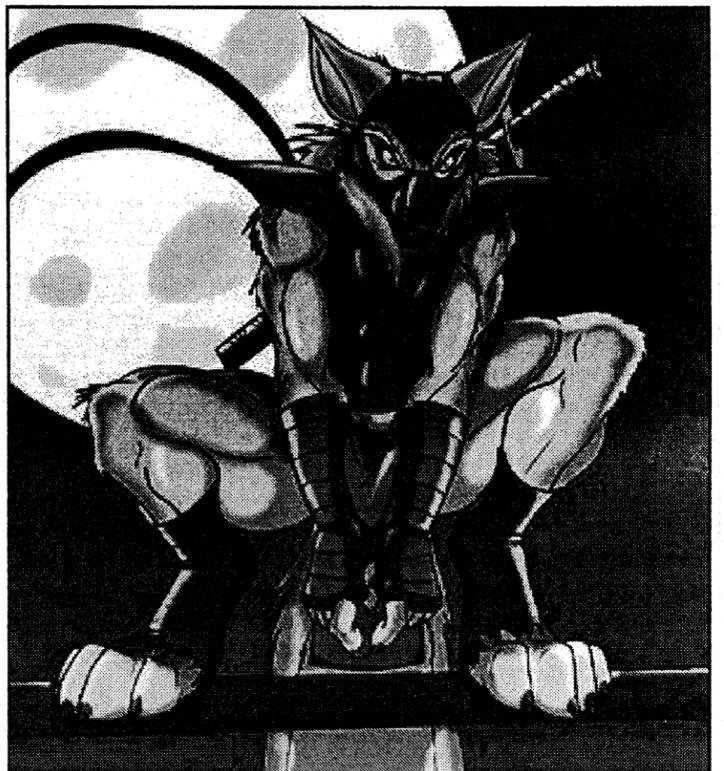


Photo courtesy tn3-1.deviantart.com
What is better than a werewolf? A ninja werewolf

Comedian Craig Carmean

Jessica McNally
Staff Writer

On October 11th at 8:00pm there was a comedic performance in the student community center by Craig Carmean. I don't know if any of you have ever had a chance to watch Stephen Lynch perform live or on television, but Craig's style is very similar. It comes as no surprise that both have toured the college circuit at similar times. For those of you who don't know Stephen or Craig, I can best describe Craig's style as a twisted rock and roll comedy hour in which everyone from Bob Dylan, Cat Stevens, ACDC and the Beverly Hillbillies are ripped on... But wait that was just ten minutes of the show, there were many more. Have you ever seen a Gwar show? Well, Craig is a little different, he doesn't jump rope with Elvis's intestines, but he does a pretty good impression of Elvis on perkisets.

Craig is a master performer with the guitar and really knows how keep the crowd engaged. His ability to adapt with the changes in audiences is leading him on to bigger platforms than just the college circuit. If you don't know Craig Carmean's name yet, look out, there's a good chance you will learn it in the future. Right now he resides in Florida, but this Georgia native is growing homesick and just may be coming home to work on the 99x morning show. I threw that last line in just in case a friend told you about how awesome his show was and you want to catch a Carmean performance for yourself.

I had the chance to ask Craig a few questions before his show began and here are some of those results:

Question: How long have you been performing?

Craig: Eight years.

Q: How would you describe your comedic style?

Craig: How liberal is your programming?

Q: Other than comedy what

else have you done?

Craig: Rock bands, solo gigs, lifeguard and restaurants.

Q: If you could be any superhero, who would you be and why?

Craig: Wolverine from the X-men because he has attitude and superpowers.

Q: Have you had your parents support through-out your career?

Craig: As a teenager, no. As a college student and on, yes.

Q: Why did you choose comedy?

Craig: I grew board with just being a musician and decided to change scenes.

