

Sports

Basketball season has finally started. Find out what has happened so far this season. GO HORNETS!

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The Sting

www.thesting.org

Organization

The Formula SAE racecar team won 19th place in this year's Formula SAE competition. Find out details.

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November 9, 2006

Only a month left and then freedom!!

Volume 61, Issue 5

Peach State LSAMP

Rultz Raymond
Staff Writer

During the month of August, many students at Southern Polytechnic State University probably received an email about an extra hand in funding for college expenses. If you were one of the students who decided to sacrifice some time from studying and working to complete the online application, accompanied by a short essay, you were probably selected to receive this scholarship. This funding, as may now be widely known, is a gift from the Peach State Louis Stokes Alliance for Minority Participation (PSLSAMP). For those unfamiliar with this program, according to the directors of this program,

"The mission of the Peach State Louis Stokes Alliance for Minority Participation is to increase the number of underrepresented minority students statewide who complete undergraduate degrees in science, technology, engineering and mathematics (STEM) fields and to encourage those graduates to pursue graduate studies."

The program coordinators further go on to say that, "The mission is accomplished through

a collaborative effort led by the University of Georgia and sustained by a coalition of five colleges and universities including: Bainbridge College, Georgia Perimeter College, Fort Valley State University, Savannah State University, and Southern Polytechnic State University."

In order for the mission of PSLSAMP to be accomplished, the goals of recruiting STEM majors, retaining STEM majors until graduation, enrolling STEM majors into graduate schools, and developing professional students must be reached.

Now that there has been some information about the purpose of PSLSAMP, let's look into the man behind the program. Who is Louis Stokes? According to an article written by Dr. Wright, a professor of social issues and culture who completed his Ph.D from the University of Georgia in 2005, "Louis Stokes played a pivotal role in the quest for civil rights, equality and social and economic justice throughout his tenure in the United States Congress."

His dedication to giving a helping hand in the formation of a positively progressing society

is partly a reason for his forming of this organization, to further the advancement of minority students in education as well as the professional career world."

In the spirit of togetherness, the collective schools that form PSLSAMP gathered at Southern Polytechnic State University on October the nineteenth through the twentieth to be witness to the First Annual Peach State Louis Stokes Alliance for Minority Participation (PSLSAMP) Fall Forum and Research Conference. With the support of the University of Georgia and the National Science Foundation, this conference was made possible and granted Southern Poly the honor of hosting this premier event.

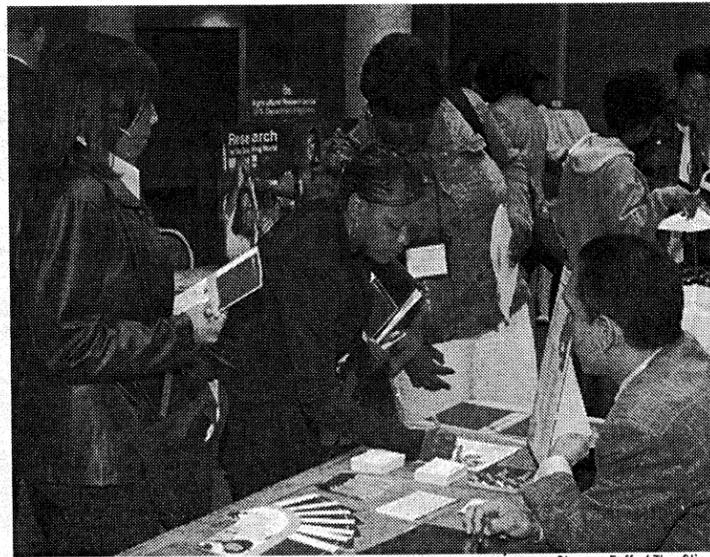
The event began on October 19, 2006 in the afternoon for registration and officially kicked off the following morning, October, 20, 2006. On this windy, chilly day, the ceremony began with a breakfast in the Student Center followed by a formal welcome in the student center theatre which ended at about 9 a.m. At 9:15 a.m., students who came with projects in the sciences, engineering, or mathematics were asked to give oral presentations on

their projects and were judged by a large group of faculty. After this section of the program was over, students were asked to select and attend one of two seminars offered on their schedules followed by lunch at noon. The seminars offered were "Careers in Sciences: Increasing Your Personal Market Value" and "Science and the Professorate." During lunch, students sat at tables in the student center ballroom with two or more professors in their

midst and discussed graduate programs and advice on applying for graduate study programs, which are some of the discussions for the seminars that occur after lunch.

When lunch terminated at around 1 p.m., there was another set of presentations for those students who brought posters of their projects. Some of the student's presentations are as follows. There was a presentation by Gabrielle Gay, a

Continued on Page 2



Students gathering information about different university's masters programs.

Oktoberfest: Halloween Fun

Cristina Wilson
Senior Staff Writer

Carrying on an annual tradition, the Wellness Center camped out in front of the Student Center during lunch on Halloween to promote awareness of alcohol abuse and addiction. A new addition this year, Jeff Hughes and Jamaal Murray from the Career and Counseling Center set up a table with games and a projection showing the after-effects of drinking and driving.

The Wellness Center sponsors Oktoberfest at SPSU every year, setting up a table in the Student Center entrance and offering candy, cookies, and punch complete with ghoulish gummy worms. Kelly Judge, coordinator of activities in the gym, faithfully mans the table every year during 11am-1pm, teaching students about the dangers of "boos" on one of the largest college party nights of the year.

The Career and Counseling Center also set up a table inside the Student Center with a trivia game to win candy and other prizes. Students waiting to play the game were able to watch a short slide show of

a young lady who had been trapped in a burning car after being hit by a drunk driver. Phyllis Weatherly, director of the Career and Counseling Center, points out the fact that not all people hit by drunk drivers die. Like this young lady, many victims survive these accidents only to endure the pain of severe burns.

Binge drinking is common among all college aged students; more than 1,400 students die each year in alcohol-related accidents. Students who do not drink are not protected from the dangers of

alcohol. Studies show that more than 600,000 students a year are assaulted by another student who has been drinking, and more than 70,000 students are raped or sexually abused.

SGA as well as CAB sponsored a day of free gifts and activities in the Community Center. Carolina Daza, SGA president, hopes that the day of festivities will encourage student leaders and organization members to meet and discuss cohesion among groups at SPSU.



Scared students in Haunted Howell

Degree Approved

Jon Meek
Staff Writer

On October 11th, the Board of Regents of Georgia approved the Bachelor of Science in Mechatronics Engineering. Southern Polytechnic State University is the first school in Georgia to offer a Bachelor of Science Degree in this field, and, in good time, probably the only Bachelor of Science ABET accredited in GA and the Southeast. The approval from the Board of Regents presents five years of hard work on the university's part, especially from Professor Glenn R. Allen, Associate Professor in Mechanical Engineering Technology. SPSU expects beginning enrollment to be about 40 students and it hopes over the course of the next three years to grow to 130 students.

Mechatronics is the integration of mechanical engineering, electrical engineering, software engineering, and computer science. The degree will be fully implemented in the Fall of 2007, but some courses will be offered in Spring 2007. Dr. Zvi Szafran, Vice President of Academic Affairs, says

the reasoning behind giving support to this degree is because it reaches out to the non-traditional students and "it's a cool item to study". Dr. Szafran also stated that this degree will help the University with its Strategic Plan in becoming a more comprehensive university by offering a variety of degrees. Some other degrees on the drawing board for the University are: Chemistry, Psychology, Music Technology, and Engineering with a concentration in Systems Engineering. If you are interested in what classes are needed for the degree, here are some of the upper-level courses. However, this list is waiting for approval by the Curriculum committee here at SPSU.

- ENGR 1210 - Survey of Engineering Graphics
- SWE 1301 - Software Engineering
- ENGR 2214 - Statics
- ENGR 2110 - Circuits
- MATH 2306 - Differential Equations
- MATH 2345 - Discrete Math
- ENGR 2300 - Electronics I
- ENGR 3122 - Dynamics
- ENGR 3101 - Fluid Mechanics

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Immigration is a hot subject.
Find out what Christiaan has to say about immigration. You may or may not be offended.

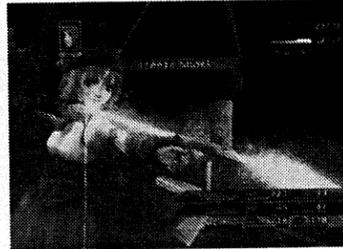
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What is SGA doing?
Cristina updates you on what SGA is doing and who is arguing with who. Check out what the group who allocates the Activities Funds is doing.

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This issue's game review.
You have come to trust his game sense, so check out what Sean thinks about Xenosaga 3.

