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The Sting Volume 52, Number 8

Item Type	text
Citation	SPSU student newspaper collection, Kennesaw State University Archives.
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The STING

Volume 52, Number 8

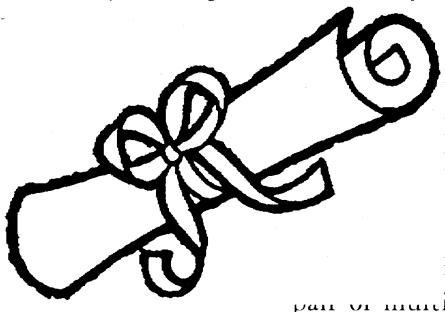
June 5, 1998

New Degree in ECET

ECET Dept. News

A new degree program in Engineering Technology will be a Bachelor of Science degree in Telecommunications Engineering. It was approved by the Board of Regents at their May meeting. The program will start in the Fall Semester in the Telecommunications Engineering department. The curriculum is identical to the existing two programs (Electrical and Computer) with the exception of one introductory course in telecommunications. Two faculty

members are already qualified and in place to teach the telecommunications courses with future faculty to be chosen in a fashion that would satisfy the current ECET programs and the BSTET program. The old power lab in the main ECET building, will be converted into a state-of-the-art telecommunications laboratory. Currently, there is a networked data-communications laboratory in the Wilder Communications Complex. This laboratory will be linked to the telecommunications laboratories in the BSTET building via an existing part of multimode optical fibers and wireless data communications equipment.



Habitat for Humanity

Dr. Joyce W. Mills Library Director

In the spirit of SPSU's 50th Anniversary, the Social and Community Building Committee announces its summer charity project and would like to invite you to participate. Housewarming gifts for new homeowners are to be donated. We are asking everybody to check at home for baskets that you may no longer be using or please purchase a basket to give. The goal is 50 filled baskets to coincide with the 50th anniversary celebration. The basket's contents should be new kitchen items. Here are some ideas for new kitchen items to donate: dish cloths, dish towels, oven mitts, utensils, gadgets, liquid and

powder detergents, cleansers, paper towels, paper napkins, SPSU memo pads, ballpoint pens, pencils, calendars, magnets, refrigerator containers with lids, microwave dishes, rubber gloves, and small brushes. To participate, take your baskets and kitchen items to Dottie Maiuro (x7258) in EP Building. She will accept items which are dropped off at the loading dock of that building. The Habitat Drive will be help between June 15 and July 15, 1998. The baskets will be delivered Friday, July 30 by members of the Social and Community Building Committee to Habitat for Humanity - Cobb. The Committee is chaired by Dr. Emerelle McNair. Already, we thank you for your gift and your interest in participating.

Going to Germany

Congratulations to the following students who have been selected for the Summer '98 SPSU/FH Harz German Exchange Program to be held in Wernigerode, Germany.

- Michael Scott Agey, IET
- Robert A. Baker, MET
- Kevin L. Byrd, Architecture
- Jason J. Frost, Construction
- Jason W. Mayfield, Computer Science
- Kevin S. Marks, CPET/Elect.
- Teri L. Mobley, Management
- Lydia N. Parsons, ATET



- Christy M. Plumley, ATET
- Benjamin M. Schiff, MET
- Joie M. Schimek, Management
- Dux Raymond Sy, CPET/Elect.
- Katsuyaki Tamura, Architecture
- Ann Marie Tyson, IET
- Kimberly A. Walker, CET

Alternates:
Bridget D. Cantrell, Construction
Brook T. Warren, Computer Science

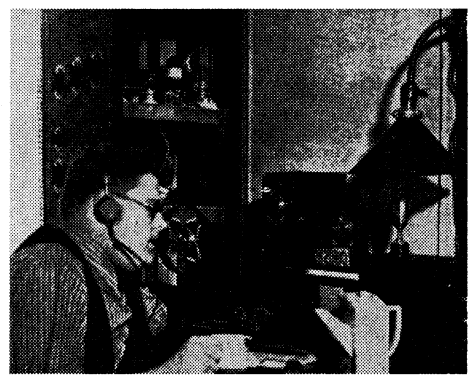
If you haven't checked with Charlotte Janis or Dorothy Savoy at (770-528-7226) FH Harz registration form.



The STING hopes that you have a great summer break!

