

Students 4 Sale?

Yes they have plagued your doorstep, halls, and stairs since you moved in... advertisements. You're not the only one who's ticked.
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The Sting

www.thesting.org

SPSU Top 20!

Once again SPSU beats out Georgia Tech in the Formula SAE racecar competition!!! Check out the results!
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July 16, 2007

Now in High Demand!

Volume 61, Issue 12

SPSU starts a uniform recycling program

Twila McConnell
Editor-in-Chief

Long gone are the days in which Dr. Newell collected paper and printer cartridges with little help... or, I should say, those days are on their way out.

As you may remember, Dr. Rossbacher recently signed the American College and University Presidents Climate Commitment which. (See "A New, Green Campus in SPSU's Future?" The Sting, Volume 61, Issue 10.) This is a commitment which is designed to give more visibility to the issue of global warming. John Mills, the Facilities Director, says that "we are rallying behind that commitment" with the beginning of a uniform recycling program.

Part of our new recycling program was started by Dr. Newell and Mr. Lindsay. They are collecting 20 oz. soda bottles to give to a company called Terracycle. Terracycle was the dream of two Princeton grads. They wanted to prove that "a company could be financially successful while being ecologically and socially responsible." (Quote from www.terracycle.net. Check it out to learn more about Terracycle

and their "worm poop" organic plant fertilizer.)

Terracycle doesn't recycle the bottles, but they do reuse them as packaging for their organic plant fertilizers. In return, SPSU gets credit for rain forest conservation through the Nature Conservancy. Currently, with some graphical help from Bob Brown, Dr. Newell is setting up a website to showcase how many bottles we've collected and how many square feet of rain forest we've helped conserve. The website will be launched at www.spsu.edu/greencourses/bottles - although at the time of printing, the website was not yet launched.

At the moment, collection boxes for Terracycle are next to the vending machines on each level of the J building. However, they will soon be expanding into other buildings as well as being joined by three colored bins.

The bins will be labeled as such: blue for paper, green for cardboard, and yellow for plastic. The content of these bins will be collected by a daily designated "recycler" and taken to a local recycling plant.

Also, if you were wondering about the above URL and wonder-

ing what SPSU is doing with a page entitled "green courses," you should know this is another part of the University Presidents Climate Commitment. The official blurb on the page says: "This page is a project of the SPSU Sustainability Steering Committee. It is intended to gather in one place "green" course materials and resources developed by SPSU faculty in order that these resources may be easily available to faculty and students both on our campus and elsewhere."

But that doesn't still doesn't tell you what "green courses" are. As best I can explain, "green courses" are courses which support eco-friendly ideals through education. Such eco-friendly ideals include sustainable construction and alternative energy. In fact, the Architecture, Construction, and Civil Engineering programs are already involved in giving their students a foundation in environmentally conscious practices.

However, Dr. Newell is trying to collect more information about courses that are already involving their students in learning about eco-friendly practices or ones which could easily be integrated. Or maybe you have a dream class that

you would love to take on L.E.E.D. certification, self-sustaining buildings, or the effects of biological engineering. Either way, Dr. Newell says she needs people to e-mail her the URLs of materials they think should be included in these courses. She admits that she "could really use the clues" and as well as that she would "love to have students

'nominate' courses or teachers." Her e-mail address is jnewell@spsu.edu. In addition, if you have any questions or comments about the Terracycle program, she would like to answer your questions.

If you have additional questions about the broader recycling program on campus, John Mills can be e-mail at jmills3@spsu.edu.

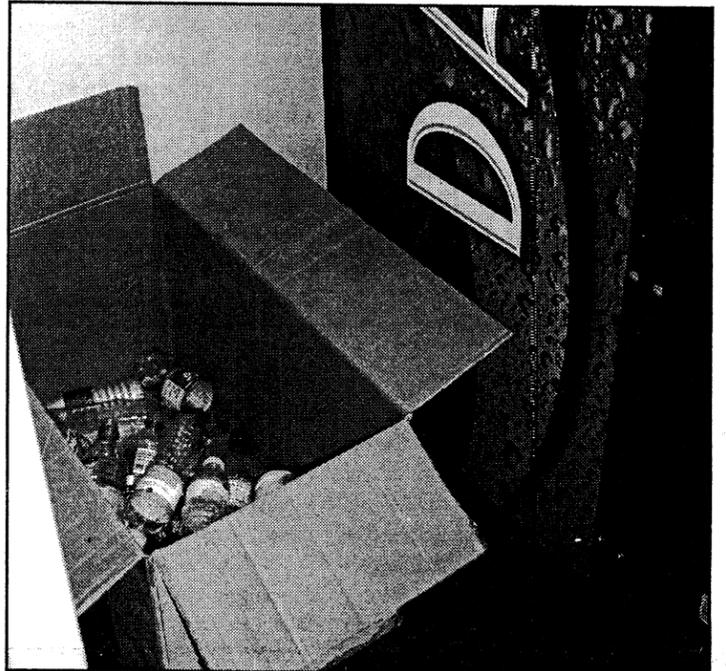


Photo courtesy Twila McConnell/The Sting

Let the collecting begin!

What's up with the portal project?

DJ Bryant
Staff Writer

The Southern Poly campus is nearing its 50th birthday (the university itself is around 60 years old), and for the most part it has aged gracefully throughout the past five decades. However, the community in and around the university itself has begun to notice some wrinkles appearing around the face of the campus, and, as a result, has begun to take actions that would put the university under the knife, so to speak. In an effort to update the university's entrance and improve the relationship between the Southern Poly campus and the surrounding community of Marietta, the "Portal Project" was launched. Originally slated to begin during the late spring months of 2007, the project itself has been delayed due to various setbacks encountered along the way.

For the most part, the old "Portal Project" itself is dead. According to Ann Watson of public relations, "It's not really the same thing anymore... things have changed." The original "Portal Project" was designed by Plexus R+D,

and consisted of a new entrance at the existing location of the main entrance highlighted by a seventy foot tower lit with fiber optic lights and accessed via a bridge. The design itself was merely a conceptual plan and as the project began to get further concretized, the plan fell apart due to topographical problems faced by the sitting of the proposed project.

Two other factors also contributed in the killing of the "Portal

Project." One was the need to provide the new campus entrance with a deceleration lane so that people entering the campus off of South Marietta Parkway (the 120 Loop) would not get run over by the cars riding their bumpers. In order to accommodate this new deceleration lane, power lines would have to be moved. Georgia Power readily agreed to move the power lines, but for a considerable price. The

What's Up continued on page 2

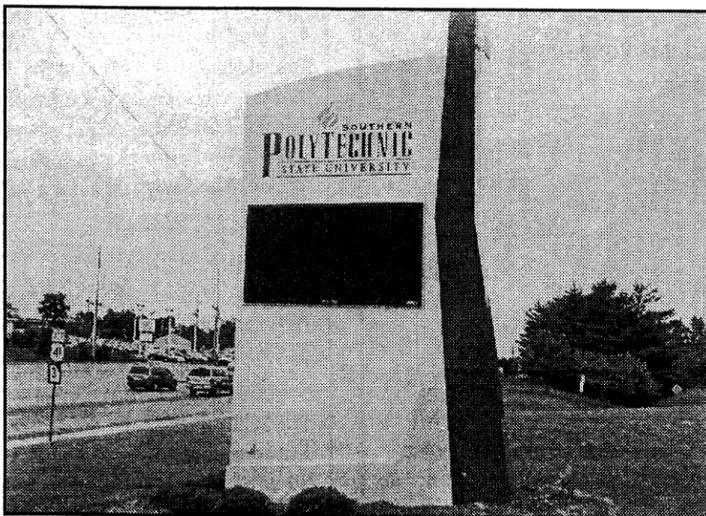


Photo courtesy Sting Archives

Get rid of me, please!

Interview with Moss

Twila McConnell
Editor-in-Chief

As you may or may not remember, last semester we voted for the new SGA. Kevin Moss was elected SGA President and I asked him a few questions to get a feel for what our new President would be like.

Kevin Moss is a senior in Business Administration with a concentration in Marketing. He came here after receiving an Associates degree from Chattahoochee Tech. Although initially indifferent about coming to SPSU - as most of us are - he is honestly glad he's here.