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PSLAMP

Continued from Front Page

student at the University of Georgia, who presented a project titled, "Improving Protein Identification of Proteome Methanococcusmaripalodis through two-dimensional High Performance Liquid Chromatography," which discussed her attempts to identify the proteome, Methanococcusmaripalodis, through liquid chromatography to aid biologists in identifying proteins at faster rates. There was a presentation by Gabriel O Sodimu, of Albany State University, titled, "Particle Size Distribution and Behavior of Nanoparticles in Physiological Fluids," which discussed the effects of fluids such as sodium, which are found in blood, and how they can cause problems such as clogged arteries when certain metals such as silica and aluminum are used in the human body for necessary procedures. She explained how these metals can become enlarged, when placed in sodium-containing fluids, to cause complications within the human body. A third presentation was from Lakita Givens of Savannah State University titled, "Construction of a cDNA

probe library for the Ubiquitin Proteolytic Pathway" which dealt with finding a method of organizing the many types of DNA strands that are found in many of the Earth's organisms and grouping them based on similar characteristics, such as the DNA coding. A presentation from Khin Kyaw, a biology major at SPSU, was also given, titled: "Wilms Tumor Interacting Protein and Kidney Disease." The focus of this project was to determine the types of proteins that interact with the liver.

After the poster presentations concluded, students were broke up into different groups for the final two seminars, "Graduate & Professional School Prep 101" and "Best Business Practices for Louis Stokes AMP," and in an effort to get students the head-start for applying to graduate schools, there was a graduate and professional school fair held after these seminars, which included schools like Fort Valley State University and, of course, Southern Poly graduate school representatives ready to speak to students about applying to their respective schools or just to get some first-hand information and brochures for future reference.

As darkness fell, several group pictures were taken and, later on, there was a banquet, which featured a very inspirational speech by Dr. Robert Belle Jr. (a member of the Southern Regional Education(SREB) Board as the Director for the SREB Alliance for Graduate Education and the Professoriate (AGEP) Doctoral Scholars Program) that greatly emphasized why the program is important and how the scholars in this program will play a great role in the progress of a future America by setting examples and being the guides for those who will follow in their footsteps. After dinner was served, the awards for the top three categories, in both oral and poster presentations, were given, and our own Khin Kyaw placed first in the poster presentation projects.

This conference was a success and a delight. New friends were made and knowledge was attained from hearing engineering, biology, and science projects as well as hearing from graduate students and professionals in the aforementioned areas. Thanks to this collaboration of schools, the PLSAMP board, and our own Dr. Bobbi and Mrs. Barnett, the First Annual Peach State Louis

Research Speaker Visits

Cristina Wilson
Senior Staff Writer

Bob McNally, CEO of Cell Dynamics LLC, spoke to students and professors at the first of many planned programs from the Science Department. Dr. Phil Patterson, Department Chair for Biology, Chemistry, and Physics, states his initiative to bring in key speakers from successful companies in the metro-Atlanta area. These speakers will be informative as well as helpful to students in describing what qualities employers in this area are searching for in a graduate.

Cell Dynamics is a tissue processing laboratory that is "dedicated to the processing of human tissue (organs) and cells for research, transplant and cell-derived therapeutics". Located in Smyrna, GA, this company is involved in the

budding technology of transplanting human cells into another body for healing purposes.

Stem cells are one of the most widely controversial topics in America today simply due to the fact that many people are unaware of how scientists are able to harvest them, let alone know the possibilities of discovering cures to diseases that currently go untreated.

Stem cells are a type of blank cell that have yet differentiated into any specific type of cell – for example: the play dough once it comes out of the carton. Stem cells are located in various parts of the body, however research has found that adult stem cells transplanted into an organ do not differentiate into that specific cell type, but instead fuse with the pre-existing cells. McNally emphasized the fact that, like most other things in life,

stem cells are healthier the younger they are.

Embryonic stem cell therapy is currently not allowed in the United States, so Cell Dynamics, as well as many other companies are finding new promise in using the umbilical cord or neonate cells. A neonate is a baby that is less than 28 days old, and has died soon after birth. There are many causes of death in young infants, all of them completely natural.

Cell Dynamics is a technology-savvy business in the metro-Atlanta area that is beginning the research of scientific therapies that graduating students will be working with 10 years in the future. Professor Patterson looks forward to more speakers from these emerging businesses to gain interest in the Biology and developing Chemistry degrees.

Blood Drive

Jon Meek
Staff Writer

On October 24th, the American Red Cross held its blood drive here on campus in the Student Center ballroom. This drive had 65 students, faculty, and staff members participated in the blood drive. According to a press release back in September, the American Red Cross blood banks had around 36,000 units of blood for the nation. To put that number into perspective, the Red Cross considers its "bare minimum" operational level to be 50,000 units of blood. Across the Southeast and most of the nation, the Red Cross has been trying to get more people to donate through telemarketing, direct mail, and appeals to mass media in order to get new donors. Also, the Red Cross states that only five percent

of the American population is able to donate blood. It also points out that 15 percent of its non-summer month donations come from older high school and college students who take time out of their schedule to help out. The Red Cross col-

lects blood from approximately 4.5 million donors nationwide, which provides more than 6 million pints of blood for the nation each year. For more information, you can go online to <http://www.redcross.org/> or call 1-800-GIVE-LIFE.



Photo courtesy www.loc.gov

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www.thesting.org

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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. 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 12:00 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, November 23 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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Career Connection Southern A & E

Bridgette McDonald
Career Coordinator

Employer Spotlight: Southern A & E

Southern A & E has recently hired several students from Southern Poly and want to hire more! One of the more recent hires was Christian Nwokeyi, an Electrical and Computing Engineering major at SPSU. Christian was hired by Southern A & E as a co-op student this past summer and reported that his experience was the best ever! Some of his duties were to perform power and lighting calculations and conducting electrical system design and renovations for educational facilities. The following is a closer look at Southern A & E the Company; however,

for additional information about their recruiting efforts you should contact the Career and Counseling Center at (678) 915-7391. Company ~

Southern A&E is a full service architecture and engineering design firm specializing in commercial, educational, industrial and sports facility design. Our primary focus at Southern A&E is the complete satisfaction of our clients. We encourage each of our employees to think like a manager with the welfare of the Client, Company, and Design Team always held uppermost in their decision-making. Every project we design, from simple remodels to complex new facilities, receives our unique employee empowered approach. The result is our client

becoming an integral part of the Southern A&E Design Team.

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- Landscape Architecture
- Civil Engineering
- Structural Engineering
- Mechanical Engineering
- Plumbing Design
- Electrical Engineering
- Interior Design
- Food Service Design
- Contract Administration

Design Philosophy ~

Keeping pace with the constantly evolving environment con-

tinues to demand realistic and innovative solutions to complex problems. It affords us the opportunity to continually further our design concepts. As in every industry, events in the political, social, economic and technological areas present our firm with a variety of challenges. However, we remain confident that the Southern A&E staff of professionals will continue to face tomorrow's challenges today.

At Southern A&E, our primary design goal is to provide well-organized, comfortable and safe spaces configured for their intended purpose. The building systems (structural, mechanical, plumbing and electrical) should be simple, easy to maintain and cost effective. We strive to give our

buildings a well-ordered, uncluttered appearance

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Photo courtesy Career Center

The BSCS Accreditation Process

Karen Asay
Editor-in-Chief

As you probably know by now, the Bachelor of Science in Computer Science (BSCS) was recently accredited by the Accreditation Board for Engineering and Technology (ABET). The process for becoming an accredited program requires a lot of work and preparation. For those interested, this article will explain what the Computer Science (CS) department had to do to become accredited.

The first step in the accreditation process was to define the CS program's objectives and educational outcomes. The CS department started this part in 2002, but halted it in August 2002 because of the academic restructuring of CS department. The restructuring created the Computing and Software Engineering (CSE) School and introduced two new majors: Software Engineering and Information Technology. The restructuring made it so the program's objectives and educational outcomes would change constantly so the CS department waited until the program became more concrete to start the process rolling again. However, during the restructuring, the CS department started planning the Capstone course, which would be needed to get the program accredited. The Capstone course is a team project-based course where students take the knowledge from their previous course and apply them to a real-world application project.

In mid to late 2003, the restructuring ended and the CS department went back to work on defining its objectives and outcomes. The first task was defining the CSE mission statement, which was written from scratch. The second task was defining the BSCS objectives and outcomes. Unlike the CSE mission statement, BSCS objectives already existed but they went through many revisions. The first revision just made the current objectives sound better, but the second revision was when the department did an overhaul and broke the program's objectives into two categories: students and curriculum. The third and last task was defining the objectives and outcomes of the individual courses. These objectives were also written for the first time during

this process so the department combined what professors were teaching in each course and the course description from the catalog to create each course's objectives. After many revisions, the courses' objectives, along with the CSE mission statement and the program's objectives, became finalized in December 2004.