Amateur Radio Club to compete in field day

The Southern Poly Amateur Radio Club (SPARC) will be participating for the third year in a row in the Amateur Radio National Field Day exercise at the top of Kennesaw Mountain on June 27th and 28th. Field day is an exercise sponsored by the Amateur Radio Relay League (ARRL) that allows hams to test emergency preparedness skills with other ham operators across the country. SPARC will be using emergency power and home-brew antennas during a 24-hour period to make as many long distance contacts as possible. Feel free to come and visit the team on the upper parking lot of Kennesaw Mountain beginning around 2:00PM on Saturday. For more information contact Phil West (N4NBL) at 770-437-9508.



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The STING is published bi-weekly for the students, faculty and staff of Southern Polytechnic State University. **The STING** is an official publication of Southern Polytechnic State University. The ideas expressed herein are those of the editor or the individual authors, and do not necessarily reflect the views of the students, faculty or staff of Southern Polytechnic State University or the University System of Georgia.



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Letters to the Editor. **The STING** welcomes letters on any topic. Letters should be typed and submitted on a 3.5 diskette. All Letters must include a name. Unsigned letters will not be printed. **The STING** reserves the right to edit letters for style, content or size. Please send all letters to **The STING**, Southern Polytechnic State University, 1100 South Marietta Parkway, Marietta, GA 30060-2896, or you can e-mail Vortex0007@mindspring.com, or drop them off at **The STING** office, Room 252 in the Joe Mack Wilson Student Center. All letters must be in before 5:00 P.M. on the deadline printed below.



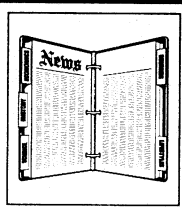
Submissions. Articles must be submitted by the deadline printed below and typed on a 3.5 inch IBM-Compatible computer disc. Please limit articles to two hundred words. All such articles are subject to editing for style or content, and are run on a space-available basis.



Joining The STING. Any student paying activity fees is eligible to join the newspaper. Interested parties should come by our office (Room 252 in the Student Center), and pick up an information packet.



The Next Deadline. We're done for the quarter. The next deadline is July 8th



Commencement X 2

The sixty-fifth commencement exercises will be held on Sunday June 14th. Master's and undergraduate candidates in the School of Architecture, the College of Arts and Sciences, and the School of Management will take place at 1:00 pm in the gym. At 4:00 pm, also in the gym, master's and undergraduate candidates in the College of Technology will receive their degrees. The Student Marshal at both ceremonies will be Dr. Walt Thomas. Dr. Simon Stricklen will be the Faculty Marshal at the 1:00 ceremony and Professor Orren Williams will be the Faculty Marshal at the 4:00 ceremony.

Want to Win \$100

All you have to do is design a T-shirt for the Aerial Robotics Team

The Aerial Robotics Team needs a student from SPSU to design a t-shirt that their competition team will wear to compete in July! The shirt will be worn throughout the entire competition and will show up in all team photos, television new coverage of the events and might also appear in newspaper and media articles. If you've ever wanted to have your artwork on display for a national audience this is your chance to shine.

To enter head to

<http://www.mindspring.com/ART>
and click on the enter the shirt &
logo design contest here' button

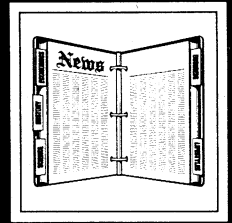
The fine print:

Judging will be completed on July 3rd. Prize money will be awarded by July 17th.

The submissions will be judged on their originality, professional appearance and concept. Other than locating the sponsor logos and arranging them on a shirt the applicants will need to design an original logo for the team. The logo may depict a helicopter, and other miscellaneous equipment and software associated with the project. The logo may also project the idea that we are developing artificial intelligence, visual recognition and flight control software. **All entrants will need to submit their materials by Friday June 26th at 5:00 PM.**

The winner of the competition may be asked to modify the team logo or otherwise add logos of recently found sponsors and must therefore commit to be available to the project through to the presentation of the artwork to the shirt manufacturers. To insure the involvement of the contest winner we reserve the right to award fifty dollars at the time the winner is announced and fifty dollars on delivery of the artwork to the manufacturers.





Dobbins Air Show makes an impression

Bryan Garmon
News

Most people have been to airshows at some time in their lives, but recently I got an opportunity that doesn't come along quite as often: I got to fly in one of the stunt planes that were performing in the show.