While he was at Chattahoochee Tech, he served as the secretary/treasurer for their SGA. In his time at SPSU, he was also a SGA councilman for the 2005-2006 term and Chief Judge for the 2006-2007 term.

He considers himself a part of every organization here on campus, but has tried to be active on a personal level with the International Student Association (ISA), Campus Activities Board (CAB), and Sexual

Acceptance for Everyone (SAFE).

When asked why he decided to run, Kevin replied "I ran because Carolina Daza, the president before me, had decided not to run. I was expecting to run for Vice President, but I felt the need to run for the chief position." He had a good knowledge of the organization, having been a part of it here at SPSU for two years, and didn't want someone without an in-depth knowledge running the chief position.

He says the most knowledge he's brought to the position of President hasn't been in his experience with the SGA, but from his degree. He says: "I have learned a great deal of social responsibility and interpersonal skills. I hope to fine-tune these skills while in SGA."

But he also concedes that the biggest lesson he learned while on SGA was not to join the "clicks" that tend to form after giving into this temptation as a councilman. He avoids them on a whole because they "tend to disrupt team work and stall progress." We all understand

Moss continued on page 2

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Read the article above! ^

Our newest writer, DJ, did a heck of a lot of research on this. It's everything you ever wanted to know about the Portal Project but didn't know who to ask.

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Pokémon DS Style!

Come on!
You're curious.
Really...
Admit it.
Go to:

Page 7

Marlena's back!

One-time writer Marlena Compton has returned and is bringing you local music selections from the underground. Tune into her review of The Rosebuds!

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What's Up con't.

final blow that ultimately killed the "Portal Project" was the need to install a red-light at the new entrance. The county said that a new red-light could be installed only if the red-light from the West Main entrance was removed because the two lights would be too close to each other, planners did not like the idea of losing this red-light.

As a result of these events, the "Portal Project" was sent back to the drawing board. When the project reemerged again, it was a new creature entirely. Dubbed simply the "Entrance Project," it is comprised of various phases of construction and is under the management of The Facility Group (the same firm that is working on SPSU's ten year master plan). Instead of the entrance being placed where the existing main entrance currently is; it was moved further east in order to provide better visibility to those entering and leaving the campus, in addition to allowing more space between it and the existing red-light at the West Main Entrance. To accommodate this relocation, the commuter parking lot was redesigned. This drastic overhaul of both the main entrance

and the commuter parking lot also prompted plans to rework key intersections, Hornet Drive at Polytechnic Lane and Hornet Drive at East Park Drive, in order to provide a better flow of traffic.

The seventy foot tower idea was scrapped and replaced with four monolithic pier structures held gracefully in place with a cable support system reminiscent of a bridge. Some have speculated that the origins of this new design are rooted in the belief that the SPSU Bridge Building team "kicks butt" and that the architecture program is "one of the best in the state", and that this new design marries these two entities. It should be noted though that according to John Mills of facilities management, the design of the new entrance structure is still, "... very very preliminary" and might go through additional changes as the project progresses. Funding has not yet been secured for the new entrance structure itself, only the infrastructure changes.

So why has work not begun on the "Entrance Project" yet? The answer is that in order to make the project more economical for the

university, certain phases of the project were consolidated. This caused delays in the awarding of construction contracts, which will now take place on July 20th, as well as a walkthrough pre-bid on July 10th that is open to the public. These two events will take place at the Facilities Administration Building (EP). The contract will ultimately be awarded to the company who presents the superlative bid as well as a solid resume.

Groundbreaking might possibly begin as soon as August 3rd on the reconfiguration of the intersection at Hornet Drive and Polytechnic Lane with the main entrance's construction beginning at a later date. According to Mills, construction of the new main entrance was purposefully delayed in order to, "wait until everyone has settled in" for the new school year. With the project being as complex as it is, great emphasis has been placed on keeping the project as least disruptive as possible. A completion date has not yet been set for the project, but the new "Entrance Project" promises to give SPSU the facelift it needs to take it straight through the 21st century.

Moss con't.

this concept without even having to refer to current day politics.

After a year filled with forward movement brought on by Carolina Daza, I asked what Kevin's biggest goal was for the 2007-2008 SGA. He replied that his biggest project will have SGA sponsoring and participating in "a campus-wide fund raiser for the Susan G. Komen* foundation." He's already signed the license agreement to use their trademarks for the effort. Although plans are still in the works, he was

nice enough to drop this hint: "hugs are going to show up everywhere."

So, now you know your SGA President a little better. Here's to a wonderful, hug-filled year with Kevin Moss!

*The Susan G. Komen foundation's mission statement is "To save lives and end breast cancer forever by empowering people, ensuring quality care for all and energizing science to find the cures." You can learn more about it at www.komen.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.

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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.

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Deadline for the next issue is **Thursday, March 22 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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Letter to the Editor

The Middle - offensive to everyone

Derrick Bowels
SPSU Student

So I was bored and decided to do some reading in the Sting's archives. While doing so, I realized that I completely missed the last issue (March). Like usual, I immediately started reading the opinion articles, and like usual, I was most disappointed in what I found. You see, I often read articles by people that either ramble on, never making any sense, or promote some illogical, insane idea that makes me wonder how the writer was ever able to string together enough intelligible words to create something resembling a news article. This week, though, I was actually offended by someone calling himself a Christian, but misunderstanding an essential point of early Christianity.

In his article, "The Middle: A Secret Message" Funkhouser referred to pacifism as the "pan-sification" of Christians. He then goes on to explain how the message of Jesus didn't actually imply pacifism. This, I presume, is his explanation for his strong support of the military.

But there's a problem.

The early Christians, the people who heard Jesus speak and learned directly from those who sat under Jesus' teaching, were uniformly pacifist. Any study of early Christianity will show this.

At first, soldiers were not allowed to enter the church. Some fifty years or so after Christ, soldiers were allowed to enter the church under the conditions that they would not re-enlist when their current term of service was up. It was not until Constantine painted crosses on his soldiers' shields that being a soldier was an acceptable occupation for a Christian (of course, at this point, Christianity was completely taken over by people wanting the favor of the emperor). It is very clear that the writings of the early church fathers promoted pacifism at all costs. Here are a few quotes:

"A military man in authority must not execute men. If he is ordered, he must not carry it out. Nor must he take military oath. If he refuses, he shall be rejected. If someone is a military governor, or the ruler of a city who wears the purple, he shall cease or he shall be rejected. The catechumen or faithful

who wants to become a soldier is to be rejected, for he has despised God." (Hippolytus 16:9-11).

"The divine banner and the human banner do not go together, nor the standard of Christ and the standard of the devil. Only without the sword can the Christian wage war: for the Lord has abolished the sword." (Tertullian, On the Chaplet 11-12)

"You can not demand military service of Christians any more than you can of priests. We do not go forth as soldiers." (Origen, Against Celsus VIII.7.3 about 240 AD)

I would highly recommend reading a book entitled *The Myth of a Christian Nation* by Gregory Boyd and another book named *Christian Jihad* by the Caner brothers. Boyd's book lays out a practical explanation of why it is that Christians should be pacifists in our day (even though he admits he struggles with following his own beliefs), while the Caners' book provides much evidence for pacifism in the early church.

As a pacifist, I must say that Funkhouser's words deeply offended me. I mean, I'm used to being called crazy by non-Christians,

but I would expect a brother to be more careful with his words. Calling people who take the message of Christ seriously and are earnestly trying to live out historical orthodox Christian faith pansies is uncalled for. I would maybe agree if I walked around scared all the time, but the fact is that I choose not to fight because I can't make that match up with loving my neighbor as myself or loving my enemy. I'm pretty sure those are things Jesus told us to do. And I don't think there's any kind of secret message behind those. I am a pacifist, and I work with the homeless in Atlanta and Dayton, OH. I've been in a lot of rough neighborhoods well after dark. But I'm never afraid. I simply have a lot of faith. It takes a lot of faith to be a pacifist.

So do me a favor, Christian, stick to things you know, like ripping off Nooma videos because you don't have anything original of your own to write that's any good. (I wondered after the first one that you ripped off if you would be more honest in the second one. In your "Love ^3" article, you said that Rob Bell provided "most" of the verses in the article, but that's not entirely

true. Anyone can go to the Nooma website and read the workbooks for free. Of course, if they did that for the "Flame" Nooma, they would indeed see that he referenced every single verse you mentioned in the exact same order. There was not really any genuine original thought in that entire article.)