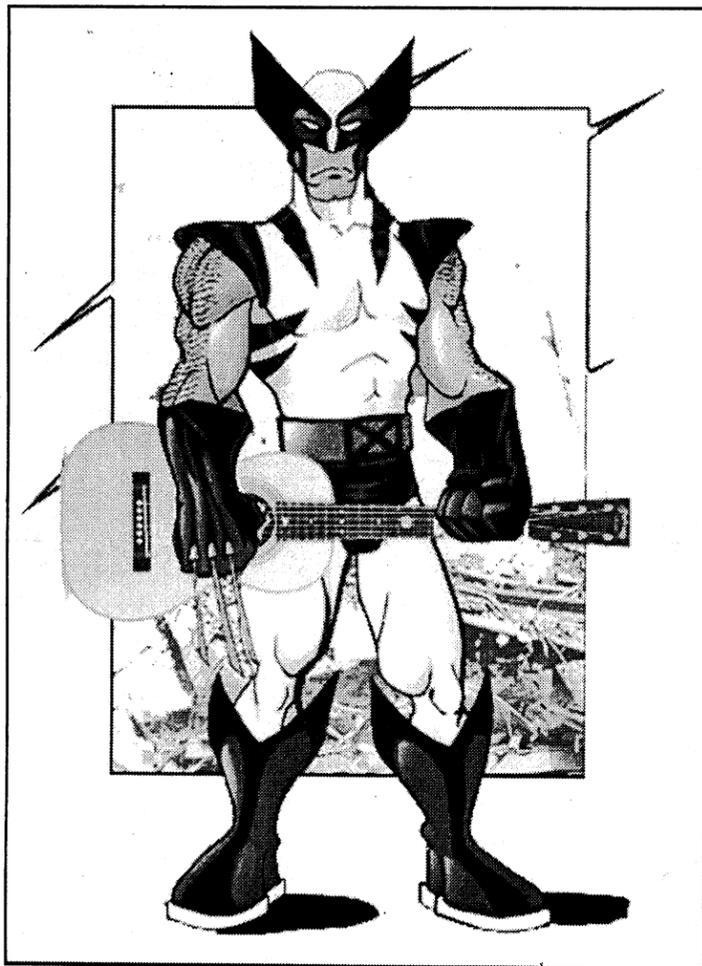
Q: Who was your inspiration?

Craig: Mark McCollum, who was big in the 1980's.

Along with answering my questions, Craig was also kind

enough to throw in a favorite quote by Lenny Bruce: "Comedy is tragedy plus distance."

You might want to know what a "Dirty Sanchez" or a "Hot Carl" is, well Craig won't tell you although he may sing about it. A few of my favorite highlights from his performance include his tribute to Ramen noodles, his continuous cracks on skanky chicks, and his detailed instructions on how to kidnap a stuffed animal and hold it for ransom. Ladies, just so you know, there were a lot of guys at the show, so make sure you guard your stuffed animals closely or you may find yourself baking cookies for some jackass who stole your teddy bear and is now proceeding to subject your stuffed child to some classic pornography.



What Craig Carmean would look like as his favorite super hero

Concert Series #2

Karen Asay
Editor-in-Chief

The coffee house acoustic guitar and singer experience has been brought to the Community Center (CC) coffee house. On October 10th, Ginger Coyle's beautiful singing voice and guitar skills filled the CC.

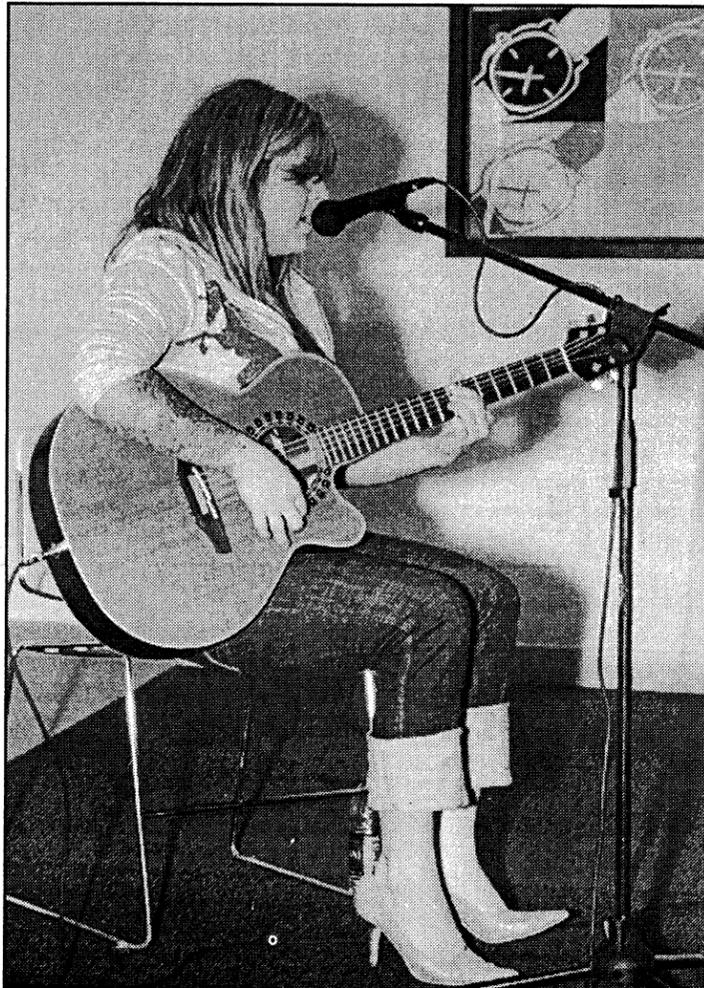
Ginger Coyle is from New Jersey but recently moved to Atlanta. In New Jersey, she played at college campuses, bars, and coffee shops in New Jersey, New York, and Pennsylvania. Ms. Coyle moved to Atlanta with her band, Thunder Katz, a hip hop/rock band. They are signed with an independent label, Wall Street, but is here looking to sign with a bigger label.