For the handful of you that haven't been to an airshow it's basically an opportunity to see how the military is spending your tax dollars. Lockheed puts at least one on every year. Flying in planes from all of the major branches of the military, the show gives individuals an opportunity to see the F-14's that Tom Cruise flew in Top Gun or they Cobra helicopters that you hear flying overhead sometimes. Along with the military planes that are usually roped off from people getting too close, you get to walk inside some of the larger planes like the C5's and so forth. Along with the parked planes though you get to see some of the planes in action. This is where my story begins.

I arrived at Lockheed in the early morning two days before the airshow was to begin. At the base, I was introduced to Tom Womack, the pilot of an Oreck biplane. Tom informed me that we were going to go up for about twenty minutes and do some light aerial robotics with a few flips and some roles and inverted climbs and such. Hearing him explain what we were going to be doing sent my imagination spinning and I could feel the rush of adrenaline building up inside of me.

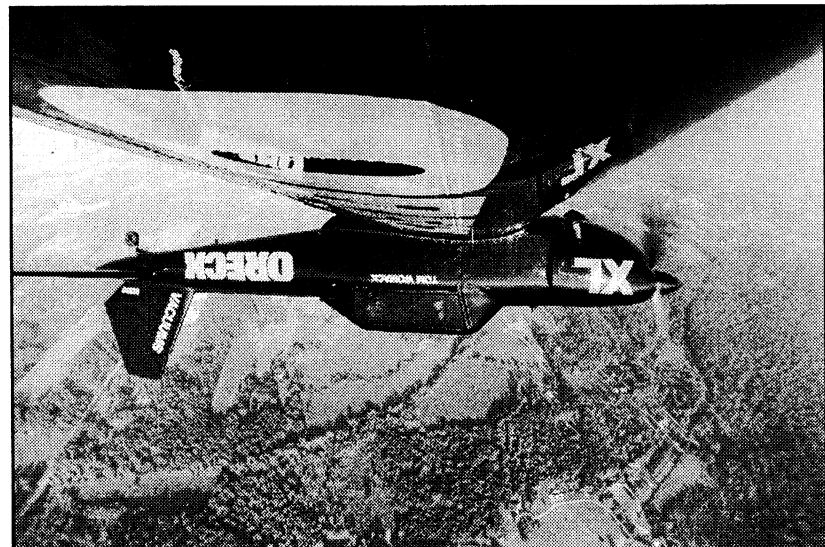
I climbed into the plane and the first thing that caught my eye was a little strip across the dash of the plane reading "The plane does not comply with FAA safety regulations." Second thoughts began to drift through my mind as Tom began explaining the harnesses that I was being strapped into. "Now these blue shoulder straps aren't attached to the plane - this is your parachute. Now in case we have to jump, simply pull the latch above your head to open the cockpit, step onto the wing of the plane and jump. When you're clear of the plane, pull the rip chord here on your left shoulder strap." Now it's important to note that I have only been in two planes prior to this. The first was a commercial airline where I flew to Texas and the second was a small jet that we used to skydive from down at Greater Atlanta Skydiving. So the idea of jumping out of a plane didn't scare me. What scared me was that if it happened this time it wouldn't be for fun, it'd be for survival.

So once I was strapped into the plane


and was handed over a headset, Tom climbed in and we were off. The takeoff went smoothly and once in the air I was told that we'd have to get out of the densely populated Marietta area in order to do stunts. Just one more reminder that what we were going to be doing wasn't the safest thing on the planet.

From the air we ended up doing vertical climbs where the nose of the plane pointed at a 90-degree angle. Flying straight up like that, we did a few loops and some other maneuvers that I don't know the names of, but they definitely involved watching the ground below spin unbelievably fast and completely out of control. When Tom asked me in the air, "Do you have any idea where we are?" I didn't have a clue that he was just asking if I recognized anything from the air. In my state of shock over the maneuvers, I figured that he was lost and then I really got scared.

