

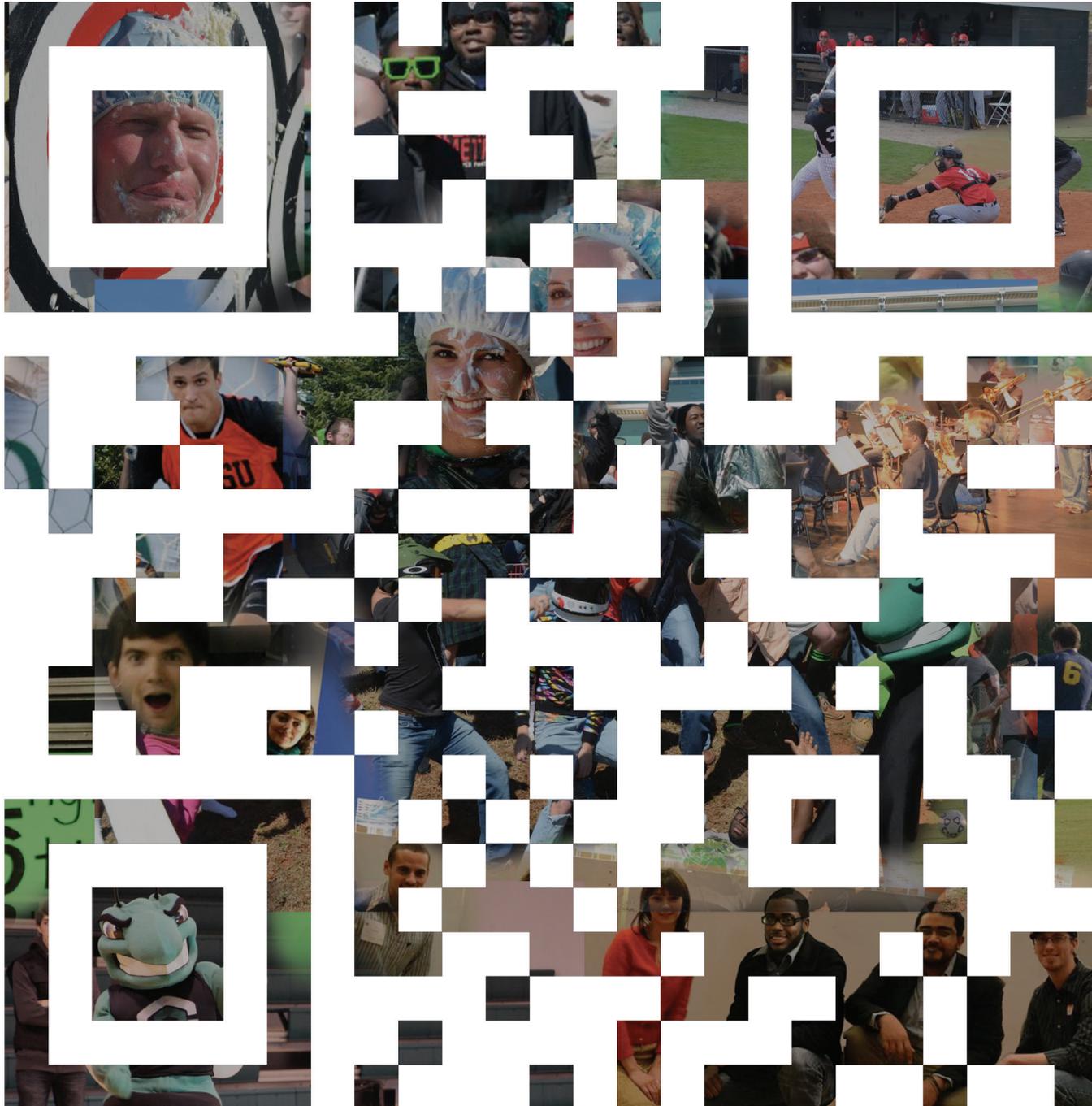
SOUTHERN POLYTECHNIC STATE UNIVERSITY'S STUDENT NEWSPAPER

THE STING

Volume 66, Issue 7

April 1, 2013

SCAN ME!
→



THE STING

April 1, 2013

Volume 66, Issue 7



SCAN ME!
↙

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IT ROCKS!

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By Randy Brown Jr.

Grace

“walk and talk for those that can’t.
Smile for those that try.”

This is far from what an editorial's supposed to be. But then again, life is far from what we dreamt it'd be. We all have the opportunities, no matter our situation, to be able to wake up in the morning and follow our everyday routines. If for nothing else, that is something to be grateful for. I often hear the phrase "F My Life". No my friends, blessed are your lives, and everyone's around you; even those who you may not know.

On Saturday of January 12, John Washburn, his wife Debbie, and their children Karli (12), Samantha (14), and Abby (19) were all riding on a Joplin, Missouri highway when their vehicle was struck by a car that was traveling in the wrong direction. John was killed instantly, as well as the female passenger in the other vehicle. Karli suffered massive internal injuries, a spinal injury, and was on a ventilator. Samantha had a crushed pelvis, two broken legs, massive internal damage, a right frontal brain injury, and was in a coma for several weeks. Abby suffered a damaged collar bone, broken ribs, a punctured lung, and a crushed pelvis. Their mother, Debbie, had internal injuries as well as a crushed pelvis and a broken ankle.

On Saturday February 21, I received word that Joseph Pitts, The Sting's Advertising Manager, had been in a car accident.

A driver, avoiding a yield sign, slammed into the driver's side of Joseph's vehicle. He was sent to Kennestone Hospital's ICU where he suffered from bruised lungs, a shattered femur, and two broken ankles among other things. Joseph was in a medical induced coma for the majority of three weeks.

The Washburn's are relatives of my dear friend Brooke Washburn. Joseph Pitts works with me at The Sting; he is someone that I am used to seeing every day. Every time I visit Joseph it is a reminder of how short life is and how blessed we are to still be here. As much as I could, I refuse to complain these days.

I refuse to complain because Joseph is not on a ventilator anymore. He's awake and we can actually have a conversation now, without hand gestures. He is currently receiving rehab treatment at Wellstar's Windy Hill Hospital. I refuse to complain because Karli is off all machines and in in-patient rehab. Samantha is now talking and can remember all of her friends and family. She too is in in-patient rehab. Abby is walking and receiving care in rehab. Debbie is in out-patient rehab.

Joseph, Karli, Samantha, Abby, and Debbie are miracles to us all. If these five individuals can overcome their circumstances so can anyone of us.

Being on a college campus, there's a lot to moan about: the food, parking, finances, roommates, and end of the year projects (which are always followed by finals). We worry about these situations so much that they grow larger than they're supposed to be. Meanwhile, we overlook the simple things in life. It's remarkable, the slightest things that we take for granted every day. Joseph is always quick to remind me that he'd rather be sitting in a classroom. The man survives a car crash and all he can think about is school, classwork, and selling ads. Samantha requested Pespi upon being able to speak again.

I could talk about elections, building excavations, graduating seniors, or the cost of rising tuition but I can't. Instead, I urge us all to be more appreciative for what we have. By the time this editorial makes its way to print these five triumphant individuals will have made even more progress.

Students, walk and talk for those that can't. Smile for those that try. Think about those who you may not know. Who knows what life has in store. One day you may need the same support too. Your glass is always half full my fellow classmates, you just view it as half empty.



Letters to the editor may be hand delivered to the Student Life office in the student center, e-mailed to sting@spsu.edu, or mailed to: Editor, The Sting Southern Polytechnic State University 1100 South Marietta Parkway, Marietta, GA 30060. Letters must be signed by the author. Publication and editing of letters will be at discretions of the editor.