Theology is obviously not your strong point.

Oh, by the way, I wrote Funkhouser an email asking for an apology - I had no real desire to bring our problem into the public eye - but he did not reply. The guy is embarrassing to me, because he calls himself a Christian in a public forum and does nothing but divide people (remember when Jesus said, "Blessed are the peacemakers?"), promote his own political agenda (which has nothing to do with Jesus and whose ideals often flatly contradict biblical and historical Christian faith), and flagrantly offend people (nothing really important to put in parentheses here, but I do find it pathetic to get off on making other people mad.) I have sent this response to the school paper only because Funkhouser would not respond to me like a brother and a man.

SPSU residents are for sale

Stuart Michelson
Copy Editor

It has come to my attention that SPSU residents are for sale. "In what way?" you might ask. I can only speak as a Commons Resident, however I cannot help but suspect that the Courtyard experiences the same problem. I am speaking of nothing else other than the open and unashamed solicitation of our residences. Below I will outline (admittedly in a satirical and bombastic manner) the problem before us.

Among the most common culprits of menu distribution are the local Jamaican restaurant and "Night Owl Pizza." However the grand winner of the "I don't care about your requests that I stop wallpapering the outside of your apartment with Chinese menus and Moo Gai Pan Sauce" is the "China Palace" located on Cobb Parkway.

The issue may be passed off as simple complaining, but allow me to elaborate on the gravity of the issue. When menus are placed, taped, tied to the door handle, and thrown all about the entrance to my apartment, it looks quite trashy. I being a generally tidy person, view the placement of up to 3 of the same menu on a single instance as an affront to the residents. There will be a global shortage of paper at the rate in which the China Palace must print their menus.

The issue does not stop there however. I live in a Commons building at the bottom of a hill on the first floor, and my porch is facing the rest of the Commons buildings. Let me paint a poetic picture of what occurs next in this setting. Numerous menus are placed on the doors in my building and in the surrounding buildings. A mighty

tempest blows and a wind tunnel effect is created within the open hallways of the buildings. The result is a swirling whirlwind of menus and trash (which are simply former menus several rainstorms ago). The whirlwind travels forth, sucking up all the small squirrels and other furry forest mammals that might be unfortunate enough to be caught up in it. The whirlwind finally finds its resting place when it arrives against an obstacle it cannot surpass - my porch. The whirlwind then simply gives up and deposits all of its contents on my porch for me to clean up.

That is the situation in a nutshell. So what have I done about it besides complain? - a lot actually. I have been diligent in calling up each restaurant responsible and requesting that they stop. To some institutions' credit, I have received no further solicitations (hereafter referred to as "Unwanted Contributions to the Uglification of my Residence [UCUR's]"). Again I hate to single them out (but they are by far the most guilty), but the China Palace has repeatedly been rude to me on the phone about the issue and suggested that they have every right in the "USA" to distribute UCUR's. Do they? We'll explore that further later on.

I have also placed a sign on my door that in somewhat humorous terms requests that my door not be a bulletin board for UCUR's. It bears the "evil monkey" made famous by Family Guy and makes it clear that this is no ground for UCUR's. Some wiser solicitors have taken the point to heart and there was a brief period after the sign in which the issue resolved itself. 'Tis sad however that this was short lived. China Palace was soon back with

a vengeance, and I actually caught the Jamaican restaurant in the act. Long story short, the Jamaican restaurant representative bore an attitude of, "how dare you suggest I can't trash you apartment!"

That was the menu that broke the camel's back. I consulted Housing about their official stance on UCUR distribution. I come at it as not just an issue of trashing the community environment, (which housing seems quite concerned with as they have extensive rules about what can and cannot be put on porches and patios etc), but as a security issue for the residents. How do I know that the UCUR distributor isn't really on campus to distribute, but to scope out the next television they want to steal by peeking in our windows? I'm not some creepy homophobic hermit, but it is no secret that thieves have been known to scout out their targets before hitting them. Not to say that this is what is occurring here, but it is definitely a possibility as it would explain the resilience of some UCUR distributors. Only time will tell. In that context, Housing made it clear that the UCUR distribution is in violation of a slough of rules and breaches the cleanliness standards they wish to establish here.

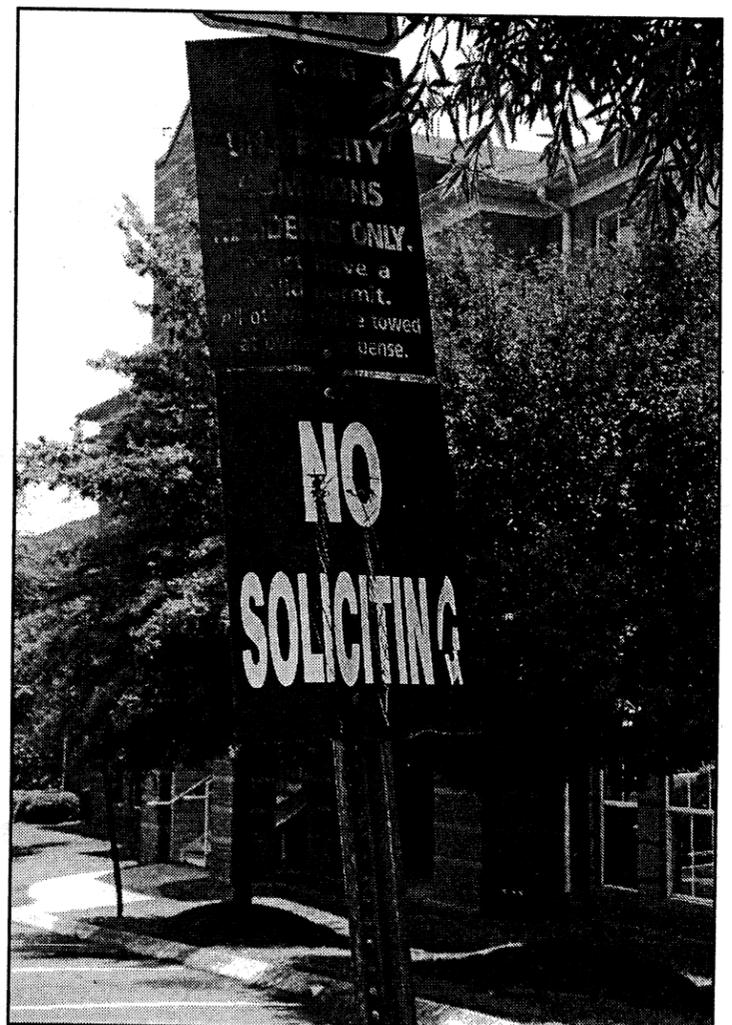
I am not going to throw rocks at our Housing department in this article. I cannot say with surety that they were even aware of the situation, and it would be unfair to assume that they were. Only time will tell if they attempt to reign in the situation surrounding these individuals who come to campus to advertise. To Housing's credit, the sign is still posted (albeit abused, but pictured with this article) clearly stating, "No Soliciting" in

the Commons parking lot.

Finally, I contacted the Police about the issue to obtain their stance about persons who enter campus with no purpose other than to distribute UCUR's. I wanted to know if these persons could be removed from campus if caught in the act (particularly in light of it breaking Housing's policies). Unfortunately, the SPSU Police Department was unavailable for comment over the 4th of July holiday.

They have promised to get back with me in the future to discuss the issue at which time I may leave a short update in the opinion portion of The Sting.

In closing, I recognize that I have taken some playful / jestful license in this article. I want to make it clear that my poking fun at various aspects of this situation in no way is intended to be aimed at our SPSU Police, or Housing departments.



Obviously, they didn't see The Sign. (Or if failed to open up their eyes....) Photo courtesy Stuart Michelson/The Sting

Relativism vs. the reality of God

Stuart Michelson
Copy Editor

I recently had someone tell me that they were so excited for me that I found "fulfillment" in my Christian faith, but they just had no need for that sort of "crutch" in their own life. It was almost as if they were suggesting that I am handicapped in some way, and that religion is my emotional buttress so I can feel good about myself and the troubled world around me. This strangely sounded Freudian to me, although I am sure that Freud's philosophical reasoning could not have been further from this person's mind. However this highlights just to what degree secular philosophers have influenced the world's thinking, as people adhere to the things the philosophers dedicated their lives to studying and writing about subconsciously.