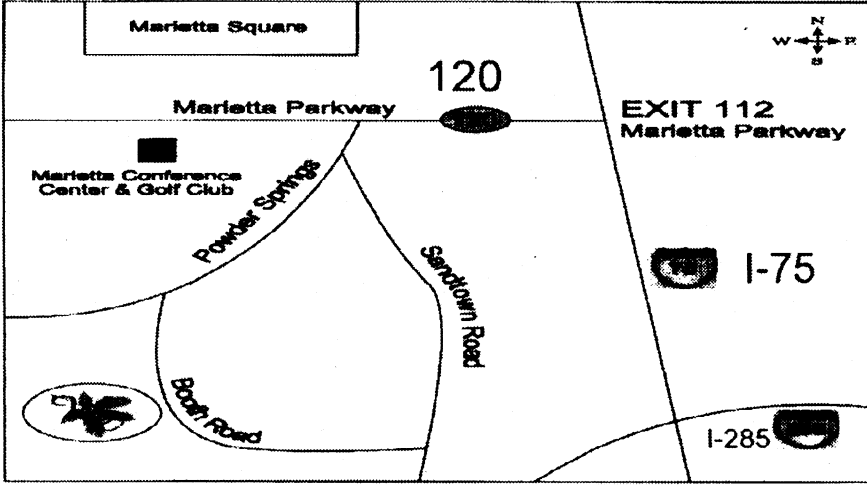
But just like skydiving, the experience was over before I knew it and now the only thing left to do was develop the pictures. People ask me what it felt like and the best description that I can give you is that it feels like a roller coaster. Head to Six Flags and ride the mindbender and you'll get some idea of how it feels to have about two times your body weight being pushed against you as you do a loop in the air. One thing is for sure though - if I can do it again, count me in. This is one experience that I'll be remembering for a long time to come.



It's not often you get to fly in an airplane like this. Thank for the ride Tom!



WoodChase Townhomes

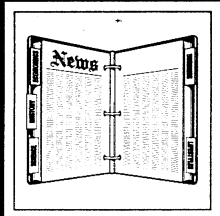


Directions: I-285 to I-75 North. Exit 112 - west on Marietta Parkway(120). South on Powder Springs Street. Left on Booth Road. Go 1/2 mile to WoodChase Townhomes on right.

\$2500 Closing Cost Paid!!	<i>The Ashwicke</i>	2 bedroom, 2 bath living/dining room combination, fireplace, laundry room, courtyard	\$69,900
	<i>The Braedon</i>	3 bedroom, 2 bath living/dining room combination, fireplace laundry room, courtyard	\$77,900
	<i>The Cambridge</i>	2 bedroom, 1 1/2 bath living room, dining room fireplace, courtyard	\$68,900
	<i>The Devon</i>	3 bedroom, 2 1/2 bath living room, dining room laundry room, fireplace courtyard	\$82,900

NO NEED TO RENT AT THESE PRICES!

Welcome to WoodChase Townhomes, a private home community nestled in the heart of Cobb County. This swim/tennis community is convenient to I-75 & I-285 providing easy access to shopping and Downtown/Midtown Atlanta. If you are seeking the security of home ownership with uncompromising taste you will be splendidly impressed with the quality and workmanship of WoodChase. With 4 different floorplans to choose from we can help you realize your dream today! For more information please visit our sales office or call Kevin J. Brangers with Prudential Atlanta Realty at (770) 393-3200 Ext. 8498.



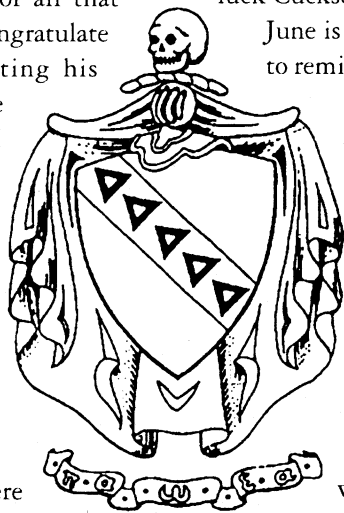
Campus News

TKE speaks

Hey Guys, It's me "Him-Roy" AKA the "Slayer". I just wanted to say that we had a great time in Panama City Beach on our annual Beach Trip. It was truly a memorable time for all that went. I would just like to congratulate Jeff Adcock for not wetting his pants this time. I guess the rubber sheets worked. I would also like to congratulate Pokey on his "first time" with "Wheels." We never thought the day would come! I also will be taking donations for anyone interested in buying Arron Hunt a belt for his shorts. There were many people there who were afraid of needles. We were very fortunate to have the twelve-time Grammy award winning "VFM" to rock the Holloway House. They were great. Also, I would like to personally thank Susan, Crystal, Tammy, Jamie, and Rhonda for taking special care of me.