The next step to becoming accredited was to conduct a self-study of the BSCS program and make sure that the program meet ABET's criteria for accreditation. There were seven criteria categories: objectives & assessment, student support, faculty, curriculum, laboratory and computing facilities, institutional support and financial resources, and institutional facilities.

The objective & assessment criteria stated the program had to have documented, measurable objectives, including expected outcomes for graduates, and conducted regular assessments of its progress against its objectives. The program also had to use the results to identify program improvements and to modify the program's objectives. The objectives created by the CS department meet all these guidelines, but methods of assessment were created. Faculty course assessment reports (FCAR) were started in Fall 2004. These reports were filled out by faculty member for each course they taught and they assessed how well students met the course objectives. Surveys were also given to seniors, alumni, and employers to get feed back on the program.

The student support criteria required that students could complete the program in a reasonable amount of time, had ample opportunity to interact with their instructors, were offered timely guidance and advice about program requirements and career alternatives, and could meet all program requirements when they graduated. The CS department met all these criteria from the beginning with all advising done by Beth Haynie and with professors being required to have eight office hours a week minimum.

Faculty criteria were that the faculty were current and active in the discipline and had the necessary technical breadth and depth to support a modern computer science program. The program also had to have

enough faculty members to provide continuity and stability, to cover the curriculum reasonably, and to allow an appropriate mix of teaching and scholarly activity. For the CS department to prove the faculty met these criteria, all faculty members had to provide a Vitae. A Vitae is a written description of their work experience, educational background, and skills that included publications they had done, patents, workshops and conferences they attended.

The curriculum criteria not only went over the CS courses but also the required math and science courses. For these criteria, the CS department had to have copies of very textbook used in the CS department and textbooks from relevant courses in the math and science departments. The department also had to provide copies of good student, average student, and bad student work on projects, quizzes, and tests to see how professors graded work and how professors were showing that students met course objectives. The criteria for the CS curriculum were that it had to provide basic coverage of algorithms, data structures, software design, concepts of programming languages, and computer organization and architecture. Also, the courses had to build theoretical foundations, problem analysis, and solution design through out the program. If you look at the course names and descriptions in the catalog, you will find course specifically for every one of these topics; and in their descriptions you will find words like theory, analysis, and design.

The criteria for the math and science curriculum were that it included discrete mathematics, differential and integral calculus, probability and statistics, and a two-semester sequence in a laboratory science. Both of these requirements were met. "Math and science departments were very helpful," said Mrs. Morrison.

In addition to the CS, math, and science course requirements, the program also had to develop and apply oral and written communication and cover social and ethical implications of computing. Oral communication was covered in the core curriculum area B with speech, while written communication and ethics were covered in major requirements with Technical Writing and Professional

Practices and Ethics.

The last three areas covered facilities and finances. The criteria for laboratories and computing facilities were that these facilities be available, accessible, and adequately supported to enable students to complete their course work and to support faculty teaching needs and scholarly activities. The institutional support and financial resources criteria stated that the institution's support for the program and financial resources available to the program were sufficient to provide an environment in which the program can achieve its objectives and sufficient to provide assurance that the program will retain its strength throughout the period of accreditation. The institutional facilities criteria require the college as a whole have a library and other electronic information retrieval systems, a computer network, classrooms, and enough offices to support the objectives of the program.

All these criteria were met, especially the computing facility since the CS department has a few computer labs for classes, its main public computer lab, and there is also the lab in H-building. The only problem found with the computer facilities was the department needed a better turn over plan for keeping computers up-to-date. As a whole for facilities, the only major foreseeable problem the CS program would have in getting its accreditation was that the library was being under funded. In support for the CS program getting their accreditation, the university allocated additional funds to the library to alleviate this possible problem.

After the CS department gathered all the information they needed to prove it met ABET's criteria, the CS department submitted its request for accreditation. This was done in January 2005. However, that was not the end of the process. During Spring 2005, the CS department hired an outside source to conduct a mock accreditation visit. The outside source reviewed all course material, conducted interviews with administration, faculty, and students, and the program's current self-study. This source made many suggestions to strengthen the department's proposal, like reformatting some parts and rewording parts to present stronger

points. One example is that the department believed their advisement system was going to be a hindrance. However, through this mock visit, the outside source found students like the system and they suggested putting a stronger effuse on that fact.

In June 2005, the CS department turned in their self-study to ABET. During ABET's July 2005 meeting, they assigned Southern Poly a visiting team made up of two evaluators and one team leader, and later that October, they visited the university. The visit was a three day event full of interviews with administration, faculty, and students, reviewing program and course material, and looking at the campuses facilities. At the end of the three days, the visiting team gave a preliminary report on the CS department's performance, which was favorable.

Wait, it doesn't end there! Around January and February 2006, the CS department received ABET's initial statement, which was a formal response of their findings. The CS department was given a chance to respond to any errors or misconceptions, which the CS department did with a little help from the math department. The CS department didn't have any serious concerns, though.

In July 2006, during ABET's annual meeting, the board voted on Southern Poly's BSCS accreditation. The school found out in late August 2006 that it had gotten its accreditation and that it was retroactive to October 2004.

As you can see, this process took hard work; just look how long it took me to explain it! Mrs. Morrison was the facilitator during the accreditation process, which means she kept everyone on task and motivated, but the whole CS department was involved. Mrs. Morrison said a special "Thank you" to the administrative assistants and the student assistants. As faculty members were making copies of tests and projects, the administrative and student assistants organized and filed all the paperwork.

If you would like more information, you can go to cs.spsu.edu/accreditation. This website was where most of this information came from. The rest of the information was acquired during interviews with Mrs. Morrison.

Hornet's first game

Eric Ravanello
Staff Writer

The Southern Poly Hornets traveled to Selma, AL on Oct. 30 to play Concordia College-Selma. I would like to thank assistant coach Collier St. Claire immediately for relaying the game information to me and helping me get it in the newspaper for the rest of you to see. I was unable to make it to the game since it was away...far away, but thanks to the coaching staff, we are on top of it.

It was a tough victory, but it

was a victory all the same. We were taken into overtime, but managed to pull out the 88-84 win. Doug Underwood, a 6'3" senior guard from Columbia, MD, played a key role in the victory with an astounding 29 points. He led all scorers on either side with that total. Mike Woodard, a 6'0" senior guard from College Park, GA, was the second leading scorer for the Hornets with 18 points. On the other side of the ball, Darnell Richardson, a 6'3" senior guard/forward from Birmingham, AL, contributed 11 rebounds, which led the team. This was in addition

to his 10 points.

Coincidentally, I was browsing the web for some SPSU info and came across a website called Victory Sports Network (VSN). This site has a number of forums and message boards to post information to, but one comment in particular stuck out to me like a sore thumb. A user with the handle "SSACHOOOPS" argued that:

"SPSU has gone out and absolutely loaded up. They've signed 4 division one transfers and a transfer from Georgetown (KY). With only three returning players, Coach

Jones really got out and brought in some guys. I'm not sure if they can all play together, but watch out if they gel."

With the talent we have obviously obtained, the coaching staff we have established, and the promising start to the season, I don't see any reason why we cannot dominate our division. This fan seems to feel the same way, so don't miss out on any games. First home game is vs. Carver Bible College at 7:30pm on Nov. 7th.

Keep up the hard work gentlemen, you have our support.

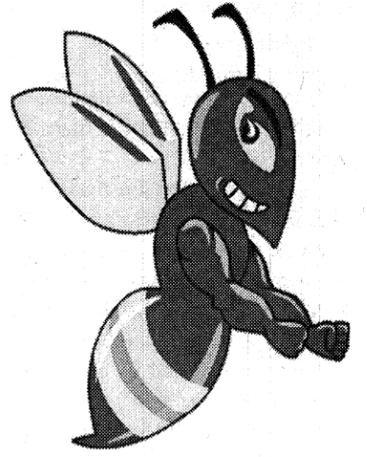


Photo courtesy www.spsu.edu

Maintain their form

Eric Ravanello
Staff Writer

The Hornets proved in their game against Allen University on Nov. 1st that they mean business with an 88-61 victory. They came out of their OT win in game 1 with some momentum going into game 2 just two days later. Game 1 was a hard fought victory, but they do not plan on letting the opposition get that close every game, and they showed that in game 2.

The Hornets made their trek from Selma, AL to Columbia, SC to prepare for game 2, but obvi-

ously didn't need much time. They picked up right where they left off with Doug Underwood leading the game in scoring; he finished with 18 points. Isaac Jones, a 6'10" senior forward/center out of Roswell, GA, was the second leading scorer with 13 points. Our offensive attack seems to be flawless.