CONTACT US: sting@spsu.edu // 678 915 7310 // www.spsu.edu/thesting

NEWS

CHRISTOPHER HARRIS
News and Opinion
Editor

WHAT HAPPENED THE THE GREEK ACTIVITY COUNCIL? DISSOLVING THE GAC

By Christopher Harris

The council, which ran the two big Greek-wide events each year, has been dissolved for a more streamlined approach.

Every year, there are two big events that every Greek organization participates in, Greek Week in the spring and Goat Night in the fall. In the past, there has been a council which has organized these events.

For a time, this council was known as IGC or the Inter-Greek Council. IGC is a common council found on campuses across the county, as it binds the different

councils (Interfraternity Council, Panhellenic Council, and National Pan-Hellenic Council) on campuses.

IGC was transformed into the Greek Activities Council, which was basically the same thing with a different name and a slightly different structure.

This semester brought changes to the Greeks because now there will be no councils to plan the two events. After communicating with the individual councils, it was decided that GAC no

longer provided an effective method of communication or planning.

In its place is now more of a sub-committee among each council. While GAC was comprised of a President,

“It was decided that GAC no longer provided an effective method of communication or planning”

Vice-President, Secretary, and Treasurer, the new

committee is comprised of one representative from each council, and one member from each individual organization.

While the new committee prides itself on being a more streamlined and involved process, there has been complains that communication has been lacking despite the renewed efforts.

IFC member, Eric Patten, said that the new method will take some getting used to.

“The committee does make the initial decisions for the events, but they still have a representative from each chapter... After they get feedback from the chapter, they make changes”, he said.

As for the future of the committee, Patten showed optimism by stating: “It will start working better in the upcoming [council] elections now that it’s an established committee and people know what it will do.”

NEWS

SPSU ENGINEER’S WEEK

By Randy Brown Jr.

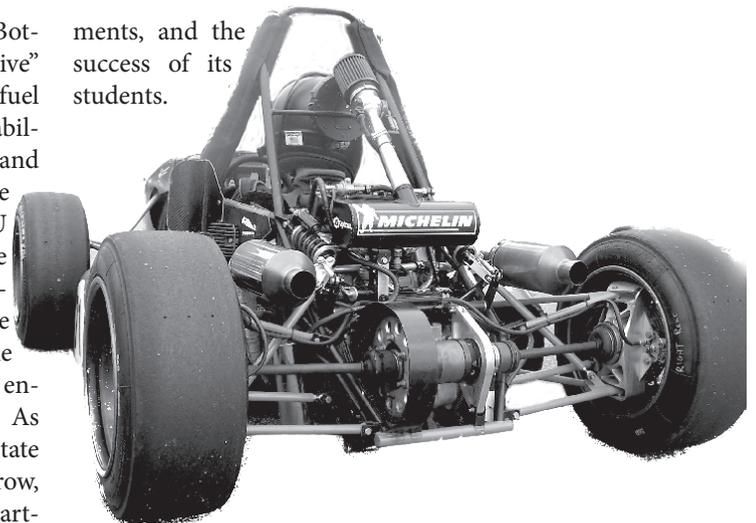
SPSU celebrated Engineer’s Week February 18-22. Students, faculty, and local professionals attended many events over the course of this annual ceremony. The highlight of the week was the Engineer’s Week Reception on February 21st. At the reception the Society of Women Engineers displayed the designs for their Human Powered Vehicle, while the SPSU Motorsports team rolled in one of their competition vehicles. SPSU Alumni were also

on hand as well as various SPSU Engineering organizations and competition teams.

SPSU’s own David Peters was well received for being selected by Georgia Engineering Alliance as 2013’s Engineering Technology Student of the Year. Dr. John Hunter of Novelis Global Research & Technology Center in Kennesaw, was the keynote speaker for this event. Dr. Hunter’s presentation, “Growth Opportunities for Aluminum in

Automotive, Cans, and Bottles: a Novelis Perspective” underlined concepts for fuel efficient vehicles, sustainability through aluminum, and commitments to recycle beverage cans. The SPSU engineering students were very grateful for the support given to them by the faculty and staff here at the university, as well as local engineering professionals. As Southern Polytechnic State University continues to grow, so will its engineering depart-

ments, and the success of its students.



ASME CURRENT EVENTS

WHAT'S HAPPENING WITH ASME

If you haven't already heard, ASME (American Society of Mechanical Engineers) of SPSU has hit the ground running this semester, with events, socials, and competition teams. On February 15th SPSU's ASME was invited to tour Georgia's own Plant Bowen, which is North America's second largest coal power plant. The Group was given a behind the scene tour with the Plant Lead Engineer. Members of ASME were also allowed in a cooling tower that was receiving maintenance. Contact Divanny Pena for more information about tours and social events at dpen@spsu.edu

There are still a lot of things planned this semester

for those who wish to get involved. A group within ASME that receives much notoriety is the Human Powered Vehicle Competition team. The HPVC team has only has a few months until their competition in Grand Rapids, MI at Ferris State University.

For those who don't know, the Human Powered Vehicle Challenge team is a competition team that challenges its members to apply the skills they've learned from class into designing and constructing, a human powered vehicle. This vehicle is later used in competitions. The team must follow a few rules set by ASME for safety

purposes, but design is mostly left to the team. Last year was the first time SPSU competed, having had 8 ME and MET members, each with their specialties ranging in design, computer aided design (CAD), finite element analysis (FEA), machining

"The team received the Factor of Safety Award last year"

and welding, and finance organization. The team received the Factor of Safety Award last year, but our SPSU team plans to place much higher and win more awards this year with a new frame, steering design, and a much lighter vehicle. During spring break, the team built the frame

and attached most of the steering assembly, enabling their vehicle to roll on the ground. The HPVC team is recruiting new members that would like to assist in budgeting, frame design, fairing design, machining and welding, testing, and driving. If anyone has any questions or is interested in joining, email Brad Caudill or Victoria Knox at bcaudill@spsu.edu or vknox@spsu.edu.

For anyone who is looking to prepare for their future after school, the Student Professional Development Conference is April 5th - 7th. This conference is being held at the University of Alabama. More information can be

found at events.asme.org/SPDC. If you are interested in any of the competitions there or would just like to join the group that's going contact Michael Webb at mwebb@spsu.edu.

Be sure to visit our newly updated web site to stay tuned into what's next at <http://spsuasme.org> and join us on orgsync.com

We hope to see you at our next general meeting. As always, you can find all things ASME, by visiting our website at spsuasme.org. Get involved, get connected, build your resume, and have fun!



NEWS



By Randy Brown Jr.



First Year Experience hosted PI Day on Thursday, March 14, 2013. On this day 5 events captured the attention of many students on campus.

The Pie Art Show was a 2D and 3D design competition that included ETCMA entries from students in Prof. Leslie Hankey's Applied Graphics class. The Pi Day poster designs were on exhibit in the Student Center Lobby. Of the 20+ entries, the judges chose 1 winner:

1st Place: Xiaomeng Yang

Honorable Mentions: Cherise Randle, Tien Nguyen, Sahil Budhwani

At 8 am, several faculty members and students took part in the PI Run. The race started and ended at the SPSU Recreation Wellness Center, which also co-sponsored the event.