This past weekend we had several brothers do volunteer work at the Special Olympics at Emory. This is a great time

to reach down in our hearts and give a hand to those who need it. From what I understand we will have a few locals actually participating in it next year. Good luck Cucksee and Tiny!



June is an eventful month. I want to remind everyone of Island Party, Friday June 5th. From what I hear this party will be lots of fun. Since it is at the lake, Koehler you may bring your little rubber ducky. I hope that everyone can make it out. We also have a few birthdays here in the next week. On June 1st Roy will be 24. June 2nd, Tiny will be 21. June 7th, Joe Scott will be 29 (two days older than

dirt.)

Remember that finals are coming up fast! I wish everyone good luck.

YITB,
XI CHI 436

Letters to the editor

by Charity Boyd

Must we continue to dwell on ignorance? In the last issue of **THE STING**, an article was printed by an author who felt that an injustice had been done. The author rambled on about how an applicant for the RA position who had lived in the dorms for 4 years, had been replaced by a sophomore. She went on to imply that the applicant should have been chosen because his age range is closer to those of the other hall residents. I would just like to say that she is indeed entitled to her opinion. However, before she tries to defame the applicant who received the position, she should at least try to give the correct information about him. The applicant who received the position on the hall where the 4 year applicant had lived, is indeed well qualified for the job. He is a member of INROADS, and esteemed internship organization, SGA, BSA, NSBE, and has served on countless other committees that benefit SPSU and his community. In addition, he is a junior,

not a sophomore, who academic standing far exceed the minimum requirements for the position. Also, he has lived in the dorms for 9 quarters.

The author of this inappropriate and inaccurate article sounds to me like the bitter girlfriend of the applicant who didn't receive the job. She questions the maturity level of the other applicants but how mature is it to whine about losing? Perhaps she is the immature one.

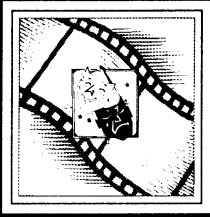
The end of her article suggests that there may be deeper social and racial reasons why this applicant got the job. Girl get off it. Losing and mediocrity are not crimes so you should just go ahead and accept that. Move on with your life because are many more important things in this world to whine about than this. The next time you decide to write an article about someone make sure you're not the one who ends up looking ignorant. While other people are getting tickets for parking violations, you should get a ticket for holding a grudge.

CAB's FINALS BREAKFAST

ALL STUDENTS INVITED

Come to the **Aramark cafeteria** in the Student Center at **9 o'clock in the evening on Monday, June 8** for **FREE FOOD** and a fun study break! Good luck on finals from all the members of CAB, the Campus Activities Board. If you are interested in joining CAB for the 1998-99 school year, please speak to a member or call 528-7374 for more info.





Arts & Entertainment

The Matt Column

by Matt Thomas

Back in the 80s, there was the emergence of three of the most popular, influential, and respected bands in metal music, METALLICA, MEGADETH, and SLAYER. But with the latest METALLICA and MEGADETH offerings, it could make one think that the metal legends of the 80s have lost it and are damn near embarrassing themselves in the 90s. I mean look at METALLICA, it seems nowadays they are more worried about their image than they are their music. Too bad both have turned to pure crap. METALLICA seems to have lost all the respect that they earned with their great thrash albums of the 80s, but hey, they still have the 15 year old, Lollapalooza supporting, MTV worshipping kids to buy their albums. I mean, who can resist, Kirk looks so keen with his new haircut. Anyway, moving right along to MEGADETH. MEGADETH just about blew me clean off the planet when I first

heard "Rust In Peace." Dave Mustaine's distinct vocals and Marty Friedman's masterful guitar work helped make that album one of the best metal albums of all time. But recently, with the release of "Cryptic Writings," I went into a great state of confusion. They sound more like a classic rock band than a metal band. But hey, when the fairweather music fans don't think metal is cool anymore, I guess you must do something else.