On the defensive side, Terrez Dewalt, a 6'6" senior forward from Bowling Green, KY, led the team with 9 rebounds. Mike Woodard returned with more excellent play in game 2. This time though, he helped his teammates top the score

boards by leading the team with 7 assists. Woodard was one of the leading scorers in game 1 and seems to be hustling hard in all aspects of the game.

Our Hornets are communicating well out there and mowing down anyone their path. Once again, our first home game is Nov. 7th at 7:30 against Carver Bible College, and I don't know about anyone else, but I am pretty anxious to see some live action.

Hey Coach Jones, make sure you bring that fire back to Marietta for our home games.

Hornets Win First Home Game against Carver Bible College

88 - 60

Look for details in the next issue coming out November 30

The Middle

Crossing the border to an extreme?

Christiaan Funkhouser
Senior Staff Writer

With all do respect to my fellow writer, and member of the Sting, your article infuriated me. Before you label me as a racist, I'm a second generation immigrant, but my grand-parents were LEGAL immigrants.

My great grandfather came over here from Italy and worked here legally, learned English, and saved up enough money until he could LEGALLY bring over the rest of his family. My mom's parents came to America and learned English. As my Grandmother told me, "We wanted to become Americans, we were from Italy, but we wanted to be Americans." The same basic situation happened on my Dad's side except his grandparents were immigrants.

What really ticks me off about these illegal immigrants, is that they want to break United States law, by illegally coming over here, disrespect our country by not learning English and expect us (legal Americans) to treat them as legal Americans. I don't care about legal immigrants, they are perfectly fine. And I don't care about the ethnicity of the legal immigrants. 100% of them could be Hispanic or Latino, learn English and I wouldn't care.

If you're not legal, and don't come here through the proper methods, let me quote my friend, "Get the hell out of my country." People that come across our border should be caught, charged with a felony and expelled from the United States. If found in America again, they should be put in a work camp

in Alaska for 10 years.

If we can deport a criminal (illegal immigrant) and they come back, illegally, obviously they didn't get the point that we DON'T WANT THEM IN OUR COUNTRY! I've been to traffic court a couple of times, and when a Hispanic person who doesn't speak English is speaking with the judge and the judge asks, "Are you a legal citizen?" and the criminal responds, "no" and nothing is done, I don't understand how someone could not see a problem. Why is this admitted criminal allowed to walk out of the court house not in hand cuffs?

Here are some problems I have with Illegal immigrants, and I've tried to stay away from what people may consider, "talking points":

1. It's not right for them. Being illegal affords them no right under U.S. law. One story I've heard numerous times is that of an illegal who broke his back at a worksite, where he was working illegally, and his employer who was not liable for Workman's comp, dropped off the human, and holds no responsibility. Some would say, "This is why we must legalize workers." I would say, that the man wouldn't of broke his back and been abandoned if he weren't here illegally.

2. They're here illegally. They are willing to put themselves and their families life in danger to advance themselves at legal American's expense. They are willing to lie, cheat, and deceive to get ahead. They're willing to impose their needs on people and cut to the front of the line for their personal gain. Are these the type of people

we want to be in America?

3. According to National Center for Education statistics, it costs over \$8,000 per pupil in the state of Georgia. According to some statistics there are 20 million illegal immigrants. If only 1 million of these are public school aged children \$8,000,000,000. That's 8 Billion dollars a year. According to government sources, real statistics cannot be factored until 2009. However, \$10 is too much to spend on someone that should not even be in the country. Think of how much it must cost for police fees, hospital fees etc. I slit my foot one day, and was rushed to the emergency room. I needed 14 stitches. I was forced to wait behind many Hispanic families who may have been told by Hispanic radio hosts to go to the emergency room for any kind of illness no matter the severity or lack thereof because an emergency room cannot refuse service because of lack of insurance. When the doctor finally saw me, I nearly passed out.

Throughout this article I've sought to use "non-talking points" and a style of thinking you may not of heard before. To respond to my fellow writer's article and use of typical arguments that everyone have used, he uses the argument that illegals are doing the job that American's won't do. I would present the idea that illegals are doing the jobs that Americans can't do. And the simple reason they can't do them is because illegals are doing them. Somehow houses were built, and buildings were cleaned before illegals did it. The un-employment rate in the United States of America

is 4.5%. I think it's fair to assume that at least 1% of the population of the United States of America is illegal and of working age. Thus, if all the illegals were deported, and not allowed back in we'd have at least 1% less un-employment. Everyone who uses this argument also forgets that we live in a capitalistic society. If someone won't clean toilets for \$10 then a company will offer to pay more, until the need is met.

My point in writing this, is that just because people, and a lot of people, are doing something that is wrong, does not mean that it should be condoned or accepted because it would be easier to accept then to confront. I also wanted to throw out some ideas I don't hear much

on the subject, as well as vent some frustrations I have with people who claim we must compromise with illegal invaders. I want to close, once again, by stating that I'm not against immigrants. I'm against people who are illegally here. I don't have any problems with Mexicans, or people who don't speak English, with the exception that if you're going to be in the United States, it needs to be a requirement to learn English. I'm a descendent of immigrants who did it the right way, and I'm proud of my heritage. Not being a melting pot weakens America, and keeps us from becoming stronger, and only creates those who have assimilated and those who won't.



Illegals, go back home.

Photo courtesy www.mustbme.com

Swiss exhibition is next

Eric Ravanello
Staff Writer

If you read the last issue of *The Sting*, you know about the photo show that took place every night last week. I had the privilege of being there for the grand opening on Monday, Oct. 23rd and spoke to Matt Finn, the host, personally. Matt took care of his guests as they spent their time socializing, eating, and enjoying the photographs displayed.

The show seemed to be a success as many people visited the exhibit repeatedly throughout the week. In addition to the exhibit, Matt personally presented the photos and a few stories to some of the first-year architecture students, with an emphasis on the architectural and cultural values. "That gave me a good opportunity to talk about the importance of travel in architectural education," said Matt of the presentation, "something I feel very strongly about."

The show was based on a compilation of photographs from a trip Matt took to Colombia, South

America and even sported a delicious treat from that area, empanadas. The empanadas were prepared by a friend and her mother, Lucy and Sara Herrera. Mrs. Sara Herrera is actually a native of Colombia, which really helped set the atmosphere for the photographs on display.

Sadly, Matt's exhibit came down late last week, but a new one was erected almost immediately after. The SPSU architecture school will be co-hosting with the Atlanta Swiss Consulate the exhibition "Ticinese Architecture in the World: Milestones and Protagonists." This exhibit, coordinated by SPSU's new architecture faculty member Assistant Professor Liz Martin, will be on view for anyone interested until December 1st in the Architecture school's gallery, the same place Matt's exhibition took place.

Liz Martin was kind enough to send me the details on this show, so I will relay them to all of you. The show covers the history and present day work of architects from the Ticino area of Switzerland. The exhibition is on-loan from the Virginia Tech School of Architecture

and sponsored by the Swiss Embassy and Pro Helvetia.

"The main objective of the exhibition is to present both the works that have made Ticinese architects famous in their homeland, and the buildings that have since been commissioned elsewhere in Switzerland and abroad. The exhibition is an opportunity to educate people about the expressions of that movement, reinforcing its prestige on the international scene. The exhibits on the works and the architects (Botta, Campi, Galfetti, Snozzi, Vacchini) are supplemented by the contributions of contemporary architectural scholars (Kenneth Frampton, Jacques Gubler, Werner Oechslin and Roberto Masiero), explaining the critical success of the protagonists of this movement."

Anyone interested in the school of Architecture, studying abroad, or just intrigued by the varying cultures in our world should stop by and take a gander, even if for just a few minutes.

The display will run Monday thru Friday from 10am to 5pm until its end date, Dec. 1st.

Junkin' with Jessie

The Book Nook

Jessica McNally
Staff Writer

Do you ever just want to escape somewhere quite where you can lose your mind and not worry about when it shall return, or where you might wake up if you end up day-dreaming? On top of that, are you broke? Well if so, then the Book Nook may be a perfect escape for you. Not far from campus, the bookstore rests along Roswell Road near where the 120-ramp is located as well as the Lower Roswell intersection. The store is a haven for all walks of life, big and little, with movies and music to offer customers as well as good reads. Think of it like this: if you visit a convenience shop and buy a dollar coffee, then head to the Book Nook, you basically will get the same experience commonly found in a Borders or Barnes and Noble. Did I mention the store has comfy seating? Well it does.

Upon arriving at the Book Nook, your attention will most likely be directed to the large, wooden bins that hold their specialty discount books of one dollar or less. Compare that with a dollar-fifty coffee alone at a fancy café and you pretty much have a whole experience right there.