The winners of the 2013 PI Run are:

Non First-Year Women's Division: Christina Robinson

First-Year Men's Division: Sean Purcell

Non First-Year Men's Division: James Schubert

Staff Division: Karl Staber & Barry Birkhead (TIE)

At 12 pm, SPSU students, staff members from the Attic, and staffa from Student Life participated in the Pie Walk, held in the Student

Center Ballroom. In this event, participants walked around a circle of numbers as music played. This drew similar relation to the game Musical Chairs. When the music stopped the host called out a number. If someone was standing next to a number or near the number (and it wasn't occupied) they'd won pizza. The participant was then allowed to leave the circle to eat. As the game progressed, more students and faculty members joined the game, which produced a big turnout.

At 3:14 pm, students gathered for the PI Talk Colloquium in room 202 of the Q Building. This event was co-sponsored by SPSU's Math Department. Students learned about the history of Pi and why it is still relevant today.

At 5pm, the highlight event, Pie a Professor, took place outside Stinger's at the X. This event was sponsored by the Society of Women Engineers. Students paid \$3 for one pie and \$5 for two pies. Prof. Cole (Interim Dean of Architecture), Dr. Thomas Nelson (Dean of Arts and Sciences), Barry Birkhead (Dean of Students), and Chelsea Feraco (Admission Counselor) were among SPSU faculty members who received pies to the face. Several students also volunteered to pie their friends. Pie a Professor was successful, raising nearly \$200 in donations for the Society of Women Engineers (SWE).



NEWS

AIAS

WHAT'S THAT?

The American Institute of Architecture Students organization was founded in 1956; originally called the 'National Architectural Student Association' (NASA)

The American Institute of Architecture Student Chapter here at Southern Polytechnic State University is an international organization for college-level students of architecture, chartered in 1971. The student chapter is the voice of the student to the educational system and the profession of architecture and

design in the United States. The Institute helps build interest and enrich the educational experience of students and others into architecture and design.

The organization also fulfills an advocacy role by representing its members to the American Institute of Architects, the Association of Collegiate Schools of Architecture (ACSA), and the National Architectural Accrediting Board (NAAB).

AIAS serves as the voice of

the architectural student body. Being a member of AIAS opens a vast collection of resources to assist you with your educational and professional pursuits. Each

“AIAS serves as the voice of the architectural student body.”

year our chapter hosts workshops, lectures, and attends conferences. The SPSU AIAS also makes room to serve our community by competing in

Canstruction: a design competition to fight hunger in Metropolitan Atlanta. This past November, in collaboration with local firm BRPH, we were able to bring home the award for MOST CANS with 2,985! We also make sure to get students out of their confined studio spaces from time to time. “There is life outside of Studio” right? On

Wednesday, March 13, we hosted our 3rd Annual Open Mic Night and Bake Sale. It showcased the talents of the architecture and university

community. So why not join AIAS? There are plenty of opportunities to help build your profession.

Your AIAS-SPSU influences you, the path to licensure, the availability and means of gaining internship credit, the examination for licensure, the resources and connections with other members of the profession, the public, the government and the international community on your behalf.

Our Mission:

1. To assist with bringing about a deeper understanding between the professional architect and the architectural student.
2. To provide channels for the interchange of ideas between students, schools and countries.
3. To attempt to bring about a better understanding of architecture and the profession by the potential architectural student and the general public.”



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COMMUNICATORS
ARTISTS
WRITERS
DESIGNERS

PORTFOLIO OPEN HOUSE

By Amanda Blanton

Tuesday, April 16th will be a big day for the seniors in the English, Technical Communication and Media Arts (ETCMA) Department. The 17th annual ETCMA Senior Portfolio Open House will be held from 5-7pm in the J Building rooms 212 and 213 on April 16th.

The Open House is the biggest event for ETCMA students, and is the accumulation of their academic careers. Students in ETCMA's three majors, English and Professional Communication, Technical Communication, and New Media Arts will present their senior portfolios which include graphic design, writing samples, and much more. The ETCMA seniors are spending their final semester creating their website and paper portfolios that will display their best work completed throughout their major.

“THE FIRST OPEN HOUSE FOR
ETCMA'S NEW MAJOR--NEW
MEDIA ARTS”

What makes this event unique is the fact that this will be the first Open House for ETCMA's new major--New Media Arts. The Spring 2013 Commencement will have SPSU's first ever New Media Arts graduates.

Family, friends, professors, and all members of SPSU are invited to celebrate the accomplishments of some of the most creative students on campus!

#ETCMA
17
PORTFOLIO OPEN HOUSE

Illustration by Vanessa Borrás-Patino

Congrats to the ETCMA seniors:

Leighton Anglin
Amanda Blanton
Vanessa Borrás-Patino
Devon Butler
Xingze Dong
John Gibson
Casey Graebner
Marilyn Jones
Qingqing Liu
Rebecca Lowery
Ruth Morrison-Carter
Tien Nguyen
Victoria Nix
Daniel O'Kelley
Anastasia Russo
Travis Sudderth
Xiaomeng Yang
Yuan Yuan