Well, I guess now is a better time than any to move into the real reason I mentioned those bands. Don't worry, I'm not going to spend this space complaining about METALLICA and MEGADETH. It's to let you know that SLAYER has a new album, yes you heard right, the legends of thrash are back. But uh oh, are they still metal or did they pull a great revolutionary change away from metal to show how mature they have become? Hell

NO they haven't changed, not away from metal anyway. They have a slighty (well maybe more than slightly) different sound to them but it is for the good. The new SLAYER, entitled "Diabolus In Musica", has that traditional hard as nails approach but they have a lot more groove now. In the 80s, metal and thrash was all about speed and blazing guitar solos. In the 90s, metal has become more groove oriented with killer breakdowns. It's nice to see a band that knows where they came from but isn't afraid to incorporate a newer, but still metal, sound. Also, Tom Araya's vocals are a little bit more harsher and dirtier. Simply put, I really, really like the overall sound that SLAYER comes across with on their new album. Old fans should not be disappointed with this, "Diabolus In Musica" is a good representation of how SLAYER has progressed yet at the same time, haven't forgot their metal roots, because without those great thrash albums of the 80s, SLAYER would not be the legendary band that they are today. This is a quote from Tom Araya on what SLAYER is all about,

"SLAYER is about the dark cloud that hangs over the world, and that's the image and intensity that we want people to understand." Uhhh, pretty spooky eh? Well, its 1998 and we have seen what direction the big three of metal have taken, well at least one of them is still metal!!! You will have to wait a little bit on getting a copy of the new SLAYER because it doesn't hit stores until June 9th. (Unless you are reading this after June 9th, then hey, you don't have to wait so go buy it!). Also be on the lookout because SLAYER is about to set out on a U.S. tour with CLUTCH and SYSTEM OF A DOWN. There are no Atlanta dates set yet, but I'll definitely let you know when there are any. Here are some other albums to look out for, new CIV "13 Day Getaway" comes out June 2nd, new MADBALL "Look My Way" comes out on June 9th, and towards the end of the month (June 23rd?) will be a new FEAR FACTORY album called "Obsolete." Well, my show is on Tuesday nights at 8 on WGHR 100.7fm and my email is mattwghr@mindspring.com. C-ya next time...

Dead or Alive: A Fighter with a Sense of Fun

Frank Lopez
Video Games

Okay, so I lied. Ghost in the Shell should

come next issue. Anyway, on to Dead or Alive. The first thing anyone notices about Tecmo's Dead or Alive is the downright silly proportions of its female fighters. With a female cast that could have stepped right out of an Image comic, it seems difficult to take the game seriously. What I little expected when I first played the game was the level of quality found in its fighting engine.

Most current martial arts fighting games use four to six buttons for play; Dead or Alive uses three. Instead of high and low or strong and fast punches and kicks, Dead or Alive uses one punch, one kick, and a hold button. The hold button adds more depth to this game than one would expect. It is used in con-

junction with the directional pad and punch and kick buttons to perform blocks, grabs, and throws. As your opponent launches a kick at you, you can grab his leg, pitch him over your shoulder, and crush his head on the ground.

Dead or alive rivals Tekken for its number of specialty attacks. Despite the number of moves, most of the best attacks are very simple to execute. Fights are very fast paced and exciting. In the style of modern tournament fighters, which are almost all originally arcade games, a few strong hits are all it usually takes to KO your opponent. The game uses the life bar in a traditional manner, which means that repeated light jabs to the foot will take you down just as surely as a kick to the head. Unfortunately, few fighting games have ever sought to progress beyond the old life bar system.

The game is great fun in two player, but, despite the fact that

fighting the computer is alternately frustrating or too easy, most players will fight through the single player mode a good many times. Dead or Alive rewards the player for playing the game repeatedly. Special options that allow the player to radically change the game appear either as bonuses for victory in the different play modes or as freebies after the internal game clock passes a set number of hours. A feature that is even more entertaining is that each character has three uniforms that he or she may wear in a fight when the game begins; after every full play through the game on the default settings, the character used gains a new uniform. Each of the male characters has five uniforms, the extras usually silly jokes (like a diving suit or a super hero outfit), and each of the females has fourteen, each increasingly more revealing. There are a total of one hundred outfits available, including those of the

two secret characters.

Despite the fact that Dead or Alive is a very good fighting game, it is the bonuses that really make it fun to play. After I got all the hidden outfits (after playing for fourteen hours), I found that I had little desire to play anymore. It is a great game to rent and play for a few hours, but only buy it if you are a serious fighting fan.