Freud reasoned that religion was a fantasy that is held by the intellectually immature, and that as man matures, he is ever progressing towards atheism. Immanuel Kant (further back in history) taught that although there is most likely no God, it is probably best if we act as if there is. I do not read that to say that if God did turn out to be real we would not be punished for our good works. Rather, as my study of Kant has shown me, he often did not separate the idea of morality from religion, and felt religion was necessary to propagate a foundationally moral world.

I have written several articles in The Sting that have vehemently attacked the idea of moral relativism. That is, the idea that there are no absolute truths, and that every event in time must be viewed within the context of its occurrence. Many would argue that you cannot have a single moral truth or any absolutes because mankind is biased (by religion, culture, language, creed, etc) and thus is incapable of determining a single truth, rather it must be left to each individual to define morality for themselves based on circum-

stances. My question to the denier of absolute truth, "Are you absolutely sure there are no absolutes?"

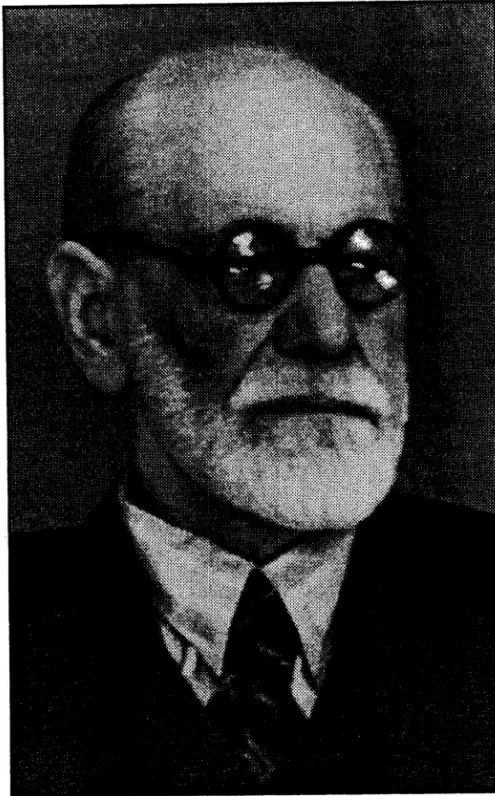
I liken relativistic of thinking to the following situation: Suppose that I were to hire 50 construction students to build a 100-foot long bridge. And suppose that I allowed each of them define a foot separately so that no two builders had the same ruler on their tool belt. How well would that bridge turn out? Would it even look like a bridge at all? The same principle applies to morals. How well will the world turn out if we all use a different ruler to measure morals? I need not waste space describing all of the ways that a secular world is more violent and morally sick as anyone with eyes can see the situation we are in.

But you might say, "What about Einstein's theory of relativity, has it not been theorized that it applies to all things?" I hate to be the one to rub ointment all over the rash of such thinking, but Einstein (an agnostic) himself can be quoted as saying, "Relativity applies to physics, not ethics." Even Einstein realized that mankind, if left to define morals circumstantially, would bring himself to ruin as everyone would do what is right in their own eyes.

But what about the person who implied that I was intellectually simple for needing religion? Sadly this person was sold to the idea of relativism. I know a man who came upon hard times with his family, and being a mathematician, derived an equation to prove that God simply could not exist. Without engaging his many logical fallacies here, it goes without saying that it is vain to attempt to define the infinite (God) in finite terms (math). Any time we attempt to bring the supreme ultimate power and majesty of God onto our

level, we deceive ourselves with false understanding.

Many religions around the world teach relativistic thinking. Hinduism for instance accepts in the Vedas (religious writings) that truth can be found in other religions apart from itself. I had a reader of The Sting tell me that they accepted my ideas about the need for absolute moral truths, and they saw the logic behind my arguments in past



Freud, the father of psychoanalysis.

Photo courtesy of loc.gov

articles, they just wanted to know why I elevate the Bible as the one and only standard for determining truth. They went on to accuse me of having been overcome by my own bias by attempting to impose my standard as the one and only standard.

Allow me answer that charge by highlighting what sets Christianity apart from all other religions. The other religions of the world are works based and involve submission to a transcendent god that does not interact with its people. Look at Islam for example. Allah is a completely transcendent towards his follow-

ers, and as is characteristic of other religions, the followers are drawn to their god saying, "see what I have done with my hands, see the things I have brought before you." The true God of the Christian faith desires a relationship with His people. He is both intimate and transcendent at the same time. His ways are not our ways, and yet he still interacts with us through a relationship with Jesus Christ. Christians come before God knowing that their salvation is not of works or sacrifice.

The Bible states that it is God's Word over 3,000 times. Further the words of the Bible are true, having survived centuries as such. The historical and scientific case for the authenticity of the Bible is overwhelming, yet I am quickly leaving the topic of relativism. I would be happy to pursue that point with any reader via email.

So what of the charge that the Bible and this whole "Jesus stuff" is nothing more than a fanciful story akin to Narnia or Greek mythology? I say to the skeptic that if Hebrews centuries ago desired to make up a religion do you suppose that they would make a religion where the God is just? Justice may not sound too bad, after all is that not a virtue society elevates? If I were making a religion, I would not make one with a just God.

Humans desire to be treated fairly, and Jesus does not deal with us fairly, he deals with us justly, meaning that there are consequences for sin, and all of mankind is destined for either eternal paradise in Heaven, or eternal separation from God and damnation in Hell. Christianity does not bear the lax characteristics that humans would have written into it had they written it.

To a very large degree, icons of Jesus with long smooth flowing hair and a halo have done much to humanize God. Too often society views Christ as a teddy bear who

loves everyone and God is something to be approached casually. Although God is love, he is mighty and should be feared. As Mr. Beaver said about Aslan the Lion in Narnia (a picture of Christ) "Safe! Of Course he isn't safe... He is not a tame lion." Similarly, the Christian God is not a tame one, and we are foolish to defang Him.

God's presence is wonderful and yet horrifying at the same time. So much so that when Moses returned from being in the presence of God, he had to cover his face with a veil because the Israelites feared the reflected glory of God around him. In fact, the entire reason Moses had to go up on their behalf is that they were too fearful to come into God's presence themselves. Again in the Old Testament of the Bible, we see the prophet Isaiah who when in the presence of God was driven to the ground and exclaimed "Woe is me, for I am undone!" Peter told Jesus to go away from him after he preformed a miracle for the same reasons that the others feared God. Coming into the presence of God brings us before perfect holiness and glory, and we being born in sin and justly deserving God's judgment as the Bible teaches, are shown just how low we are when before His perfect essence.

So to answer my Freudian relativistic friend, I contend that the men of the Bible who came before God and were so fearful would find a less terrible crutch to lean on to give them the warm fuzzies about life, and so it is with true Christians today. I do not use my faith as a crutch because I am simple, but rather the Christian faith is a hard life full of structure and responsibility while the relativistic lifestyle is carefree and reckless. The Gospel of Jesus Christ holds us accountable to a standard. Nobody chooses true Christianity because it is easy or because it is a walk in the park (that's why people choose relativism), rather God chose me and every other Christian before the foundation of the world to partake in His Kingdom.

In support of our troops

Jon Meek
IT Manager

With the 4th of July just passing us, I have begun to think on the saying "Support our Troops" and what it really means. We hear it being said and placed all over our cars with bumper stickers, but have we really supported our troops over the past year? The biggest question is: are we using that phrase half-heartedly in order to get away from talking about the war in Iraq?

Based on what I have seen, we really haven't supported our troops. While I have seen all the wonderful signs in the yards and the stickers on cars, very few people have been willing to put money towards buying equipment that could save our soldiers' lives. As we hear story after story of Congress underfunding our troops, we have chosen to do very little about getting the troops the life-saving equipment they need.

They deserve much better than this for they put their lives on the line for us to go about our daily lives. Giving the equipment they need shouldn't be held up because of the belief that we shouldn't

be in Iraq. These people are our neighbors, our friends, our parents, our sons/daughters, and our community leaders.