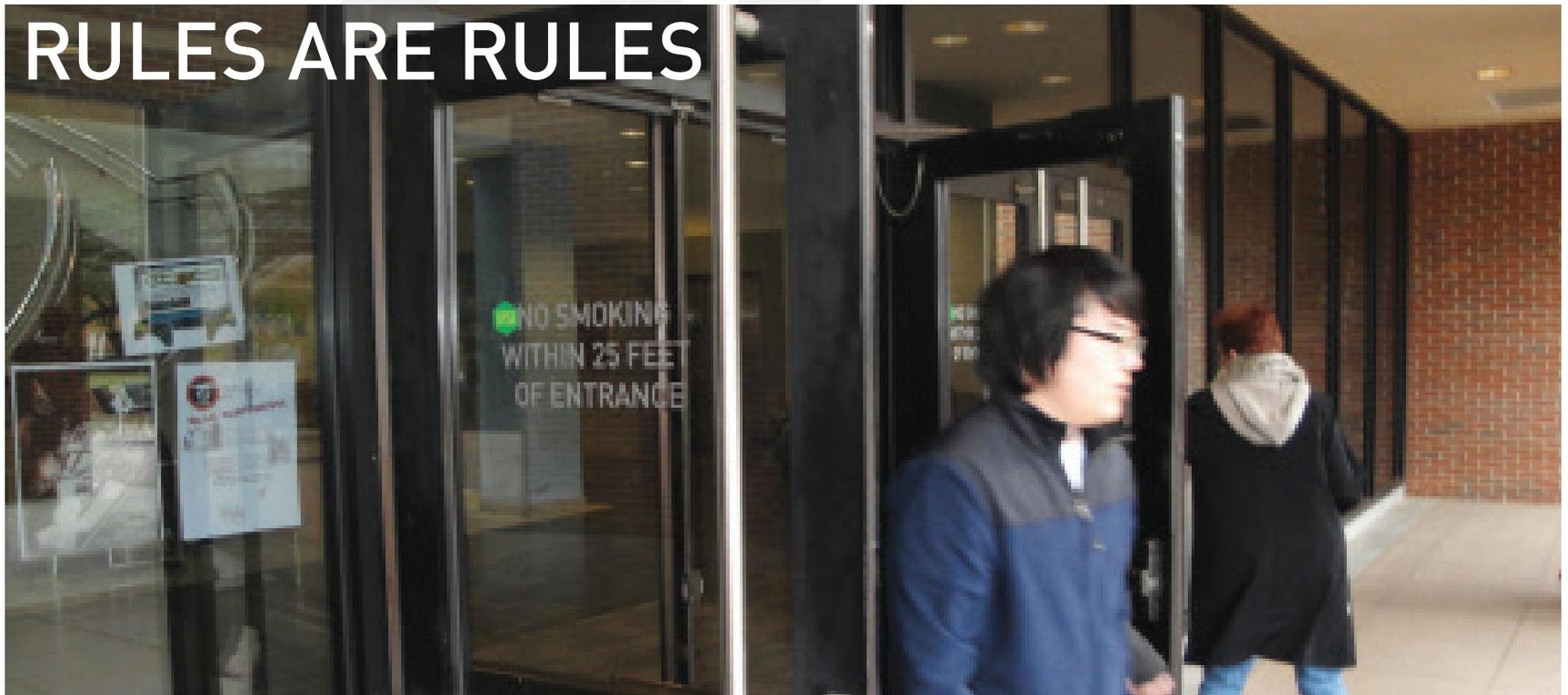


OPINION

NO SMOKING WITHIN 25 FEET OF THE ENTRANCE

By Travis Wood

RULES ARE RULES



This is more of a rant really, so I'll get that tidbit out of the way. My parents were both smokers once upon a time, and I didn't have a problem with it then. It wasn't until after they quit (one temporarily) did cigarette smoke really start to agitate me. Walking to and from class, particularly the J Building, almost always promised that I would be holding my breath as I cut a swath through a crowd of smokers. It got really aggravating, but I figured that's life and just went with it. Then came the postings on

the glass doors: "No Smoking within 25 Feet of the Entrance." I was ecstatic. I was able to walk outside and talk on the phone outside the J Building, and I didn't have to hold my breath until I felt I was outside of the smoking field. It was nice, at the beginning, and I personally appreciated it. But what's happened since then? As far as I know, there's no punishment if you disregard the proximity rule;

I've never seen anyone get accosted for it. Over time, smokers have been getting this rule is a right for non-smokers. It's not my place to say where you can and cannot smoke. I disliked it, but I tolerated the smokers through to the J Building. That's not the point of my rant. The posting "No Smoking within 25 Feet of the Entrance" is becoming

“If there is no one to enforce this rule, the rule is only going to be ignored”

largely like the Yield sign, ignored. If there is no one to enforce this rule, the rule is only going to be ignored. Sure, it might be effective the first week or two, but when people realize it's only there for show, people won't care. Anybody recall the Prohibition of alcohol in the US? Back up your words or take it down, SPSU. Some people might be agitated with the smokers just outside the door, but more will be aggravated that there's a rule being broken and no one's doing anything about it.

DOWNLOADABLE CONTENT

THE DIFFERENCE BETWEEN **GOOD** AND **BAD** DLC

By Travis Wood

Downloadable Content for video games has gotten a bad rep over the years. If you look online for gaming articles covering DLC and you'll find negative comments everywhere from readers. "Oh, it's just more content they cut from the game so they could get more money with minimal effort." I always find this, no matter how interesting the downloadable content actually is or how much it might cost. Personally, I think it's unjustified and a

thought; not a person's actual opinion.

Granted, we have bad DLC, no one will argue against that. How about Day 1 DLC, courtesy of Mass Effect 3 and Bioware? You purchase or pre-order your game for \$60 bucks, plug it in, and find out there's more content for an additional \$10. I feel Gearbox with Borderlands 2 showed a little bit more maturity and restraint with the

Mechromancer DLC. Yeah, you'll have to buy it, but if you Pre-Ordered, you'll have the DLC for free essentially. Can you say that this example is

the story of a game. That's for sequels, a whole different cd and game. Asura's Wrath pulled a huge no-no by forcing you, the consumer, to pay

more in order to understand the full story. Quite frankly, it's insulting.

I also dislike the idea of Item Packs (Fable 3 and Dragon Age/

Mass Effect). I'm not gonna pay to buy supplies to help me beat a game. Go play Farmville or something if you want to fork over additional money to get an edge in a game.

Now, would you consider expansion packs and downloadable content as different entities? Not sure if I do. What's the difference?

Well, you can buy a hard or digital copy of the expansion pack, but you can only download DLC. Other than that, I guess it's a matter of size, but Bethesda considered the new content for Fallout 3 as 5 different DLCs. I guess in this case, it's in the eye of the beholder.

No matter the circumstances, 5 bucks for the color black is stupid.

bad when you can get it for free?

More bad DLC? Skins when overpriced. Borderlands 2 charges \$1 for a Head and Skin. This is completely optional, so I'd say that's okay. However, Fable 3 charges \$5 bucks to have the color Black (Black for goodness sake!) to customize your clothes!

Any DLC that adds additional campaigns is good. Borderlands 2, some Mass Effect campaign DLC, Dragon Age-ish, and the Elder Scrolls and Fallout have great side campaigns that aren't required to fully understand the original story. In fact, Oblivion: Shivering Isles is perhaps my all-time favorite DLC. However, when a DLC is released that 'completes'

“there's more content for an additional \$10”



OPINION

BRING BACK HIS SHOW

A DEFENSE OF CHÁVEZ

With the death of former Venezuelan president Hugo Chávez, there has been an increased focus on who Chávez was as a leader and how he ran his country. On one hand, many of the American news outlets are casting Chávez' work in a poor light. On the other, the fringe leftist news outlets hold his policies in the highest regard.

Not surprisingly, over half of Venezuela liked Chávez enough to keep him in power for fourteen years.

By Christopher Harris

Keep in mind that these were actual elections, which our own Jimmy Carter, as director of the Carter Centre where he

has monitored ninety-two elections, has called these Venezuelan elections the "best in the world." These were no fake elections. Even in the 2006 presidential race, where opponent Manuel Rosales bribed as

many people as he could with the Mi Negra credit card plan, Chávez won by 62 percent.

But there are still the others who are against Chávez and what he accomplished.

They blame him for using media to corrupt the citizens, despite the fact that the state-run television reaches only about 5-8 percent of the country. And they completely ignore how there is an abundance of media stating the opposition's superiority, such as this past election in October, when newspapers would demonize Chávez and the streets of the capital were lined with propaganda supporting opposing candidate Henrique Radonski. Of course, we can't forget about how instrumental the media was in removing Chávez temporarily from power.

Reporter Pamela Sampson, writing for Associate Press (3/5/2013) said that "Chávez invested Venezuela's oil wealth into social programs... But those gains were meager compared with projects that oil riches spurred in glittering Middle Eastern cities."

Yes, it's true! Chávez spent most of the nation's money on things like healthcare and education instead of fancy architecture. What resulted is a drastic reduction of poverty which those "glittering Middle

Eastern cities" haven't seen. Like Jim Naureckas, writing for FAIR (3/6/2013), says, "Of course, during this time, the number of Venezuelans living in the world's tallest building went from 0 percent to 0 percent... So you have to say that Chávez's presidency was overall pretty disappointing..." Perhaps this drop in poverty, such as the number of citizens living off \$2 a day dropping 22 percent, or cutting absolute poverty by 70 percent (NACLA 10/8/2012), is why the lower and middle class citizens loved him so much.

Maybe this is why the right-wing opposition, who are unsurprisingly the wealthiest in the country, hated him so much.

It's easy to see the same partisan divide in Venezuela that we see here in America. But perhaps the opposition has some points. We should not celebrate Chávez's victories because he had failures as well. Because America has been filled to the brim with perfect politicians, we should hold other countries to our high standard of political achievements.

Chávez was known for his

lambasting of America and imperialist countries. When he died, his successor, and the likely new president, Nicolás Maduro, commented along with Iranian president Mahmoud Ahmadinejad, that they believe the U.S. poisoned Chávez, and this is why he developed cancer.