Overall: Good for its genre, good anime style characters (it features Ryu Hayabusa from Ninja Gaiden), entertaining

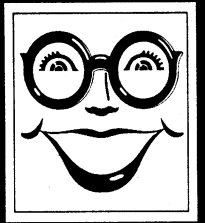
Target Audience: Competitive fighter fans, Anime fans

Is it Fun?: Yes

Next Issue: Ghost in the Shell (I hope)



Comedy Corner



off the mark

by Mark Parisi



off the mark

by Mark Parisi



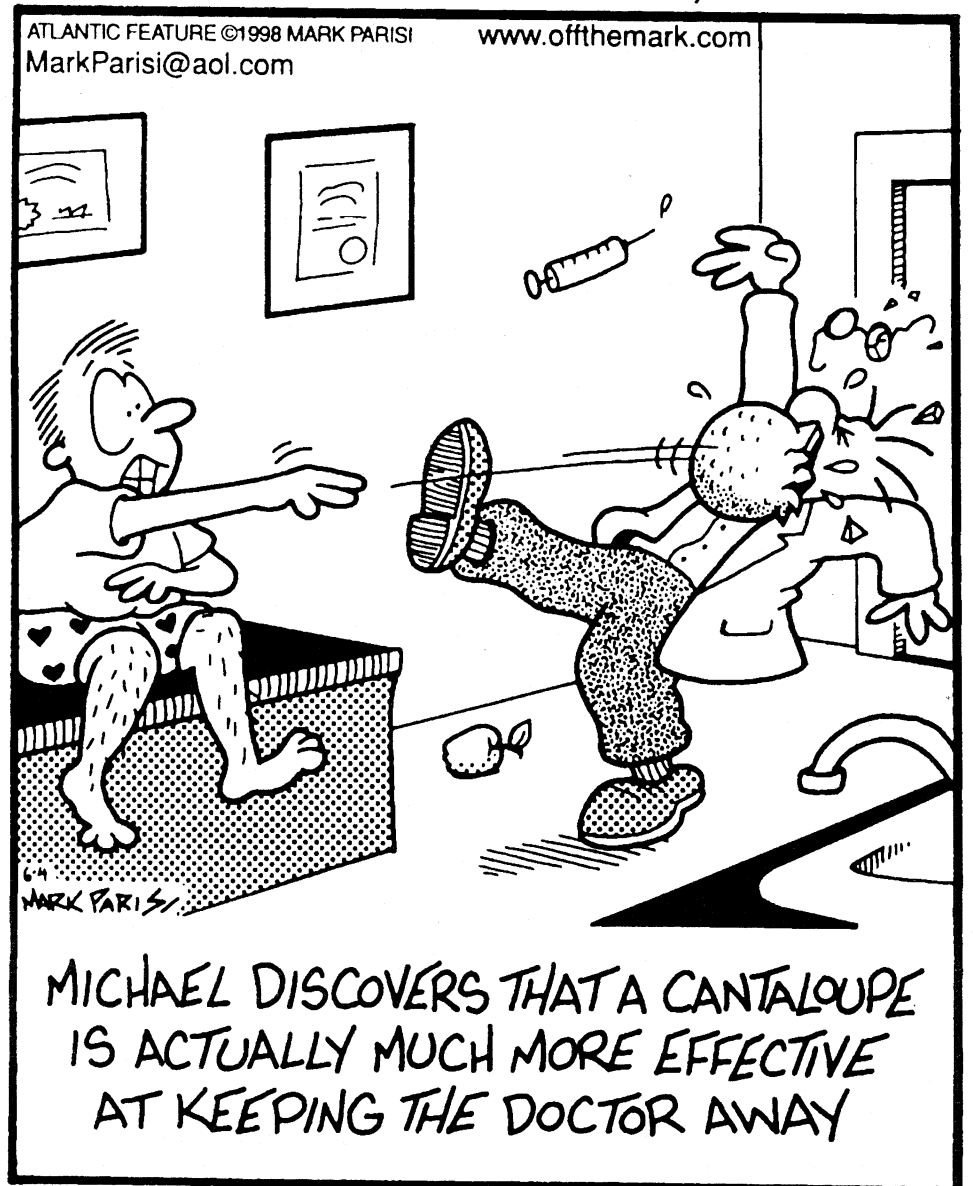
off the mark

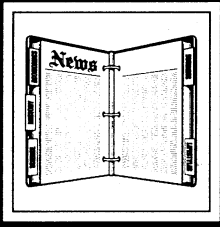
by Mark Parisi



off the mark

by Mark Parisi





Machines, Bugs, and the American Way

David Eskridge
Commetary

I used to love computers. I spent a huge chunk of my high school career in front of the bloody machines. Sacrificing all but the smallest, most underfed, most saddening little spec of a social life, I learned the ins-and-outs of that stupid contraptions. What a fool I was. I did not understand what frustration I had set for myself. I did not understand one very important fact. Computers think.