On top of that, soldiers have to fight the front of losing their

homes because we, the American people, haven't gotten outraged about service people being thrown out on the street despite the fact they are protected by federal law. They also have to fight wonderful

press statements from senators saying they "killed innocent civilians in cold blood" and telling kids to get an education in order to avoid going to Iraq. It is not shocking that morale among the troops keeps going down because we are allowing it to happen. As well, currently military pay is about 3.9 percent lower than the private sector pay. In other words, if you think that you are struggling to make it by month to month, imagine someone in the military trying to do the same with even less pay than you.

While we may disagree on what should be done in Iraq, the one area we should come together on is how our troops are treated while they are serving. It is not fair to people who give so much. The least we can do is respect them for being willing to put their lives on the line. So, just remember supporting our troops should go beyond buying stickers that say "support our troops."



Do you?

Photo courtesy www.ryanholman.com

Indigo Prophecy

How do you solve a murder when you're the killer?

Sean Fine
Senior Staff Writer

System: PS2

Genre: Adventure

Remember the days of the point-and-click adventure game genre, including games like *Myst* or one of its sequels? Sadly that genre hasn't quite aged as well as other game types. *Indigo Prophecy* (named *Fahrenheit* in Europe) may not quite be a point-and-click game itself, but it certainly feels like an evolution of the genre.

Story: Lucas Kane is an ordinary guy who one night finds himself at a diner's bathroom, kneeling over a recently murdered corpse and he's the one holding the blood soaked knife. With absolutely no memory of how he came to this point, Lucas departs on a journey in the ever freezing atmosphere of New York City, hoping to find out why he killed this person, who's responsible to make him do it, all while avoiding the police.

The story is deeper than most games try to be these days and even though some of the plot elements are half expected, there will be a

lot of surprising twists, especially as you near the end of the game. What's the problem with the story? Some of the things that happen near the end of the game can be viewed as just plain cheesy and in some parts, ridiculous. I'm not spoiling anything, but if the game starts resembling an older Japanese anime about fighting, then you'll know what I mean. For the most part though, it's a good story that keeps players intrigued.

Gameplay: While *Indigo Prophecy* isn't a point-and-click adventure, it certainly has the feel to it. Playing as one of four main characters, you'll go around certain scenes and examine the area for clues and tidbits of information leading you to what really happened in that diner. The catch for this would be one character, you're playing as Lucas Kane, but for two other characters, you're playing the police that are trying to catch him, so it feels kind of awkward to play both sides of this story.

Actions in the game are done by moving the right analog stick in a specific way, whether it's picking up a mop to clean the mess you

began with or if you're climbing over a fence to elude your pursuers. It feels unique, though somewhat awkward for someone who's so used to pressing 'X' to check out something, but it doesn't take too much away from the gameplay experience.

Some of the most exciting scenes happen in sequences, where you're forced to move both sticks in certain ways in order to make your character accomplish some feat, or you'll have to alternate pressing the R1 and L1 buttons to perform an endurance check. These are only basic examples to some of the many sequences you'll end up doing. Even if they appear simplistic in nature, they become harder and more exciting depending on the sequence you're doing.

It's not as action packed as *God of War* or *Zelda* or any other action-adventure game, but the game has its moments of coolness. Besides, it's an adventure game that works hard to combine the elements of gameplay with the story and it does this near flawlessly.

Graphics: One of *Indigo Prophecy*'s weaker points is its graphics. While characters have plenty of facial expression and their lips move well in sync enough with the dialogue, the graphical detail isn't nearly as high as many other games. Everytime one of the character isn't removing a coat or changing on screen, the camera just sort of pans away or around an object that hides the character as the models change. Hell, liquids in the game don't even react to movement.

In its defense, though, the game captures the atmosphere of a ice cold wintery New York and the



Photo courtesy www.gamepressure.com
In order to avoid attention by the police, certain tasks need to be done, like cleaning the blood of your victim.

character animations are, for the most part, so life like that the minor graphical problems above become light enough to just shrug off. The character designs are modern, but surprisingly look unique enough to separate them from other normal people, kind of like how fans of *Law and Order* would recognize Detective Briscoe's mug on sight.

Regardless, the graphics are far from perfection. The game actually looks more like an older title for the PlayStation 2 or at least a really, really good late-comer for the PlayStation 1.

Sound: Voice acting for the game is top notched and each character has a good voice that perfectly fits their character, both for the emotional level and their personality. One good example, in the beginning scene, Lucas sounds extremely panicked when he has realized what he had just done and the trembling in his voice only adds to the to emotional level of fear and panic that emanates throughout the scene.

The music is also quite good. Distressing violin chords that only

add to the already tense drama that is Lucas Kane's dilemma, not to mention it only makes the cold winter setting of New York that much bleak, yet during action sequences, the sped up music gives a feeling of adrenaline that makes the game exciting. The game also features music by *Theory of a Deadman*, which is ok. To tell you the truth, I prefer the game's original music to the soft rock (which is rare already).

Fun Factor: *Indigo Prophecy* is certainly a unique game with all the First Person Shooters and action games that currently fill the market.

It tells a good story, has fun and interesting gameplay mechanics, and despite some of the graphical weakness, the quality of the game is good. The game is sadly short, but the way the story is set up, there are multiple ways to get to one of the three endings and besides, it's fun to replay some of the sequences. Should be relatively cheap now that the Next Generation consoles are in and shops such as Gamestop are trying to sell all their Last Generation games and accessories, it should be a cheap purchase. 7.5/10



Photo courtesy www.gamepressure.com
It's a bird, it's a plane, it's... my VCR?

Medieval II: Total War Expansion coming soon!

Stuart Michelson
Copy Editor

Fans of the PC platform *Total War* series are quivering with excitement as they anticipate the release of the latest installment of the award winning game *Medieval II Total War: Kingdoms*. Designers chose the name "Medieval II Total War: Kingdoms" for this exciting release. *Kingdoms* came as a surprise as the original *Medieval II* had not been released for very long.

The idea behind *Kingdoms* is to bring players a whole new level of strategy. *Medieval II* saw great advances in strategy as players had to balance, economics, politics, religion, internal power struggles, as well as fight graphically stun-

ning battles with thousands before their castle walls and in diverse 3D environments. *Kingdoms* takes those elements to the next level

on these elements and has built campaigns around each - Britannia Campaign, Crusades, Americas Campaign, and the Teutonic Wars. Each campaign brings its own religious and political struggles and involves political figures like Kings and princesses like never before.

Kingdoms will stay within the boundaries of realism that has attracted so many players worldwide. In an age of strategy combat games where magic spells and ridiculous hit points and power ups are everywhere, the *Total War* series has always stood behind realism and historical accuracy wrapped up in a visually

exquisite package. The brawling battles will have the same realism in *Kingdoms* as before and then some. Needless to say, *Kingdoms* will deliver far beyond player expectations.

Basically *Medieval II Total War Kingdoms* will be the same *Total War* experience that players have come to love, but it has been enhanced to incorporate new levels of complex gameplay. Players can now go head to head in "Hotseat" mode which pits two human players against one another in a grand campaign. (Basically this is like playing single player, but not against the AI.)

In summation, *Kingdoms* is the most content rich expansion the Creative Assembly has ever produced for a *Total War* game. One complaint I have always had about the series is that the system requirements are proportional to the new content, but not so with *Kingdoms*. I was pleased to see the requirements mirror those of the original *Medieval II: Kingdoms* is estimated to run around forty dollars.

(IGN rated *Medieval Total War 9.5/10*)

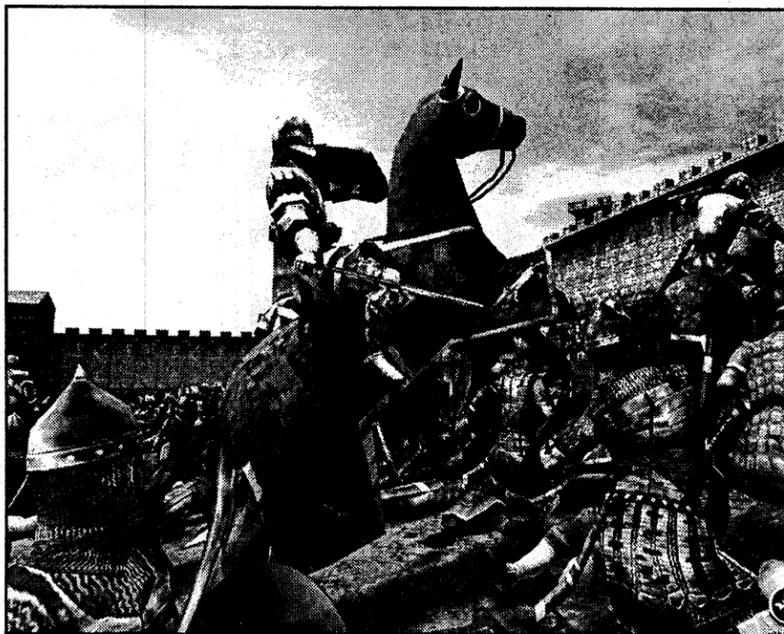


Photo courtesy www.2404.org
French Crusaders clash at the city walls of Jerusalem

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The Rosebuds: Night of the Furies

Marlena Compton
Staff Writer

This album came alive for me as I was driving across the seemingly empty New Mexico desert. The country reverb of the hollow body electric guitar featured in most of the songs marries extremely well with the classically goth lyrics sung with depth and desperation by Ivan Howard and Kelly Crisp.