While it's unlikely, can you blame them for thinking this?

“maybe America could learn a thing or two from his policies.”

Can you blame Chávez and his followers for hating America? The American government supported, and possibly helped, the coup which temporarily removed Chávez from power, and that wouldn't be the first conspiracy that America has helped out with in Latin America. It's unlikely they poisoned Chávez, but it's certainly possible, and reasonable to think so. Politicians aren't perfect, and Chávez is no exception, but maybe America could learn a thing or two from his policies.



UPCOMING EVENTS FOR SPSU CHEER



| | |
|-------------|-----------------------|
| March 19 | General information |
| March 27 | Detelaied information |
| April 12-13 | Mandatory clinics |
| April 14 | Try-outs |
| July 28-30 | Camps |
| June | Summer conditioning |



For more information e-mail: spsu cheer@yahoo.com

FEATURES

Aiming High

A project titled “A Living Machine”, consists of a series of five representations of Frida and Diego’s home and studio in Mexico City. In the words of the exhibit booklet, “The rationalist building, inspired by Le Corbusier, has been characterized as a factory, a Machine for Living for its exposed industrialized mechanical and electrical systems. The house is composed of two concrete blocks—one for Diego and one for Frida—independent of one another, but tied by a narrow bridge joining the rooftops. The bridge, as an indirect path and an ‘in-between’ space, operates as an element of connection as well as separation.” The five studies represent the home and the bridge during different periods of the artists’ lives and passions: “creation”, “desire”, “tension”, “isolation”, and “broken”.

Pegah invited architecture students to apply to participate in this project. Carlos Castillo, Joseph Kainoa Keomaka, Julia Cassidy, Matt Rosenberg, Fiorella Dimiceli, and Hakim Hasan were the ones chosen, and they worked like demons for a **five-week period**, all while taking their regular



Photo by the Architecture Department

“Each of the five architectural “machines” captures Frida’s and Diego’s motions and emotions, and “embodies the rhythm of the two artists’ complex relation.”

High

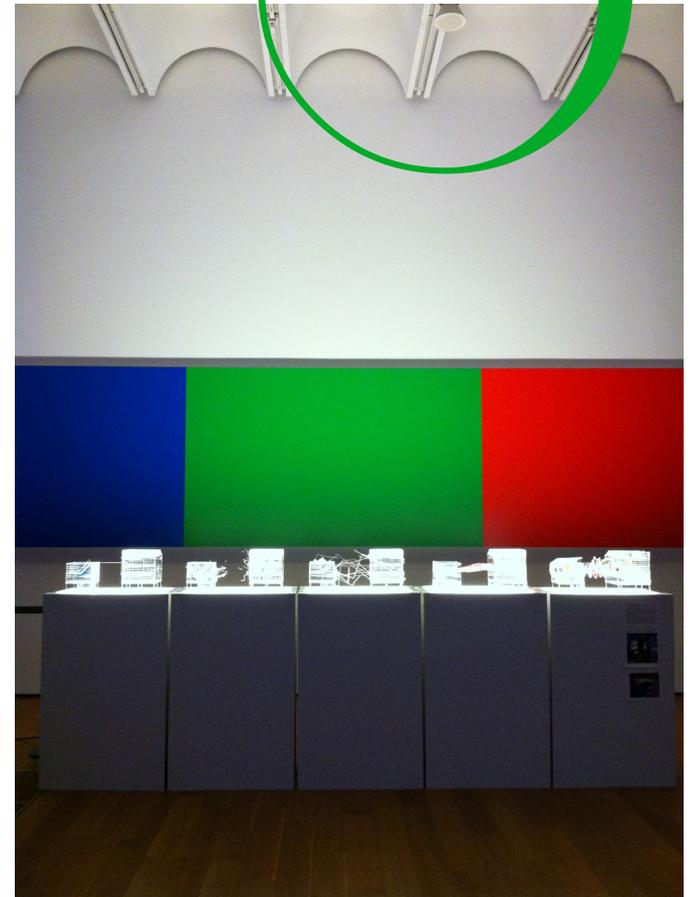


Photo by the Architecture Department

FEATURES



From left to right: Joseph Kainoa Keomaka, Fiorella Dimiceli, Julia Cassidy, Hakim Hasan, Carlos Castillo, Matt Rosenberg.

Photo by the Architecture Department

courses, to strategize, design, and construct the exhibit. Each of the five architectural “machines” captures Frida’s and Diego’s motions and emotions, and *“embodies the rhythm of the two artists’ complex relation.”*

The work was displayed in the High Museum’s Wieland Lobby and was presented on February 27 to a rapt audience

who found the process of how the project came together to be fascinating. The exhibit is being kept at the High to be displayed at future special events during the Frida and Diego exhibit. A student trip to the High on Trolley Thursday is planned for March 28. We plan to bring “A Living Machine” back to SPSU for display and a talk, and to schedule a showing of

the movie “Frida” (starring Salma Hayek, the movie won six Oscars) at the same time, as part of SPSU’s Cross-Cultural Conversations series. We have a faculty committee that helps coordinate our partnership with the High Museum. **If you’re interested in participating, please contact Pegah for details.**

The idea of this project

coming together in such a short time and giving our students the opportunity to have had their work exhibited at a major American art museum is just stunning, and just underlines how SPSU can be the coolest place ever.

FEATURES

KICKING THE BAD HABIT

Put off Procrastinating

By Ruth Morrison Carter

Do you ever tell yourself that you will start on your homework as soon as your favorite show is over? How about after you play one more video game? Procrastination runs rampant in colleges; almost all of us do it. In fact, a 2007 meta-analysis by University of Calgary psychologist Piers Steel, PhD, reports that 80 percent to 95 percent of college students procrastinate, particularly when it comes to doing their coursework. (Psychological Bulletin, Vol. 133, No. 1).

Many people procrastinate with the belief that they work best under pressure. The thrill of working up till the last second drives some students to procrastinate on a regular basis. Steel also found in his study that procrastination is negatively related to overall

GPA, final exam scores, and assignment grades. (Psychological Bulletin, Vol. 133, No. 1). Maybe waiting until the last minute did pay off with a good grade once or twice, but as the stats show, it could eventually result in a lower GPA, final exam score, and the assignment grade. But if you procrastinate like most college students, here are a few tips to stop the bad habit:

1. BREAK DOWN ASSIGNMENTS

I will be the first to admit that when I read an assignment sheet for a project, I get overwhelmed. If that happens to you too, try to break down the work into small bits that you can complete over time. Use a planner to set small milestones to complete the assignment a little at a time.

2. CHANGE YOUR ENVIRONMENT

What makes you procrastinate? For me, I get on social media and other websites instead of working on my assignments. A solution to this problem is to go to a place with no Internet to write a paper or work on math problems. Do you do your homework in your bedroom and then find yourself taking a two-hour nap? Change your environment to help you stay focused and on task.

3. STOP MAKING EXCUSES

Don't overcomplicate the situation. If you find yourself spouting off reason why you can't do homework, you are just making excuses. There is never going to be a "perfect" time to get something done. Perfectionism often causes students to not even try in the first place. Keep in mind that it feels worse to not get anything done, instead of not getting done as much as you would have liked.

4. TAKE ACTION

You can do all of the planning and strategizing you want, but if you don't take any action, you will never stop procrastinating! If you want to be successful in your academic, professional, and personal career, getting rid of bad habits, such as procrastinating, is a great start!

Don't let procrastination prevent you from achieving your goals in life! Use these tips to help squash the bad habit. Taking the first active step to begin your next assignment will increase your motivation and confidence in yourself!