Upon entering the store I found a small "best seller" section to my left and a large expansion to my right that serves as the store's main room. It is in this room where the shopper is most likely to find a book on tape, a VHS tape, DVD or CD. Comic books, sheet music, posters, books in Spanish, and books all about entertainment can also be found in this room.

Directly to the left of the main room is a smaller room that serves as the children's section. This section carries everything from picture books to children's encyclopedias. You can also find a good selection of scholastic books for children here. The furniture in this room is also suited to a child's size. So if you have a little tike with you, the Book Nook has got both you and the child covered. I would also encourage those without children to check out the children's section from time to time. You never know where your next major inspiration is bound to come from.

If you take a left out of the

children's section and head further back into the store, you will find one large room that pars the size of the main room. This room, unlike the main room, is designed more like a small library that can be found in any municipal across Georgia. The first half of this room caters largely to young adults, mystery, romance, horror, and science fiction fans. As you go further back you will find shelves that carry books on art, humor, literature, parenting, religions, psychology, more self help books, and much more. I think what I like most about this room is that each section feels like it's own little cubicle, offering some sense of a private retreat, which is what most avid readers prefer.

Above all else, this store is guaranteed to entertain even the dullest of imaginations with its eclectic merchandise that can only be found in the world of readers. The store is also very generous with freebies, like a free coin of the 27th president, or even a free mini wall calendar for 2007. Cheap and free, no wonder the company has been in business for 33 years (and counting).

Which brings me to another reason why you should patronize the store. It is a locally based company with three area locations: Atlanta, Marietta, and Lilburn. The owner of the Book Nook chain, Alex Nunan, enjoys employing students as well as retired individuals. Oh yeah, if you need a job and like books please note that the Book Nook may have a position or two open. With hours like 10:00am to 9:00pm Monday thru Saturday (Sunday's until 7:00pm) there's plenty of room for flexibility around a school schedule.

In closing, I would like to give this "junk shop" my highest recommendation for a good place to visit on a tight budget. That's what this column is about and that's what the Book Nook is about too. Chances are, you won't find the latest textbook in the store, but you may very well find the cliff notes for a required book, a cool poster and or compact disc, as well as a good book or two. What's great is you probably won't spend over ten bucks's either (including that dollar coffee you got before you came into the store).

Nightmare Before Christmas

Sean Fine
Staff Writer

Director: Tim Burton
Genre: Clay-mation

Have you ever wondered where Holidays come from? Oh, you have? That's probably because you've seen Tim Burton's *Nightmare Before Christmas*. Now this MAY be due to one of two good reasons. One - you saw it when it first showed in theatres or any short time afterwards, or two - you were one of the many Emos who took over the movie in the recent years.

"But Sean," I bet you're asking, "Why are you reviewing a movie that was released 13 years ago?" Simple, because it's been RE-released and due to my contract, that counts! So what's so special about this re-release of *Nightmare Before Christmas*? Simple - it's been remade to show off the new Disney Technology of 3-D!

If you're one of the twelve people who haven't even heard of this movie, then here's a brief recap. Jack Skellington is the king of Halloween and he's good at what he does, scaring the wits out of all humans. However, after so many years of doing the same thing over and over, the Pumpkin King has become tired of performing Halloween and he goes off to find something new.

The story itself may not be terribly unique, but it is presented in the interesting style of Clay-mation and each character (big and small) has a different personality and characteristics. Sound-wise, *Nightmare Before Christmas* delivers usually a mix of good acting and excellent vocal work to make the numerous songs throughout the film extremely entertaining.

But if you've seen the movie before, none of this should be a surprise to you. The new kicker for this movie is the inclusion of

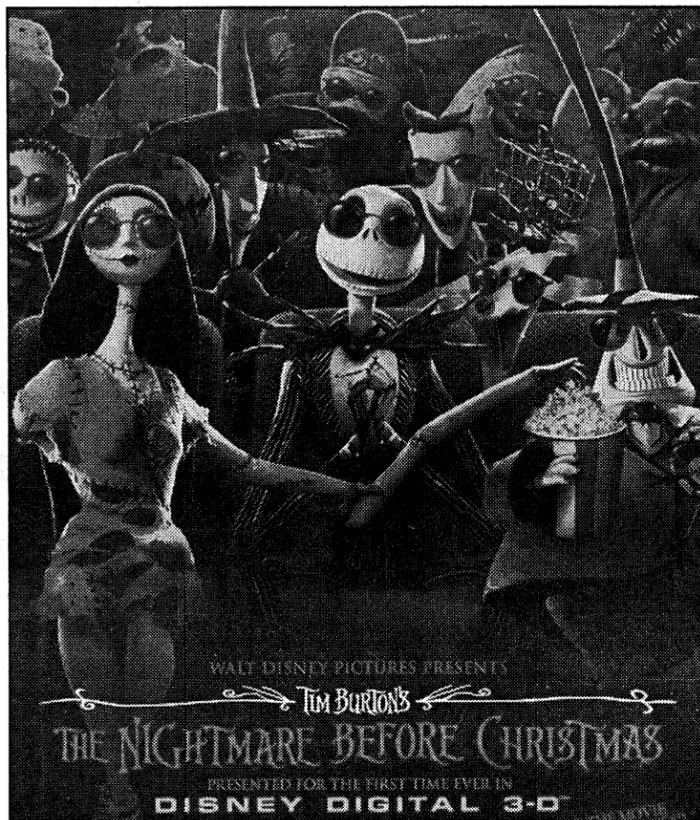
3-D glasses. Now, before you start jumping in your seat or whatever you're on, you might want to know, it's not exactly 3-D as you might think it is. What I mean by that is that the movie doesn't reach out of the screen at you like other 3-D films tend to do.

This doesn't mean it's entirely the same movie... at least, not so much. You see, in order to make the extending hands and other objects we see in other 3-D films, it requires a great amount of reworking. To give a similar effect to *Nightmare Before Christmas*, the entire movie would've had to be remade and Disney is smart in leaving the movie mostly untouched.

The 3-D does affect the movie though. It's almost as though the scenes are now presented in reality: for instance you can actually see the

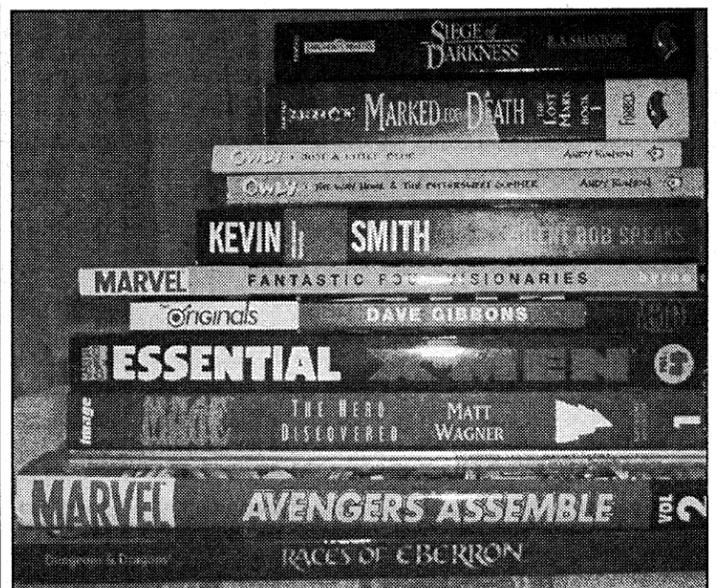
detail of the hills and graveyards in the distance. It's not blurred out or anything of the sort. It's as though you're standing right there in the position of the camera as an invisible ghost. Because of this, you start to notice things that you didn't see before in the original film. Example, did you know there's a Grim Reaper character who doesn't speak? If you did, you either have good eyes or have watched the movie way too many times.

In the end, *Nightmare Before Christmas* in 3-D may not make any overly grand additions to the all ready popular movie, but it does offer some graphical improvements and besides, it's the *Nightmare Before Christmas*. If you missed out the first time around, this is a good movie to go see, especially on the widescreen.



Now in THREE-DEEEEE!!!

Photo courtesy www.timburtoncollective.com



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Photo courtesy the-istb.blogspot.com

Xenosaga 3: also "Sprach Zarathustra"

Sean Fine
Staff Writer

System: PS2

Genre: Turn-based RPG

It's been a long and rough road, but at long last, the supposed finale of the Xenosaga um... saga has come to its ending game. Sure, the first game had overly long cut scenes, but to a portion of good fans, they were still very interesting, and the game play managed to entertain those fans long enough to reach the end of the game.

Xenosaga 2 on the other hand not only made quite some boring and unexciting (not to mention even LONGER) cut scenes, but the battle system was so FRUSTRATING that most fans simply stopped playing. Has Xenosaga 3 followed the path of Xenosaga 2 and make it even more unplayable?