Don't get me wrong... this is NOT a country album. This is post-punk at its finest with an electronica beat. One of my favorite aspects of "Night of the Furies" is that it is an album and not merely a collection of songs. All of the songs are on the CD for a reason, and one does not get the full effect of the songs without reading the story contained in the packaging.

It is a love story between a guy who sings when he's nervous and his beautiful ferocious lover.

The album starts out with the haunting "My Punishment for Fighting" as the lovers must separate. The vocals in this song reveal the knife in the heart of leading man.

This loneliness reverberates even through the upbeat songs such as Silja Line, a sailor's lament cum drinking song. Ivan Howard's vocals are deliciously

reminiscent of Bernard Sumner of New Order. (We should all remember that New Order sprang from the venerable Joy Division.)

This is most evident on the dance track "Cemetery Lawn" which also features a gut-wrenching cowboy-goth baseline.

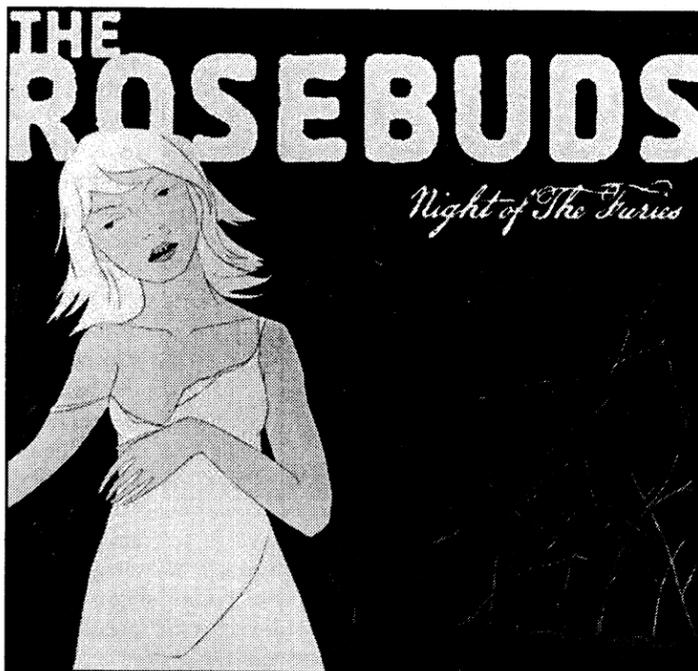
Kelly Crisp's voice reminds me of the singer Terri Nunn from Berlin, and the stories told in the two songs on which she sings have a great depth to them. They are

both about a woman of substance fighting for her life.

Her songs provide the narrative backbeat for Ivan Howard's songs and show why the Furies are the way they are.

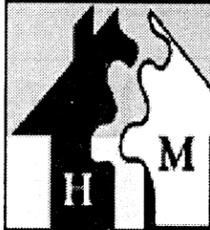
Ahh...the Furies...strong women who are not afraid to scream. I'd like to see more of those on the SPSU campus.

The Rosebuds played with The High Strung at The Earl in East Atlanta on June 23.



Cover of The Rosebuds' new album - Night of the Furies. Photo courtesy Amazon.com

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Pokémon Diamond and Pearl

Cary Chichester
Staff Writer

Developer: Game Freak
Publisher: Nintendo
Platform: Nintendo DS
Genre: Role-Playing Game
ESRB Rating: Everyone

The insanely popular Nintendo handheld rpg is back, and it's definitely better than ever. A true sequel to the franchise has finally arisen on the Nintendo DS after years of waiting. If you're expecting a few new creatures with updated graphics then you're right; but to think that Game Freak hasn't stuffed this game with a bunch of other enjoyable features is to miss what makes this game stand out from the others that have preceded it.

If all you know about Pokémon is that it contains an annoying yellow mouse, then you probably possess all the necessary knowledge required to jump into this game. In a nutshell, you're a young boy or girl that must now leave your home to become a Pokémon master. It may be harsh to kick a kid out of his house and make him enslave animals to fight others (cockfights for kids!), as well as save the world from a sinister organization at the same time; but hey, if pushing a kid into constant peril satisfies Nintendo's need for nonsensical storylines, so be it. The gameplay of course, is a bit deeper than what people may see on the outside. You can give your Pokémon up to four moves to use in battle, which takes a good deal of time to consider since they can learn many moves. The type of Pokémon you use may also be weak or strong against another type, and out of the hundreds of Pokémon to choose, you can only use six. So, yea, you've got quite a few strategic choices to make.

Of course, if you've played any Pokémon game before, none of this should be new to you. So the obvious question would be what makes this game better than the ones

before it, and the first improvement you might notice are the graphics. As expected, the jump from the GBA to the DS was not without a virtual facelift. While the creators still use sprites and the bird's eye perspective to keep the old look of the game, much of the environment and the Pokémon's moves are in 3D; the characters and the Pokémon themselves, however, are still 2D sprites.

The structure of the game follows the previous titles; pick a starter Pokémon between fire, water, and grass types, and then venture forth with you and your new buddy into the world. Train them by battling other Pokémon and fighting elite players in gym battles, who will reward you with gym badges if you win. Amass eight badges to challenge the Elite Four, the strongest trainers in the game. While doing this, you will have to keep an eye on Team Galactic (same thing as Team Rocket) and stop their evil deeds. This game's main story will take around 50 hours to complete, with lots of goodies afterwards; such as gaining access to the Battle Tower, and new areas opening up to let you capture rare legendary Pokémon! If you combine this with the hard training that will be required to gain a team of lvl.100 Pokémon, as well as the many mini-quests that can be completed, then over 100 hours can easily be put into this game.

It was harsh news to many who had completed the first two Pokémon series for GameBoy Color to find out that they could not transfer the Pokémon they had spent hours training to the GameBoy Advance version. It's good that some mistakes aren't repeated, since now that the Nintendo DS version is out, there's actually no need to throw

away your old GameBoy Advance games; you are now able to transfer every last one of the Pokémon you caught in the GameBoy Advance games to the Nintendo DS. It's kind of necessary, since it's the only way you can complete the elusive goal of capturing all 493 Pokémon.

It wouldn't be a DS game if there was nothing to touch, right? The bottom screen does not go ignored as it is used to select your move when your turn arrives. Using the stylus to select a move feels much more streamlined than using the D-pad, although that option still remains. The touch screen

stink that there are too many applications to use, which leads to having a lot of stuff you'll probably never use and makes it harder to find the applications that you do need.

The most anticipated addition to the game, Wi-fi, is a mixed bag. The best use of Nintendo's Wi-fi is the GTS (Global Trading System). You can only look on the GTS for any Pokémon you've seen already, this little restriction stops people from asking for a Mewtwo or other legendaries as soon as they start the game. You can then check to see if other trainers around the world are offering theirs for trading.

The system is a little broken in that trainers will make ridiculous offers (such as offering a lvl. 1 Pokémon for a lvl.100) which makes it hard to find the trainers that will actually give reasonable trades. This isn't Nintendo's fault of course, it's the trainers that actually think somebody will make that trade. You will have much better luck if you offer your own Pokémon up for a reasonable offer and wait for a trainer to accept it. It is a bit unfair that you cannot change the name of a traded Pokémon, so Pokémon

with Japanese names or weird English names (I got one called "The 60's") become your burden.