GAME REVIEW

METAL GEAR RISING-REVENGEANCE (PS3, 360)

By Connor Cobb

WITH A NAME AS RIDICULOUS AS "REVENGEANCE," YOU KNOW THERE IS NONE OTHER THAN PLATINUM GAMES AT THE HELM OF THE NEWEST METALGEAR SPINOFF.

After a lengthy hiatus from its initial announcement, and a change of developers, Metal Gear Rising: Revengeance has finally landed on store shelves. Despite the inevitable handwringing that comes whenever Kojima announces he'll be taking a backseat role in the development of a new Metal Gear game, I can confidently say that fans of Metal Gear and newcomers to the series will thoroughly enjoy Revengeance and all it has to offer.

Revengeance puts players back in the shoes of series regular, Raiden, just after the events of MGS4. With Platinum Games, you know about what to expect in the narrative department. Characters will be flamboyant, outlandish, and memorable, and the story will be entirely camp. Revengeance doesn't stray off the beaten path, though at times the story still manages to be thoughtprovoking, which likely means Hideo Kojima still had a good deal of input in the development process. Every single boss fight is memorable, with the final encounter, in particular, being so hilariously overthetop that you will never forget it.

Like any game from

Platinum, gameplay takes the forefront of the design, and thankfully, combat in Revengeance is everything the recent DmC wished it could be: deep, complex and engaging. There is a lot to love with the gameplay, which bears a striking resemblance to Platinum's earlier title, Bayonetta, and stylish combos make it as fun to watch as it is to play. The game can, at times, be a bit conservative with its tutorials. However, it will likely take some time to master the parry mechanic. I felt as though the much-touted ability to slice anything at any angle was fun, but a bit underused. The game also stays true to MGS form with some decent stealth elements, with certain optional objectives requiring players to pass entirely unseen.

Your time with CyborgRaiden is shortlived, as you could probably clear the game in about 6 hours. The brief play time is a downer, but the game compensates with a mindboggling amount of secrets, hidden extras, and unlockables. Throw in some extra VR missions, and you have a game meant to come back to again and again. I'm not entirely sure if it's worth the full price tag, but I can

certainly recommend Metal Gear Rising: Revengeance.



FILM REVIEW

ANIME

STEAMBOY (2004)

by Ernest Endsley III

Katsuhiro Otomo breaks away from his futuristic, apocalyptic worlds such as presented in *Akira* and brings us a steam-punk driven, crude, alternative 19th-century tale of three generations of technological innovators: Steamboy. This grandfather, father, son trio prove to be the main catalysts in an arms race on an international scale. And not all of them are on the same side.

Anna Paquin (Sookie in *True Blood*; Rogue of the first *X-Men* movie trilogy) voices the son, Ray Steam, who is trapped in a tug-of-war between his father and grandfather. Ray holds obvious respect for both of his elder lineage but seems to struggle with aligning himself with one at the possibility of losing the other. Bringing further confusion to his already difficult life is the spoiled, loud-mouth, playful love interest Scarlett O'Hara St. Jones (a heavy-handed allusion to the *Gone With the Wind* character) played by Kari Wahlgren. Both Ray and Scarlett represent an idealistic innocence of future hope surrounded by

a world of corruption and greed. His father (Edward "Eddy" Steam, voiced by Alfred Molina—Doctor Octopus in *Spider-Man 2*), who suffered a tragic accident during the experimental stages of Ray's grandfather's original steamball invention, was left physically impaired and emotionally detached. Patrick Stewart (Captain Picard of *Star Trek: Next Generation* fame and Professor X in the aforementioned *X-Men* trilogy) holds the line as the spirited grandfather, Dr. Lloyd Steam, who refuses to give in to the overtures of international war profiteers. These warmongers are represented at a conference by powerful nations eager for a glimpse at what could be the next revolution in technological warfare.

Otomo's 19th-century world doesn't

"Patrick Stewart puts emotion and life into every scene"

wield the same visual awe of *Akira* other than the Steam castle and its inner workings. Nonetheless, Steamboy still contains the spectacles you would come to expect from anime-inspired movies.

Ever the consummate professional, Patrick Stewart puts emotion and life into every scene, sometimes to the point of being comical. It is Dr. Lloyd's idealism that causes the rift between he and his son Eddy. I guess there's the secondary message of altruism being symptomatic of the young and old while ambition and profit rule the middle years of the life of mankind. Dr. Lloyd shows the audience what uncompromising talent and vision can be if politics and corruption are left out of the equation.

Just as with *Akira*, Otomo makes no attempt to hide the social commentary of power, profit and politics. Nor does he pull punches regarding thematic references to real-life conjecture. In Steamboy, the hopefulness of youth and innocence does not diminish the need to temper over-exuberance when it comes to ferreting technological breakthroughs down the usual chain of governments and corporations and then to the general public. As the movie parallels real life, capitalism has found its way into virtually every purview of society since the inception of the Industrial Revolution.

The race for dominance—not only in the military but all sectors of mass commodity—has become the hallmark of government bureaus and non-governmental corporations. Otomo brings these themes to the forefront and keeps them there once they've been established. Even though both overt and slightly juvenile, Steamboy addresses many of the ethical, social and political issues that continue to plague global dynamics.



Illustration by Patrice Parker



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FILM REVIEW

A NEW MEDIA ARTS STUDENT'S PERSPECTIVE

FROM UP ON POPPY HILL DESERVES A CHANCE

By Erich Schuler

POPPY HILL IS THE LATEST FEATURE FILM FROM STUDIO GHIBLI. WHEN IT WAS ANNOUNCED IT WOULD BE RELEASED HERE IN THE U.S., YOU CAN BET THAT MY EARS PERKED UP!

How I ended up writing this review is somewhat of a funny story. *From Up on Poppy Hill* is the latest feature film from Studio Ghibli. When it was announced it would be released here in the U.S., you can bet that my ears perked up! Studio Ghibli is responsible for famous Japanese animated features such as Princess Mononoke, Howl's Moving Castle, and Spirited Away (so far the only Japanese animation to win an Oscar for Best Animated Feature).

This is just a few of the classics to come out from this studio, and most of them are definitely worth watching. Notably, the majority were directed by the infamous Hayao Miyazaki, but with *From Up on Poppy Hill* his son, Goro Miyazaki, was the one in the director's chair for a second time. This has sparked some negative publicity as his first foray into animation with *Tales from Earthsea* was not well received. Of course, it's not easy when the poor fellow has the gargantuan reputation of his father to live up to.

Despite this, I know many of my friends were interested in seeing this film. However, I

had one friend caution us not to set our standards too high. He said that the characters were un-relatable and that the overall plot was very plain, stale, and boring. I decided to watch it and fell in love with it.

Unlike my friend and others who share his point of view, I was able to relate to the characters. It helps that my father was in the U.S. Coast Guard, so I can easily relate to the theme of flag signals, boats, fathers out at sea, and etc. As such, the film features subtleties that are not necessarily found in animation, particularly in the characters' development and how they express their emotions. Due to its animated nature though, it may be seen as stale or lacking magic.

I see this film as a good first step for Goro Miyazaki...

I do think the film achieved things as an animated feature that couldn't have succeeded as a live-action flick, and I'm referring to the "re-imagining" part here. Yokohama,



©2011 Chizuru Takahashi - Tetsuro Sayama - GNDHDDT

where most of the film takes place, was not drawn exactly as it was; it was from the perspective of the characters (hence, a livelier more colorful city with soft glowing lights and exaggerated messes). It's all drawn to be a warm memory such as someone reminiscing on the good times of their past. This was a great perspective to use for addressing

the problems facing the characters, especially since it was also symbolic of the problems Japan was facing during this era.