Ginger Coyle has a wonder-

ful singing voice. Most of her performance was original songs but there were a few covers. For example, Britney Spears's song, "...Baby One More Time" never sounded so good. Her voice did attract a crowd; some preferring to listen from outside and enjoy the good weather at the same time.

This concert was the second concert in CAB's concert series. This monthly event will be held in the CC on every second Tuesday of the month. The next concert is on November 14th.

If you missed this concert, come to the next one in November. Also, if interested, Ginger Coyle has a personal myspace account: www.myspace.com/gingercoyle, and so does her band: www.myspace.com/thunderkatz.



Ginger Coyle singing in the Community Center

Steven Fylfe/The Sting

Pilots needed for RC Helicopter

Karen Asay
Editor-in-Chief

Aerial Robotics team is looking for pilots. Not licensed pilots for an actual plane, but pilots for their RC helicopter.

The Aerial Robotics team competes in an annual competition for autonomous flight (helicopters and planes). Why would they need a pilot if it is supposed to be autonomous? They have three reasons. One, the aircrafts take off and landing can be done manually. Second, the pilot is there for safety of the helicopter and for the people around it. If the autonomous program fails, the pilot is the back up. Considering during one flight, the wrong flight pattern was programmed into one helicopter and it ended up chopping the top of a pine tree off, it is problem good to have a pilot back up. Three, the team has experi-

enced that the pilot is normally more aware of the mechanics of the helicopter and is more likely to notice if a part isn't put on correctly.

Aerial Robotics does not expect you to already know how to fly a RC helicopter, so amateurs are welcome. The first step in training is a simulation program called Real Flight Simulation. You can try out this program in the Aerial Robotics office/workshop in building SK, which is next to the Civil Building. Another way is to go to K3, one of the Mechanical Buildings, and talk to James Wudak about using the simulation. After you have gotten the hang of flying with the simulation, the team has a mini-helicopter for you to practice with.

For those who are interested in joining the team, they except students of all majors, but are specifically lacking on electrical

and computer engineers, and computer science and software engineering majors. To get more information, email Aerial Robots at arobot@spsu.edu.

Aerial Robotics is a complex operation and needs skilled people who want to learn. They encourage everyone, even freshmen, to come check them out if they are interested.