Trading, however, is only half of the multiplayer aspect. The other, more enjoyable half, is battling! If the prospect of pitting your Pokémon against a trainer from across the globe seems like an enjoyable aspect, then think again; because this is where the Wi-Fi aspect disappoints. You have two options of online battling, both disappointing, and they are Friend Codes and the Battle Tower. The Battle Tower is the limited and stupid version of fighting other players. You are allowed to

use only three Pokémon, no special legendary Pokémon, and any Pokémon over lvl. 50 will be reduced to lvl. 50. You then upload these three Pokémon to Nintendo Wi-Fi and other players can download your team and fight them while the computer controls them, so you fight the computer with other people's Pokémon, you cannot directly engage with other trainers. The Friend Code system is much better, but also limited. If you have a friend with the game, you can get their Friend Code and battle them with no restrictions and voice-chat! The reason you cannot directly engage and talk to trainers in the Battle Tower like you can with Friend Codes is to protect the younglings from online predators (because all the kids apparently get verbally raped by Pokémon). So you can fight other people if you just download their data and let the computer control them, or meet people with the game (and there are quite a few here at SPSU) and get their Friend Codes for the actual fun part of battling. If you care to shell out an extra \$49.99, you can buy Pokémon Battle Revolution for the Wii which will let you use your Pokémon from Diamond and Pearl to engage with random trainers, but that's another story entirely.

Pokémon hasn't changed by much, a lot of new features have been added, but it requires the same skills that we learned 11 years ago in Pokémon Red & Blue. It looks very pretty, plays very well, and provides a wide assortment of goodies that amount to many hours being put into this game. While trading online is fun because you can trade with random people worldwide, battling contains too many restrictions to be perfect. This game has very few faults which are easily ignored thanks to the amount of fun that this game generates. This is definitely one of the best Nintendo DS titles currently out and shouldn't be missed. 9.5/10



Meet the two new protagonists for the game, Dawn (on left) and random French guy (on right).

can also be used to scroll through menus, select items, or participate in mini-games. The most notable new feature that uses the touch screen is the Pokétch (Pokémon Watch); it contains quite a number of useful applications, as well as many useless ones. There are applications that let you look at the status of Pokémon you've left in day-care, check the status of your own Pokémon, check the time of day, count the amount of steps you've taken (for hatching eggs), move simulators to see what move would be most effective on certain Pokémon types, and many more cool new applications. It does

SPSU's places top 20 again in FSAE competition

Twila McConnell
Editor-in-Chief

For the second year in a row, SPSU placed in the top 20 at the Formula SAE competition this May on the Ford Proving Grounds in Romeo, Michigan. This competition is international and SPSU competes alongside countries such as Japan, Germany, and Australia.

What is this competition all about? Competition team leader Dan Trudell describes it as an event in which "the car is judged from an engineering standpoint in terms of design, marketing presentation, and production analysis (cost), then from a motorsport perspective." The "motorsport perspective" is the interesting part: where the car is "raced against the other 106 cars to see how it compares dynamically to other university entries."

So what were the numbers? SPSU placed:

- 75th in cost (objective being the cheapest car).
- 31st in presentation (design of the car)

- 58th in acceleration (evaluates the car's acceleration in a straight line on flat pavement)

- 25th in skid-pad (measures the car's cornering ability on a flat surface),

- 42nd in autocross (he car's maneuverability and handling qualities on a tight course without the hindrance of competing cars)

- 17th in endurance and economy (he car's maneuverability and handling qualities on a tight course without the hindrance of competing cars as well as the gas economy).

This all lead to an overall place in 20th. Dan made note of what a huge accomplishment it is to place in the top 20 for two years in a row. Last year we placed 19th, but he hopes that this year the team was able to pick up enough pointers to place them in the top 15 for 2008... "or better yet, top 10" says Dan.

Some schools of note that SPSU beat out: Clemson (who placed 22nd), Georgia Tech (70th), and Massachusetts Institute of Technology (71st).

Even though beating Georgia Tech feels good, Dan said his favorite moment was "cutting the engine after completing the endurance race—the final event. Our team put an incredible amount of work into getting the car done; I think it was most rewarding to be able to drive the final

leg concluding a great season."

Team members who went to competition this year include: Kasim Abuaisheh, Bryan Carbon, William Ellis, Cody Evans, Kevin Gautier, Peter Nickelson, Miles Prestwood, Jay Price, Eric Ramson, James Rickertsen, Josh Sharpe, Justin Smith,

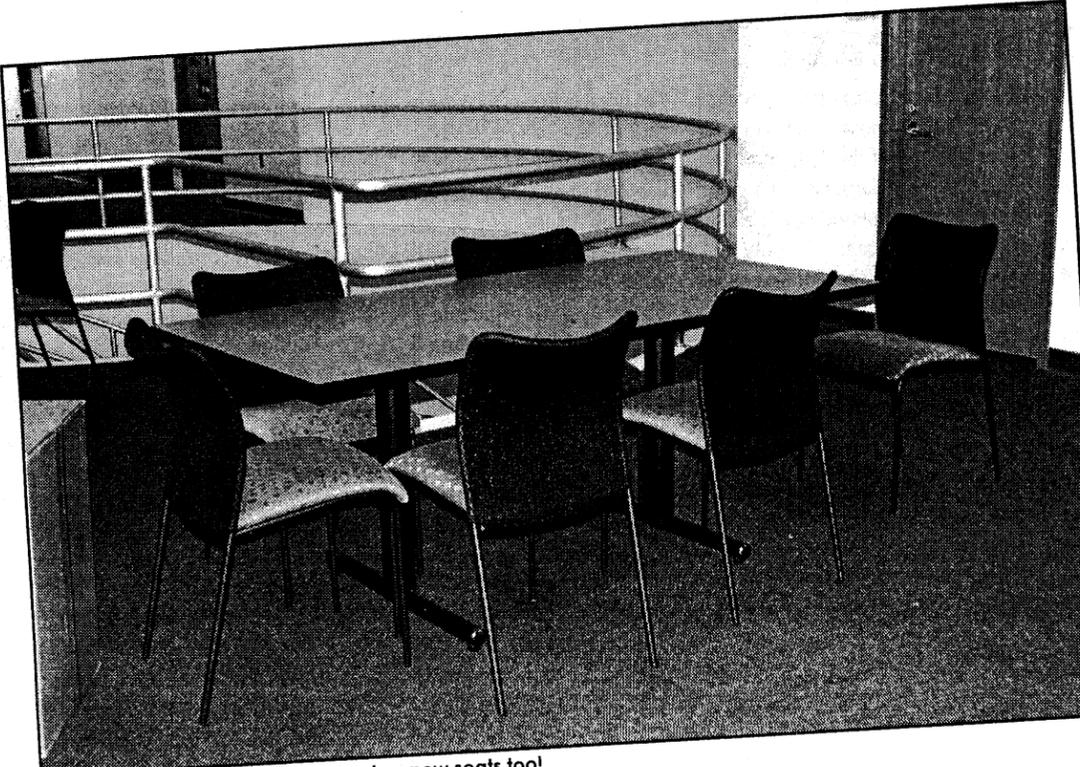
Scott Walker, Alex Weissinger, Garrett White.

On behalf of the team, Dan would also like to say a special thank you to "the Alumni and the Student Government Association, without whose support this would have not been possible."