The classic struggle between the past and future is something we deal with as humans every day and is particularly noteworthy during this moment in Japan's history. This is the dilemma our protagonists, Umi and Shun, must face in saving both the school's historic clubhouse and their own relationship.

I see this film as a good first step for Goro Miyazaki and my advice is same that my friend gave to me: go see it and decide for yourself. It lacks the magic found in most Studio Ghibli films. However, it has its own niche as the recalling of a Japan that used to exist, which is almost like a fairy tale itself.

Poppy Hill will delight the Atlanta audience with a theatrical showing at the Landmark Midtown Art Cinema on April 19.

GAME REVIEW

TOMB RAIDER (PS3, 360, PC)

By Connor Cobb

REBOOTS SEEM ALL THE RAGE THESE DAYS, AND A SERIES AS OLD AND ICONIC AS TOMB RAIDER IS ADMITTEDLY A PERFECT FIT FOR A MODERN REIMAGINING.

Laura Croft's curvaceous figure has been replaced with something a bit more realistic, with a personality to match, and the whole gameplay style has been given an overhaul. Fans of the old Laura Croft might not enjoy what they see with this new title, and though I have mixed feelings about this reboot, I have to admit it is a decent enough game in its own right.

The game begins as Laura and her friends attempt to sail to an archaeological site, only to find themselves shipwrecked on an island full of mercenaries in a fight for survival. One of the big focus points of the new redesign of Laura Croft is her new characterization. No longer is she a confident, and fairly intelligent adult, as now Laura takes the form of a vulnerable young adult, who might just be a little naive. While I didn't find anything particularly wrong with the old Laura, I personally like change in character, and her struggles to adapt to her situations and overcome her fears. She has a very clear character arc, and you can see her character change over the course of the game. Other characters, however, aren't quite so tolerable, as

each of her friends appear as onedimensional, Captain Planetstyle, ethnic stereotypes, with cringeworthy dialogue.

Unfortunately, the great characterization of Laura as a vulnerable young woman also highlights the game's biggest flaw, in that the dissonance between story and gameplay is so jarring that many people will be turned off to the game.

“Laura takes the form of a vulnerable young adult”

While the story depicts Laura as a scared and vulnerable human being who must overcome her fears in the face of danger, gameplay shows her as a hardened and capable killing machine with no remorse for human life. Players will be treated to a cutscene where Laura breaks into tears for having to kill a deer for food, only to later perform an execution move on an enemy in which she shoves the barrel of a shotgun into a man's mouth, and blows his brains out.

The gameplay, as a whole

feels a little too much like a generic thirdperson shooter, and platform sections seem suspiciously similar to those found in the Uncharted series. Though that isn't necessarily a bad thing, it isn't a very good one either. The sporadic Puzzles are laughably easy, with the game virtually showing you the solutions, should you so desire. Many of the survival elements that the game hypes up are entirely optional, and indeed, mostly pointless. An incredibly and unnecessary upgrade system, reliance on quicktime events, and token multiplayer only serve to drag down the game even further. The game does have some good moments, however, and most of the faults come from a desire to be more generic than advertised, rather than just bad game design. Thankfully, the singleplayer also has a decent length to it, with around 1215 hours of content, and some secret collectables will keep the interests of some. The Tomb Raider was a valiant effort, and while now without some major flaws, there are some good things to come out of the new Laura Croft. I can recommend it, but I wouldn't drop a full sixty bones on it.



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OPINION



Write 2 Da Point

The Good in Goodbye

By Sharon Roberts

The other day I ran into someone that I had not seen in a long time. Let me be honest and add they ran into me. My initial response was do I acknowledge that I see them or do I walk in the other direction. As I proceeded to find my coordinates- I made the mistake of looking in their direction and before I could turn my head our eyes locked. It had been five years since we had seen each other. I ended our friendship. I did not want any more communication. See there are some people who are in your life for a lifetime but then we tend to keep those who are seasonal on for a longer tenure. Let's just say this

person was around way longer than God intended.

"Hey, you're not going to speak?" The silent voice in my head yelled, "Hell No!" as though it could be heard. "Oh hi...I didn't see you." She knew I was lying. Instinctively I started to reflect on our friendship, it was not a good one. She was a constant gossip who kept up controversy. I was the friend who tolerated the inconsistencies and would let things slide. I always heard, "I don't know how you put up with her."

I knew that this friendship should have ended years ago. And I was angry that I had not used the various opportunities to walk away. Why did I think I was special enough to escape

the wrath of her venom. Why had I not walked away and said goodbye years earlier?

"How could you go out of town girl and not pay your bills was the greeting of the day! With each comment my temper grew hotter.

Her defense, she didn't mean it like that and it was not said in a spirit of malice, she was paying the bill and just mentioned that I was out of town and asked her to pay it. It was pointless to argue.

It was an opportunity to say good bye and I was taking it. She later asked me up to date questions and I made an excuse that I had to be on my way. I also declined an invitation

to hang out. Our friendship didn't end with fireworks

This person was around way longer than God intended"

I stopped calling and returning her calls. Yeah, you may see that as cowardly, but fading to black for me is easier to do and to validate the years that we spent calling each other friends was somehow necessary at that moment. I for the last time looked at her and genuinely wished her well. She stood there motionless as I moved in the other opposite direction. I bid a final good bye and walked toward the exit. I felt good. Nothing left to say to each other... I hope she has closure and she realizes that life changes and often times you must find the good in goodbye.



FALSOsophy

WITH FALYN EADEN

Confidence and Cockiness

Confidence and Cockiness: It's a love story [I want this to be the text that pops out...I guess like a sub-title]

There once was a girl named Confidence. She didn't bother anyone. She was one to keep to herself and was always the butt of everyone's

jokes. To her it didn't matter. It didn't send her into a deep depression. It was rather entertaining to her. She knew that she had glasses, braces and a peg leg. But she also knew she was beautiful. She also knew that she could compete with anyone who was willing to do so. She also knew she was special. But Confidence was lonely. She had not yet nabbed the man of her dreams. The man that she knew she could acquire if given the opportunity. That was until she met Cockiness.

Cockiness was a smooth fella from a foreign place. He was the first to tell you that you could just call him "Cocky" for short. Ask him

why? "Because I'm cool that's why," he'd say. Cocky was the man. Who did he look up to? (Himself) Who was his influence? (Himself) Who did he thank for his accomplishments? (Himself) You couldn't tell him anything because he knew everything. He knew it all. No one was better than him. Can you do this? "Do you know who I am?" he'd snap. (You get the picture at this point) Be as it may, women gravitated towards him.

This would hold true with Confidence. She stood out to Cocky. She didn't come on too strong. In fact, she made him chase. The type of thing he wasn't used to. The type of challenge he needed. For Confidence, it

was the similarities in their differences that intrigued her. How could they be so alike but so different? How could they have a similar mindset with different attitudes? Shortly after meeting they began dating. Confidence loved the fact that they had so much in common. But as the

"Confidence loved the fact that they had so much in common"

relationship went further she noticed that what she thought were synonyms were actually antonyms. She couldn't understand

why they were still so misinterpreted if they were so interchangeable. Why couldn't he take no for an answer? Why was he the one to take all the credit for all the rights and no wrongs? Why was he so rude, inconsiderate, and self-centered? They both had the power of high

self-esteem, but Confidence wanted to use hers to believe in herself and get by while Cocky wanted to use his to become idolized. This slowly tore them apart until eventually they were no more.