Story: Following one year after the events of Xenosaga 2, several other events have happened. Most importantly, a dire event known as the Gnosis Terrorism, during which Shion found out that the religious organization Ormus, her father, and her own company of Vector were involved in. Because of this, Shion has quit Vector and joined a rogue group called Scientia.

Meanwhile, the development team of KOS-MOS has been told that their project is going to be shut down because of an even greater weapon made to replace the Anti-Gnosis android.

Finally, a mysterious land-mass has appeared in the reaches of space and upon inspection from Jr., Jin, and the rest of the crew, they are immediately attacked by Ormus fanatics, led by the High-Inquisitor Margulis, himself. Unfortunately, during the attack, the Elsa, a ship that pretty much served as your transportation in the first two games, was sucked into a vortex that appeared and... whew.

If you're still reading this part of the review, then congratulations to you sir (or ma'am, but the likelihood of that is 11 to 1). The story is... complicated to say the least and requires knowledge of the previous two games, and even then, there will be a lot of plot twists that you may or may not quite get.

Luckily for you gamers, there is a database in your menu that provides information about all known elements in the story from summaries of the last two games to character and item information, so if a gamer had the time, they could look through the database and get an idea of what in the world's going on.

In classic Xenosaga fashion, the tale is told through cut scenes, but differing from the last two, Xenosaga uses a text box for some of the more... boring cut scenes so to say. This actually helps the game in two ways; one - you can just read the text box before the character says it and skip right past it or skip it entirely if you just don't care for the story, and second - it saves space for the more flashy and highly cinematic cut scenes as well as the length of the game.

Is it a good story? Yea, it's entertaining. And I found myself highly amused at scenes at the end of certain battles where one character charges forward and gets into a Matrix-like fight with the opponent. It's very... cool!

Gameplay: The game play has also earned an improvement over both of the previous games. Battles in the game can be decisively quick and visually splendid. It's almost like the developer took a step back from the frustration that was Xenosaga 2 and made the combat from Xenosaga 1 more... well... fun!

You still run around towns, triggering plot devices, and eventually reach your dungeon. From there, you go through it, solving puzzling and battling monsters which occur when you run into the monster right there (no random encounters here, my friends. If you see a monster, you'll KNOW that you might have to fight).

When you get into a battle, you'll have a party of three (which can be switched out at any time at the cost of that character's turn), each with their own skills and specialties. In other words, it's a lot like other RPGs, but in Xenosaga terms, the game play is much faster than the complicated versions that the earlier games wanted to be.

If there is something that makes this game differ from other games in the genre, it is probably the break meter, the boosting, and the special attacks.

The break meter is a bar than each unit on the field (both yours and the enemy) has. It fills up as that unit is attacked and certain skills can fill it up faster than usual. Once filled to the max, that unit becomes incapacitated for two turns, leaving it unable to move and unable to defend against any other move, pretty much making it a sitting target.

Boosting isn't something terribly new in the Xenosaga universe, but it's been a welcome feature. As you attack, your boost meter fills up to 3 bars (the max can be increased as you find special items) and with that boost you can make one of your characters go next before another unit on the battlefield goes. It adds a element of strategy. For instance, lets say, Jr. is low on health but the current healer in the group, Shion, won't be able to go until after the three enemies before her goes. It's at moments like these that you boost Shion and have her heal Jr. before the enemies are able to go.

Finally, the special attacks aren't so much 'new' as they are 'reworked'. In Xenosaga 1, they required inputting the right attack combination as you assigned and having the energy to do it. In Xenosaga 2, it was so much more complicated that I found myself not even using them at all! In Xenosaga 3, all you're required to do is have a high enough boost gauge to do the desired special attack and these special attacks HURT. Additionally, as a bonus, if you kill an enemy with a special attack, you get bonus experience, money, and skill points. It may not seem like much at first, but when you kill a boss with

a special attack and what would have been 10,000 points becomes 15,000 points and your characters level up twice just cause of one battle, then you start appreciating the bonuses.

Ah, but that is only half of the game, my friend. Mechanical battles have come a long way since Xenosaga 1 and it definitely shows. Being in a mech battle is almost like being in an entirely different game and that's a good thing.

Your mechs have an energy gauge that fills up as you select attacks, each type taking up a different amount of energy and dealing different amounts and types of damage. Combine this with the Anima Drive, another little gauge that shows when and what types of special attacks you can deal and if you thought character special attacks did a lot, just you wait for these moves.

Don't try to find it TOO odd if you end up dealing 10,000 points in damage in one blow while your normal attacks do only about 1000 points in damage. Hence, the beginning areas with these might seem a bit too easy, but not to worry, the game provides enough challenge to allow you to thoroughly enjoy the game as both mechs and characters.

In classic RPG fashion, there are many side quests to keep you entertained from the main story quest. However, I found most of them to be relatively simple. For example, you can get the major items for the ending side quests to getting everyone's final weapon early in the beginning of the game. But not to worry, there are STILL plenty of other things to do that don't just take five minutes to accomplish.

In the end, the game play in Xenosaga 3 is a HUGE improvement over Xenosaga 1 and even more so over Xenosaga 2. While some of the elements of combat aren't relatively new, it's still a visual splendor to watch the battle and some of the special attacks.

Graphics: Ah, the graphics. They are most prettful... yes, it's a word! While Xenosaga 1 had the major anime look with giant eyes and heads compared to character's actual body, and Xenosaga 2 had the overly realistic look which ended up just taking away from the game's beauty, Xenosaga 3 has established its graphics in a spot that

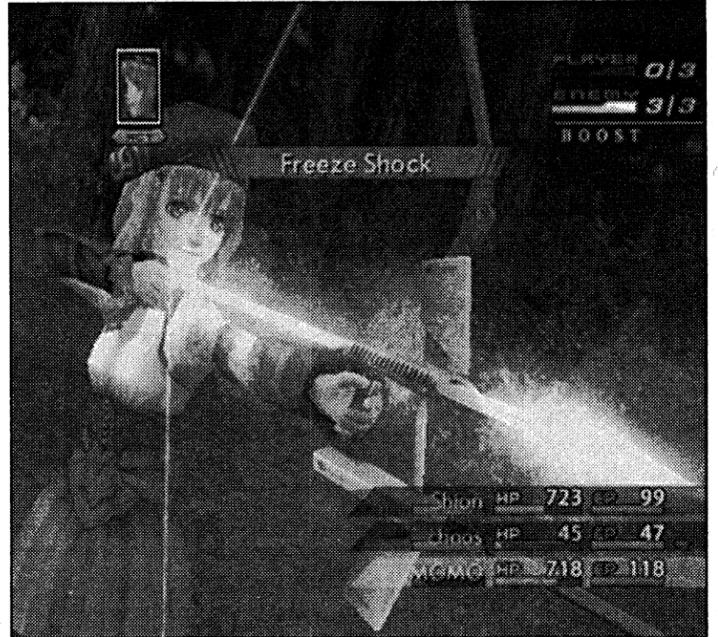


Photo courtesy www.dignews.com

Special moves provide a nice visual flare to battles

isn't quite anime nor is it entirely real. You could say it's like the Buddha of the series finding a middle way... or was that Hindu? Darn you, Pre-1500s History class!

But seriously, the areas you'll travel around have a surreal glow, as though that's how a city or a giant facility would actually look. The gorgeous settings and characters will captivate you.

One of the BIGGEST improvements to me with the graphics is that the character's lips now actually look like they're going with what they're saying. Yes, I know that this shouldn't be a big deal, but when a character's saying one thing and their lips are flapping off saying something completely different, it irritates the crap out of me! Luckily, Xenosaga 3 has improve this area nicely.

In battle, the graphics aren't any different. Special attacks each have their own element of awesomeness, but the skills on the other hand, mostly end up using the same character animation, but with different effect overall. Mech battles, on the other hand, are almost reminiscent of anime shows like Gundam Wing. A unit will dash around as they close in on their target and then blast them away with visual splendor.

However, the high quality cut scenes seem to suffer a little from data overload as some points lag up, or slow down, if you don't know what lag means. It's not a terribly big deal, but you will notice it.

Other than that, I enjoyed the graphics a lot.

Sound: Xenosaga 2 butchered what I thought was good music by using high techno instruments and simply taking the soul away from what I thought was a decent series along with raping your ears in the process. Thankfully, those in charge of music for Xenosaga 3 made the right decision to go back to an orchestral themed soundtrack and the results are pleasing to your ears.

There are quite a few tracks that I found memorable, including the mech boss fight along with some of the special boss music. The music is very nice to listen to and is presented in high quality.

If the music is grand, then the voice acting should be as well, right? For the most part, yes, it is. However, I found that some voices just sounded like someone who wanted to play that character a certain way, and they just didn't sound right. Also, during the text-box cut scenes, you read a line and think about how they could say it, but then they say the line completely different and you just go "Augh!" in irritation because of it. But for the most part, the voice acting is pretty decent.