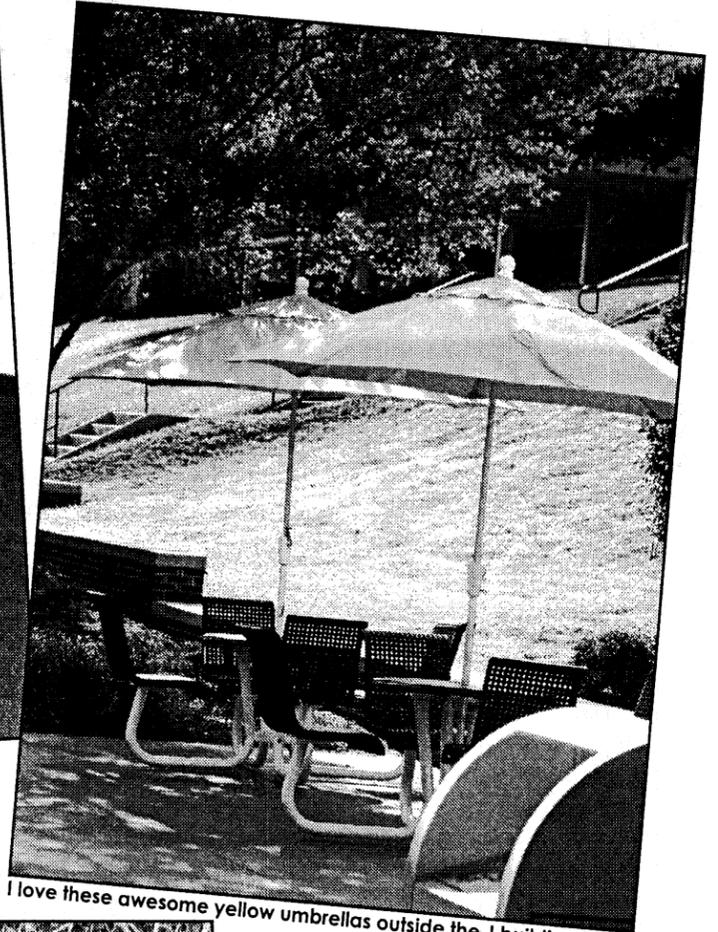


The FSAE team with their top 20 car in Romeo, Michigan!

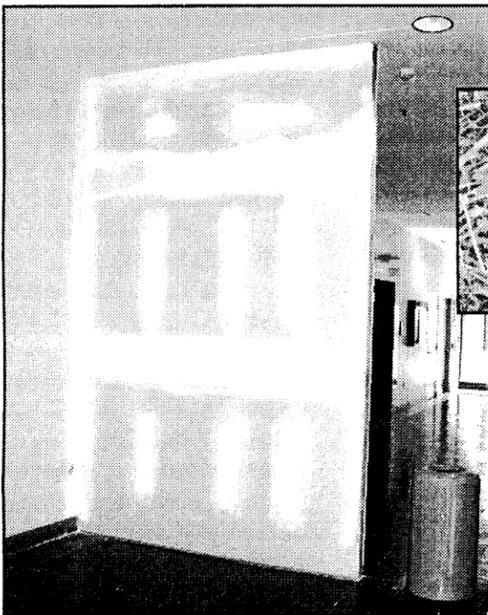
Photo courtesy Dan Pelch/FSAE Team



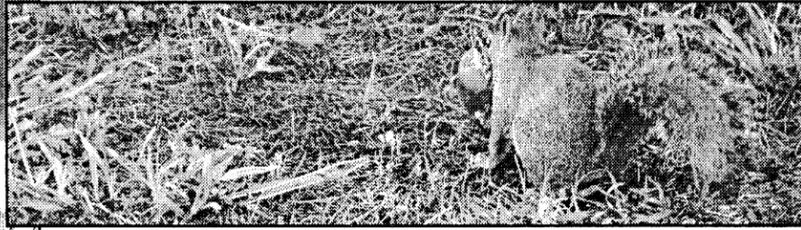
Yes, the Magic Card congregation has new seats too!



I love these awesome yellow umbrellas outside the J building!



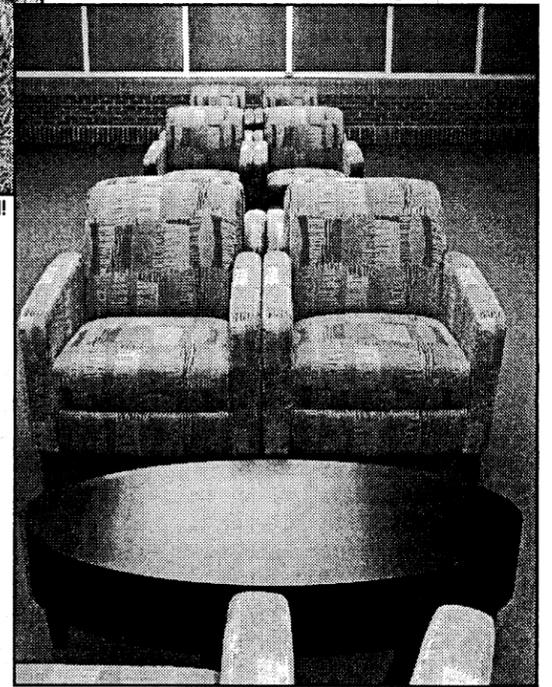
The wall... which will eventually become the coffee house. Yes, even I was expecting a little more.



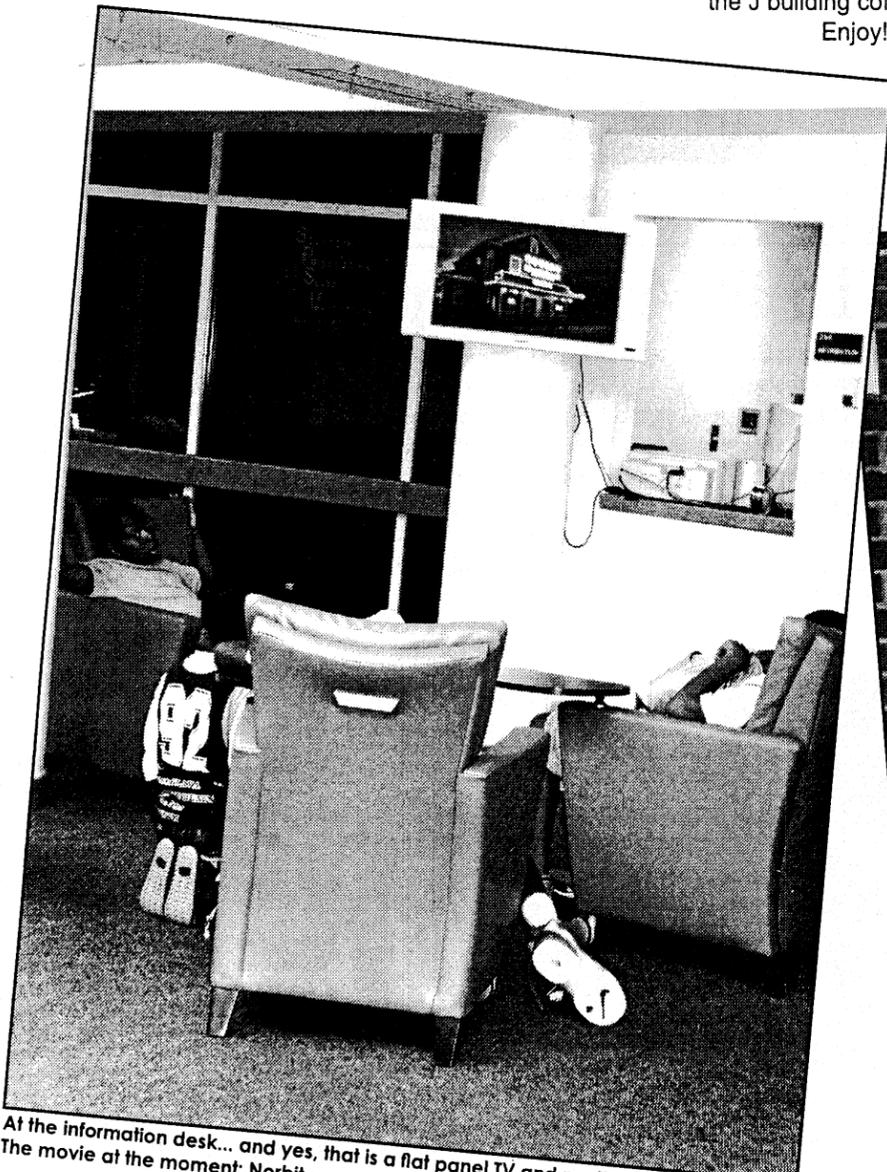
Camouflaged squirrel!!

Updates!

If you haven't got a chance to wander around campus recently, then you're in luck. I did it for you. Check out some of the happenings that we've been valiantly trying to update you about. Chiefly, new furniture in the student center and the beginnings of the J building coffee house. Enjoy!



Some of the cool new student center furniture!



At the information desk... and yes, that is a flat panel TV and no, those aren't students. The movie at the moment: Norbit.



A sight that has possibly never before been seen by human eyes... an empty Sting stand! Thank you readers & umbrella needers! You rock!