It is said that there is a thin line between love and hate. But I'd like to take that one step further and say that there is a thin line between Confidence and Cockiness. This is what kept them from being together. They are opposites with commonalities. Like a sentence and a question, using the same words.

In all, this is how the moral ties into this story.

Women love a man with Confidence, unless he is Cocky. (Himself)



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SPORTS HEALTH

YOGA

And Its Many Benefits

By Maria Guerra

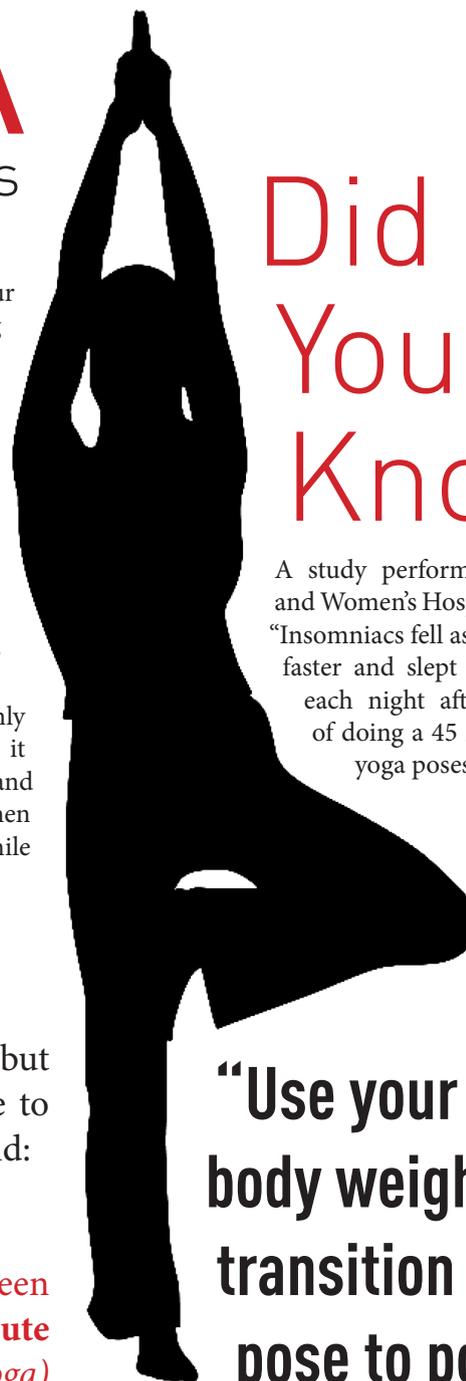
If your hectic schedule impedes you from working out and going to the gym is not your cup of tea then, you might want to try doing yoga. Yoga is a discipline that involves the integration of you mind, body and spirit. This integration or union creates balance and tranquility. Yoga involves many different poses and lots of breathing, doing all of this helps you tone your body, improve your flexibility and 'recharge your batteries' (Perfect, right?).

Yoga is all about

concentrating on your breath, and moving from pose to pose at your own pace, there is no necessary equipment (except for a yoga mat), no dumbbells, or gigantic gym machines. Instead, you use your own body weight to transition from pose to pose. This not only improves your focus, it also tones your body and makes you strengthen your muscles, while improving your flexibility.

There are many types of yoga, but regardless of which one you choose to practice keep in mind that you should:

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"Use your own body weight to transition from pose to pose."

SPORTS

WOMEN'S BASKETBALL

LADY HORNETS MAKE THIRD TRIP TO NAIA TOURNAMENT

By Amanda Blanton

THE SPSU WOMEN'S BASKETBALL TEAM HAS WRAPPED-UP ANOTHER REMARKABLE SEASON AND FINISHED WITH A 256 OVERALL RECORD.

The ladies started off the season strong with an 110 record, the second best start in SPSU women's basketball history. During the season, the Hornets rose as high as No. 24 in the National Association of Intercollegiate Athletics (NAIA) Division I Women's Basketball Coaches' Top 25 Poll. Eight of their games were victories of 20 or more points.

This season, the Hornets have some notable rankings within Division 1 of the NAIA. SPSU ranks No. 6 in threepoint field goal percentage (0.361), No. 9 in turnover margin (5.000) and No. 10 in free throw percentage (.722).

SPSU took a trip to the 2013 Southern States Athletic Conference (SSAC) Tournament held in Montgomery Ala. The Hornets were the No. 2 seed in the Eastern Division and played the No. 3 seed of the Western Division Belhaven University in the Quarterfinals. SPSU picked up a 70-59 win over the Blazers to advance to the next round. In the Semifinals, SPSU defeated the No. 4 West seed Emanuel College 69-49. Things were looking great for Southern Poly, but when it came time for the SSAC Tournament Championship

game, the Hornets fell short to the No. 1 East seed and No. 7 nationally ranked Lee University with a final score of 76-60.

The season was not over for SPSU just yet. Next, the Hornets made their third ever trip to the NAIA Division I Women's Basketball National Championship held in Frankfort Ky. SPSU received an automatic bid to the 32-team tournament after finishing as the SSAC Tournament runnerup. During the first round, No. 7 seed SPSU was matched up against the No. 2 seed Vanguard University Lions of Costa Mesa, Calif. The Hornets' season ended with a first round 82-76 loss to the No. 8 nationally ranked Lions.

This year's squad is comprised of only one returning player, and SPSU only won six games last year. The women's basketball team fought through adversity and pleasantly surprised everyone this season with their revamped style of play and superior recruiting. I foresee a bright future ahead for the Hornets. Congrats on a great season, ladies!



“Revamped style of play and superior recruiting.”

HORNET BASEBALL

SPSU MENS BASEBALL HITTING IT HARD AT HOME

By Amanda Blanton

THE SPSU BASEBALL TEAM IS CURRENTLY SITTING AT A 22-9 OVERALL AND 9-6 CONFERENCE RECORD UNDER NEW HEAD COACH MARTY LOVRICH

The Hornets have had some exciting experiences so far this season. They started off strong with a 4-0 run, before being handed a few scattered losses throughout their early schedule. Then, March 8th started their seven game winning streak. The Hornets appeared to be on a roll, but then suffered an away sweep at Lee University (Tenn.)—arguably the best team in the SSAC.

Their biggest challenge comes in mid-April when the team is on the road for five straight games including a series against another SSAC powerhouse, Faulkner University (Ala.). But after that road trip, the Hornets are at home for the rest of their season (seven games). As far as their home schedule goes, they are 17-3 from Sir Walter J. Kelly Sr. Memorial Field. If the squad keeps performing well at home and decent on the road, they could very well see lots of postseason action.

Some leaders for Southern Poly include left fielder DeMarcus Tidwell who has a total of 36 hits, and first baseman Tyler Roach who leads the team in RBIs (22 total). Our pitching staff is led by Jordan Egan who averages

8.93 strike-outs per game, and Darin Wiltgen who has an ERA of 2.14

REMAINING HOME SCHEDULE:

April 1st

DH VS. GEORGIA GWINNETT COLLEGE AT 1PM

April 9th

DH VS. BRYAN COLLEGE AT 2PM

April 19th

VS. TRUETT-MCCONNELL COLLEGE AT 2PM

April 20th

DH VS. TRUETT MCCONNELL COLLEGE AT 12PM

April 21st

VS. GEORGIA GWINNETT COLLEGE AT 2PM

April 25th

VS. BREWTON-PARKER COLLEGE AT 2PM

April 26th

DH VS. BREWTON-PARKER COLLEGE AT 12PM



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