Fun Factor: Is Xenosaga 3 good? Oh yes. It's improved on many problems of the previous games and has an interesting and unique story (albeit with religious undertones). A fan of the series will have a blast playing this game, while casual gamers may enjoy it for it's good graphics and simple yet fun game play. 8.5/10



KOS-MOS and T-elos: Two reasons to enjoy this game

Photo courtesy www.lup.com

SGA updates

Cristina Wilson
Senior Staff Writer

As always, the SGA executive meeting held Tuesday, October 31st was informative as well as entertaining. The SGA executive staff includes the president, vice president, and secretary along with the chairs of committees and the organization's advisor. These bi-weekly meetings alternate with the SGA general body meetings, occurring every other Tuesday at noon in the SGA office.

This week includes many new updates from the chairs of committees. David Wang has taken over the duties of the Budget and Finance chair due to Aisha Johnson's resignation of the position. The Budget and Finance committee will be keeping a handbook in order to organize the requests placed by student organizations. According to SGA president, Carolina Daza, the Budget and Finance committee discusses approximately 5 budget requests per week, making the committee extremely busy.

The Elections committee, chaired by Thao Tran, is currently working on an application process for this year's Tech Fee Committee. The Tech Fee Committee is comprised of 6 students and 6 faculty members, and together they discuss proposals for ways to use the money generated by SPSU's technology fee. This fee is a part of the dues that go along with tuition, and is used to help the school with funding toward major technological needs.

In the past, the SGA president hand-picked students to be a part of this committee, but Daza states that she would like to give everyone a fair chance to be a part of this committee, and will therefore make applications available through the Elections committee.

The Public Relations committee, led by Yue Geng, has recently

been updating bulletin boards in the Student Center, as well as making fliers to promote organization events. The Public Relations committee does not only advertise for the SGA events, but also for all student organizations on campus. On Monday, November 6th the SGA will be hosting the International Humanitarian Project at noon in the Burruss Auditorium. Students and faculty from other schools will be joining SPSU to help promote International culture.

The International Affairs committee, chaired by Amanda Benson, is currently working on making the SGA constitution more organized. A few new amendments are under consideration, including a very controversial by-law which states that executive members of the SGA must attend all meetings during the summer semester.

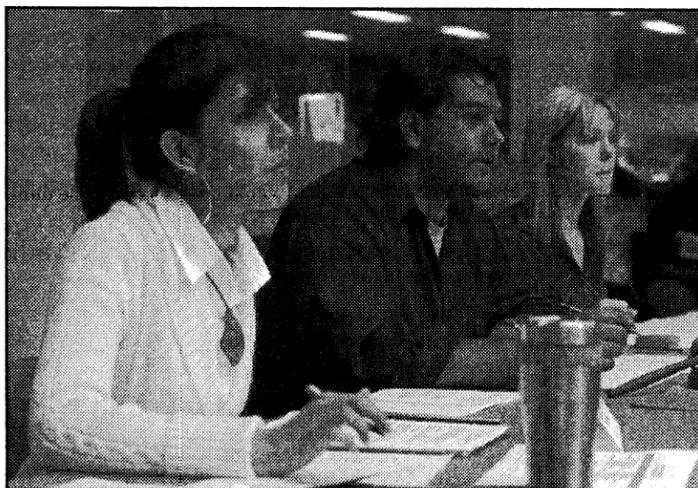
Heated debate between Daza and Benson ensued for almost 15 minutes over this one amendment. Daza seems to be concerned that this new amendment will prevent students with family out of state, or internships towards their career, from applying to be on the SGA. She states "this amendment will close the doors to those students

who are our most active and involved on campus".

Benson, on the other hand, seems to think that all executive members should be present during the summer in order to make decisions for those student organizations that are still active during this semester. This topic quickly turned personal, as the president herself was absent during this past summer in order to renew her visa in Columbia. Benson was quite concerned about the unfairness towards other council members, and the fact that "the president is making a hell of a lot more money" yet was for a short time absent.

This amendment is still under consideration among the SGA, but is taking up the majority of time during these bi-weekly executive meetings. Other proposed amendments for the constitution include a homecoming committee funded by the SGA. This money (\$2500) will be used towards starting a student organization to prepare for homecoming week at SPSU.

SGA general body meetings are every other Tuesday from noon to 1pm. All students are welcome to attend, and make their voices heard.



Carolina Daza, Shyam Nana, and Mandy Palasik

Matt Finn/The Sting

Poetry Night

Jessica McNally
Staff Writer

On Wednesday November 1st around 8:00pm, in the community center coffee house, poetry night began. Joi Carter, head brain behind the idea, was kind enough to provide free snacks for all of those who attended. It was a small crowd of about fifteen people. Although quaint, there was some real talent that got to be expressed as the audience gave way from snapping to full applause. The success has inspired yet another poetry night on November 15th. I highly recommend it for a number of reasons, some of which are as follows:

- Free snacks
- Excellent way to get out of the doghouse if you have to do something "sensitive"
- Great way to meet people
- Great platform to share your thoughts

For those of you who may be in the doghouse I caution thee: poetry is like beer but it may take a little longer to get the desired effect.

In addition to poetry, Joi Carter would also like to get some open mic battles between emcees. I'm sure if you have any other ideas as to how to make the night more entertaining she would be glad to have the input. Hopefully, there will be a web page that will publish some of the finer works performed

by people, a good example is Shelby Rawles' "play God with your life today," which was inspired by a Patton Oswald short.

For fun, I had everyone present help to create a poem in the spirit of Thanksgiving, which I will now share with ya'll. Hope you enjoy and please feel free to come to the next session on November 15th.

Thanksgiving Thought
That crisp anxiety of flavor
Waking up from that midday nap to the smell of turkey
The leaves, the trees, the cool autumn breeze
A fun game of tag football with family and friends
A smooth mellow drink by an open fireplace
To cuddle and think of past
And present times. Knowing that
My love for you was so divine.
Standing in shrouded darkness surrounded by
A peaceful aura.
Sharing the gift of food, fun, and Fellowship with loved ones
All filling the void the year brings forth.
Collard greens and chicken wings
Is what one family brings.
The warm relaxation from a full stomach
And being close to family
So remember these times, when all
That matters is HAPPY THANKSGIVING.



Poetry Night Personal Best - Shelby Rawles

Jessica McNally/The Sting

Goats on parade

Jessica McNally
Staff Writer

It's Wednesday October 25th at 7:45pm and I'm in the theatre inside the student center with little more than ten other people. The curtain is open and tables have been set up with Krystal's fast food. Other than a bunch of goats, I have no idea what to expect. At five until eight people start crowding into the theatre, carrying goats and props like Mexican hats, blankets, and cardboard masks. At this point, I'm just confused. Is there going to be an eating contest, comedic shorts, or dancing? Turns out it was a little of all those things, and much more.

I know so little about the Greek council or the customs and traditions that help to compose the fraternal brother and sisterhood, only that trying to remember all the names the first time around is tough. Is it Pi Sigma Kappa, Pi Kappa Sigma or Kappa Sigma Pi? No matter, each chapter was well represented in this fun-loving tradition of twisted festivities. Right

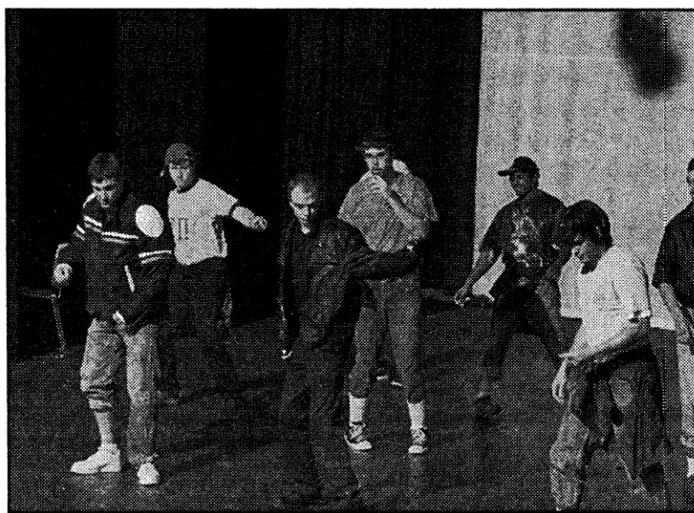
from the start, there was an eating contest consisting of nine groups of two people, four people of which were women. Watching people stuff their faces with Krystals is a unique experience all on its own. It almost looked painful for some of the contestants, but not nearly as painful as it would be for a supermodel to simply watch. The eating contest was pretty predictable for those who missed it: the big boys finished first, and the littlest girl finished dead last. I'll say this for her though: she put away a drink the size of her head in pretty good time.