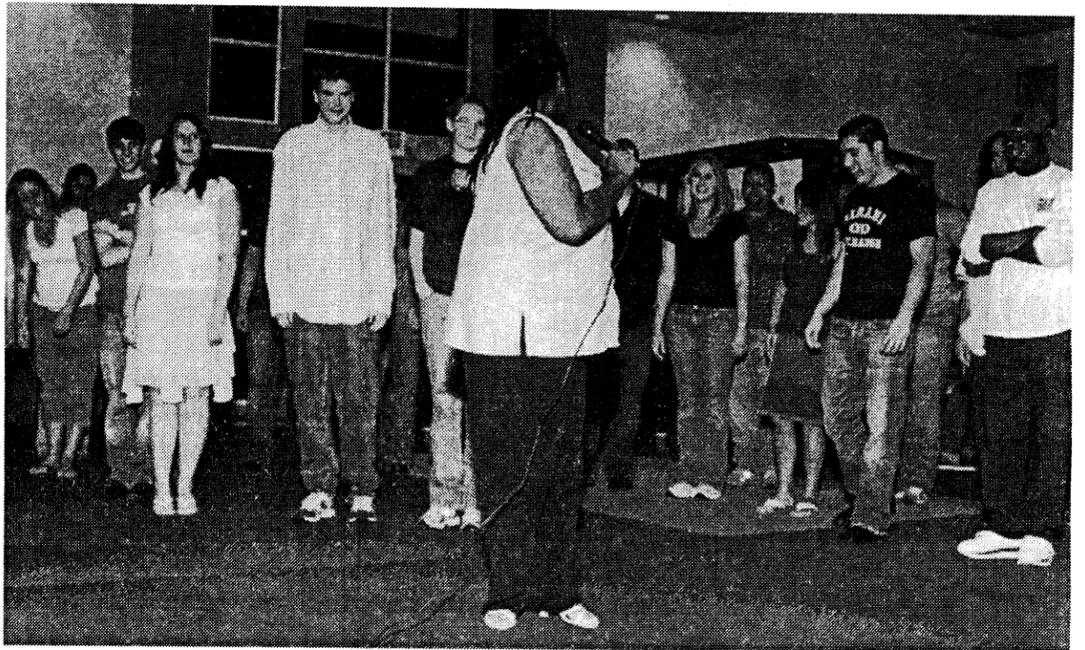
Aerial Robotics team

Photo courtesy Aerial Robotics team

Salsa Night

September 27th, SHPE sponsored free salsa lessons for anyone that was interested. Student, staff and faculty showed up to learn this dance style. Here are some pictures of what happened.

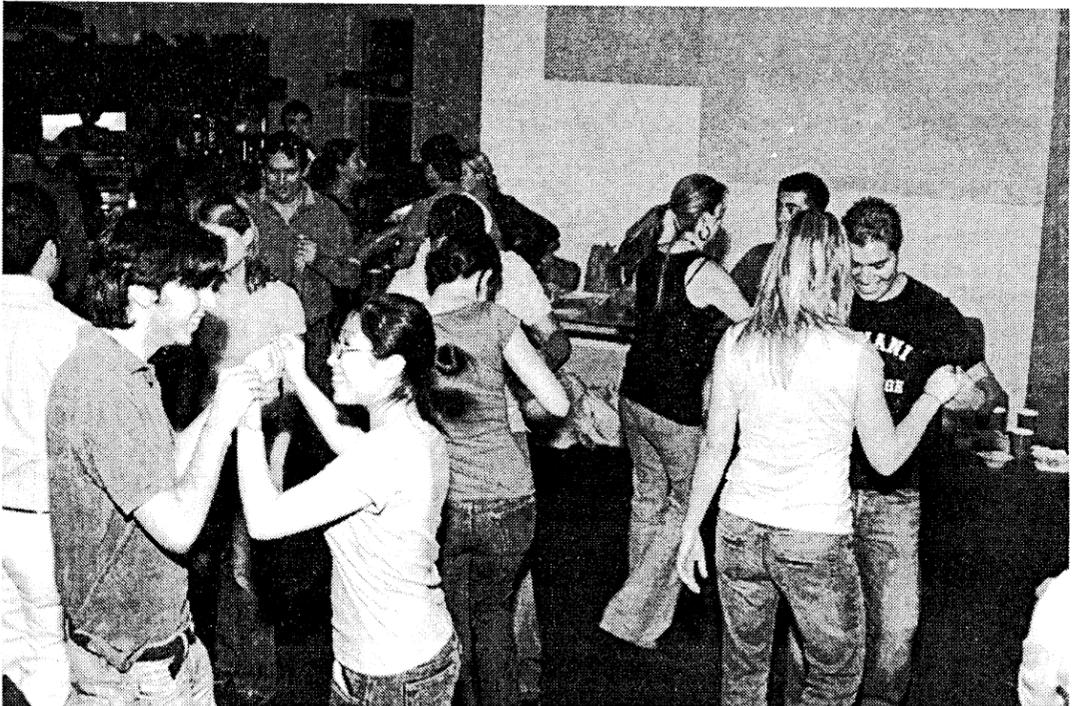
Bottom: One of the couples dancing.
Right: Just getting started.
Bottom-Right: Couples doing the salsa.



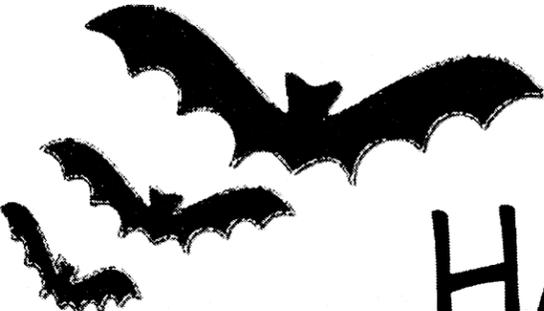
Steven Fyffe / The Sting



Steven Fyffe / The Sting



Steven Fyffe / The Sting



OCTOBER 30

HAUNTED HOWELL

THE HAUNTING BEGIN
AT THE
COMMUNITY CENTER
@ 5:00 PM

SPONSORED BY CAB



Event Calender for SPSU

October

Thursday, Oct 19

- Budget and Finance Meeting in SC SGA Office - 5:45 pm - SGA

Friday, Oct 20

- Poker Night at the Community Center - 8:00 pm - CAB

Tuesday, Oct 24

- Red Cross Blood Drive in SC Ballroom - 11:00 am to 4:00 pm
- Conducting an Effective Job Search in SC Rm 215 - Noon - Career Center

Wednesday, Oct 25

- Interviewing Skills that Work in SC Rm 215 - Noon - Career Center
- Goat Night in SC Theater - 7: 30 pm - InterGreek Council

Thursday, Oct 26

- How to Use Career Lane? in SC Rm 215 - Noon - Career Center
- Powder Puff Game at Intramural Field - 8:00 pm - InterGreek Council
- Keg Bowl at Intramural Field - 9:30 pm - InterGreek Council

Friday, Oct 27

- Pumpkin Craving at Community Center - 2:00 to 5:00 pm

Saturday, Oct 28

- Weekend Career Series in M-100 - 10:00 am to 2:00 pm - Career Center

Monday, Oct 30

- Haunted Howell begins at Community Center - 5:00 to 10:00 pm - CAB

Tuesday, Oct 31

- SGA Meeting in the Rotunda - Noon -SGA
- Halloween Movie between the dorms - 8:00 pm - CAB

November

Wednesday, Nov 1

- Resume Critique Day in SC Lobby - 3:00 to 6:00 pm - Career Center
- Mic Night (Poetry) in Community Center - 7:00 pm

Thursday, Nov 2

- Dress 4 Success in Burruss Auditorium - Noon - Career Center
- Budget and Finance Meeting in SC SGA Office - 5:45 pm - SGA

Monday, Nov 6

- Working a Career Fair in SC Rm 215 - Noon - Career Center

Tuesday, Nov 7

- Basketball Tailgate by Arch. Building - 6:00 pm - InterGreek Council
- Basketball Game in Gym - 7:30 pm
- Campus wide Capture the Flag begin Community Center - 10:00 pm

Wednesday, Nov 8

- 17th Career Opportunities Fair at Cobb Galleria - Noon to 3:00 pm

Friday, Nov 10

- Orientation Leader Application Due by 5:00 pm

Tuesday, Nov 14

- SGA Meeting in the Rotunda - Noon -SGA
- Senior Career Orientation in SC Ballroom - 4:00 to 6:00 pm - Career Center
- Concert Series in Community Center - 5:00 to 7:00 pm - CAB

Wednesday, Nov 15

- Budgeting for College and Life in SC Rm 215 - 5:00 pm - Career Center
- Hypnotist in SC Ballroom - 8:00 pm - CAB

Thursday, Nov 16

- 1st Year Job Expectations in Rm 215 - 5:00 pm - Career Center
- Emerging Leaders Applications Due by 5:00 pm
- Campus Activites Board Applications Due by 5:00 pm

Friday, Nov 17

- Poker Night in Community Center - 8:00 pm - CAB