After the eating contest came what I can best describe as "Interview with a Goat". Most chapters set up their interview like a television talk show and cast their goats as either the star guest or with an ordinary guest panel. The goat was always represented by some omnipotent voice. I enjoyed the skit about a nerdy boy looking for a date. Does anybody still use a pocket protector? There was another good skit that featured a goat that really wasn't a goat at all,

but a black dog posing as a goat. The dog was very convincing as a goat.

After the interviews with goats came some dancing. This is where I definitely felt like I was in the right place at the right time; I even noticed that there were alumni present for this show. My favorite performance was by far TKE's interpretive dance with the Power Rangers and an "evil goat." Yeah, you just kind of had to be there for that one. Another great performance was watching the Alpha Xi Delta chapter break boards to that song "Everybody was kung-fu fighting." There is something quite amusing about watching a bunch of young ladies in corsets chopping wood. Also, the "Boys in Blue" probably had the best choreography for their dance, ending on a high note by falling dead on the floor. Way to go guys.

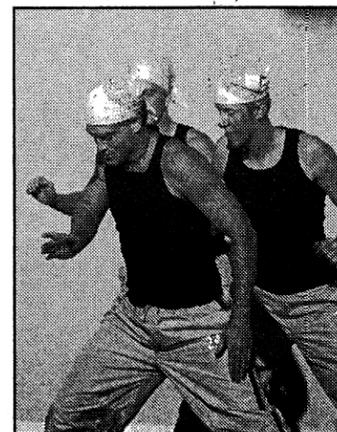
There was so much fun that if I told it all, you would be reading for the two and a half hours it took for everyone to perform. I would like to thank my fellow fraternal students for putting on a very



Top: Sigma Pi's dance number
Bottom: Sigma Nu's dance number

Steven Fyffe/The Sting

entertaining show. I know some of you from classes, and I would like to say thanks for being such brave performers. Every one of you did a great job, except for that stubborn goat with the horns that didn't want to go on stage. But the rest of you rocked. Oh yeah, and before I forget, there were some trophies handed out. Sigma Pi came in third, Pi Kappa Phi came in second, and Sigma Nu won first place (probably for their boy-band army).



Steven Fyffe/The Sting

Nineteenth out of 140

Karen Asay
Editor-in-Chief

Nineteenth out of 140 teams was what the Southern Poly Formula Racecar team placed overall in this year's Formula SAE competition.

Formula SAE competition is an international competition held annually around Detroit, Michigan. The race cars are rated according to acceleration, skid-pad, autocross, and endurance, along with cost, design, and presentation. Southern Poly's team was ranked 6th in autocross, 7th in skid-pad, 22nd in acceleration, and 28th in endurance, which are the dynamic events. In the static events, cost, design, and presentation, Southern Poly didn't do as well but still ranked in the upper half with 55th, 40th, and 62nd place.

Each event tests a different ability of the car and/or team. The dynamic events – acceleration, skid-pad, autocross, and endurance – test the car. According to the FSAE rules, the acceleration event “evaluates the car's acceleration in a straight line on flat pavement,” the skid-pad event “measures the car's cornering ability on a flat surface,” the autocross event evaluates “the car's maneuverability and handling qualities on a tight course without the hindrance of competing cars,” and the endurance event evaluates “the overall performance of the car” and its reliability. These events are what Southern Poly's team spends

most of their time on. The static events, according to them, tend to be after thoughts. The static events test a team's ability to pay attention to costs and budget, ability “to develop and deliver a comprehensive business case” (FSAE rules), and ability to engineer a car design which meets the intent of the market.

In addition to placing 19th overall in the competition, the Formula Racecar team will be featured in next month's edition of Road and Track, the second biggest automotive magazine in the United States. Road and Track features the five fastest cars in the Formula SAE competition every year.

The Formula Racecar team is already fast at work getting ready

for next year's competition and it is a lot of work. Every year, teams have to bring a completely new car design to the competition. The design really has no limits except for a safety method put in place to keep the driver safe. For this process, the team welcomes students from all majors. The team says they will find something for everyone to do.

Congratulations to the Formula Racecar team. Readers, go check out next month's issue of Road and Track. Oh, and for those that were wondering if Georgia Tech competed and if Southern Poly beat them: the answer is yes to both. Southern Poly beat Georgia Tech overall by 33 places, putting Georgia Tech in 52nd place.



SAE team at Formula SAE competition

Photo courtesy SAE team

More for Exchange

Jessica McNally
Staff Writer

It's no secret that Southern Polytech has a large foreign exchange student population; however, some students may not be aware of just how inconvenienced some of these exchange students are. Simple tasks like buying groceries or doing laundry can be a real hassle for someone that lives on campus without a car. However, what about a fun night out on the town, or a trip to one of Atlanta's major attractions, like Underground Atlanta, Fernbank, or even Callaway Gardens? Well Leo Felix, a senior SGA member, has an idea.

Mr. Felix has a brilliant solution to a problem that may cause foreign students to not enjoy their time at Southern Polytech. It's a shuttle bus. This bus will do things like make a few scheduled trips to the grocery store each week as well as the dry cleaners. It may not seem like much, but if you have ever had to walk a mile or more in the rain with a few bags of groceries, a simple bus ride can seem like heaven. In addition to the grocery store and the dry cleaners, this shuttle bus also may be able to make stops to places like restaurants or a movie theater.

Students don't just move thousands of miles away to get a good education either, but also to take in new scenery. Felix is hoping that in addition to trips to the grocery store, the shuttle bus could

take foreign students into Atlanta so they can see some of the tourist attractions.

That's the main idea of Felix's shuttle bus idea, to provide a free transportation service for foreign exchange students so they don't have to walk to the grocery store, which can be very, very dangerous. His main goal is to see that these students have an easier time getting some basic needs met, and if entertainment can be added to the list, well that would be even better. So now you know about the shuttle bus, a new idea being kicked around the student government, now all you need to know is that Mr. Felix would love any extra input about how to make the shuttle bus a better idea, as well as a reality. Also, any other ideas about how to make the foreign exchange program more enjoyable are also welcomed.

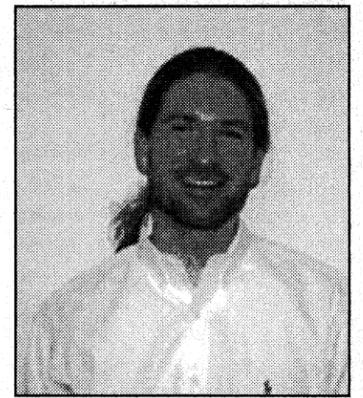
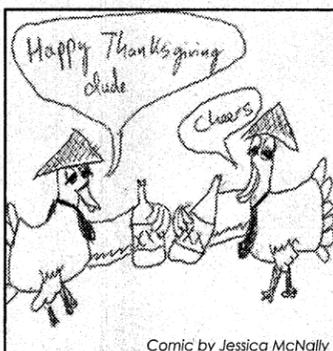
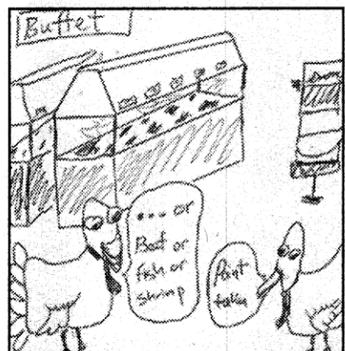
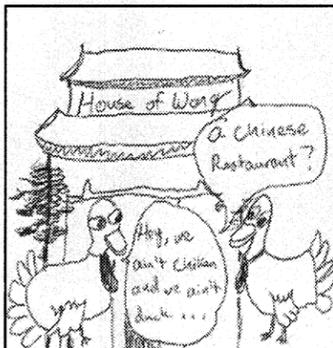


Photo courtesy sga.spsu.edu

Leo Felix, the brains behind the shuttle bus



Comic by Jessica McNally

Event Calender for SPSU

November

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

Monday, Nov 27

- Conducting an Effective Job Search in SC Rm 215 - 3:00 pm - Career Center

Tuesday, Nov 28

- Resumes for Today's Job Market in SC Rm 215 - Noon - Career Center

Wednesday, Nov 29

- Interviewing Skills that Work in SC Rm 215 - 3:00 pm - Career Center

Thursday, Nov 30

- How to Negotiate a Salary you want in SC Rm 215 - 3:00 pm - Career Center

Friday, Dec 8 - Wednesday, Dec 13

- Finals

Saturday, Dec 16

- Graduation in Gym - 2:00 pm

Join

The
Sting
www.thesting.org

Writers Needed

Meetings every Friday at Noon
in SC Room 252