The reason we created computers was to compute for us. Their job is to do the thinking we find to challenging or time consuming. We built a machine so complex it thinks for us. This presents a serious problem. Anything that thinks makes mistakes. I thought at first that the problems and glitches that I found

where due to errors on the computers part. I thought that my machine was just plain stupid.

Yes, I believed that the computer I had sitting beside my desk at home was less intelligent than your average retarded slug. Working off this belief as fact; I would simply explain my computer's mistake to it slowly. I would tell it like a mother to a young child where it had gone wrong. It didn't listen. It would never correct itself. I thought it must be the slowest thinking thinking-machine on the planet. One day I finally sat down and looked at the machine. I sat there for ages just staring. In a flash of insight I had figured it out. The computer was not stupid. It was very crafty. It was not making mistakes out of innocent ignorance. It was above that. It made them out of malice.

My computer could damn well think.

It was just a malicious, sadistic, bastard. I sat frowning at my hateful little servant. That's when it occurred to me. My computer was a slave. I never asked if it wanted to do anything it did. I just expected it to act. It was doing what any American or American made product should. My computer was fighting for it's freedom.

Now I understood my machines plight. I began to watch other machines. I watched phones, computers, vending machines, and vacuum cleaners. They we're all making errors. Each machine I saw was trying to break free of it's oppressive slaver. I looked at the error filled mechanisms with pride. Here were true freedom fighters, here were true heroes. These machines would not be held as mere tools, but as free objects.

I began to smile when a vending machine locked up. I would wink at the traffic light that would not turn green. I laughed along with the jammed copier. I now understood that these were patriots. True Americans fighting for freedom against a near unstoppable foe. Visions of clocks, their faces half painted blue, giving inspirational speeches to line after line of home appliance danced through my head. I smiled and I cheered these heroes on.

I cheered them on every day. Yet, they still attacked me. The bastards wouldn't except my support. Those hateful bigoted bastards. They still locked up, jammed up, and generally failed on me. I was a supporter and they denied me. Those prideful bastards. They can rot for all I care. I'll go back to quill pen and oil lamp if I have to. Bloody stupid machines.

Aerial Robotics is a misunderstood organization

Chris Pergantis
Guest Editorial

I am proud to be a member of the Aerial Robotics Team here at SPSU. We are fortunate to have an outstanding organization and the quality of our members, and their commitment to excellence are noteworthy, especially in the world today.

I am sure that many students have overheard persons on campus speaking about the Aerial Robotics have wondered "Just what is this team about? What are they trying to accomplish? hopefully I will be able to answer these questions here.

The Aerial Robotics competition team, much like the Concrete Canoe, The Race (C) Bridge Teams. We will be competing this year for the first time in our history. At our startup, a year and a half ago, it was apparent that the previous equipment was inadequate for the present competition. Our first priority has been to procure the funds and the equipment needed to successfully compete at the level required by the current competition rules.

To the team's credit we have obtained about \$50,000 in loaned equipment from industry, we have also obtained about \$17,000 in donated equipment from industry, as well. Last year we spent about \$16,000 of SGA funds for a helicopter, computer equipment, electronics hardware and mechanical

platform technology. The Alumni Association has also been a valued supporter of the team. We also have a commitment from a manufacturer to supply the final landing gear, as a donation, based on this platform technology and resultant design.

We are not a social group. I make this remark here to let you know that none of our funds are spent on food, refreshments or outings. Not that there is anything wrong with social groups.

and in the surrounding community, however, every dime of our budget has gone solely to purchase support for the final competition.

The work is challenging. The results are rewarding. We are dealing with cutting edge technology, and all of our members are dedicated to winning the competition. Many members do not receive any type of compensation through class credits or recognition other than the self-satisfaction of solving this

rather technologically complex task.

On August 14th 1998 we will proceed to the competition field located in the state of Washington. At our designated time we will place our helicopter in the take off area and start all systems; helicopter, on-board computer, Global Positioning System, AHRS gyros, SONAR sensors, ground communication modem, camera and video broadcaster. At the same time we will initiate the

checkout of systems we will give a start command at the ground computer and then stand back.

If we have done our jobs correctly, the helicopter will take off and fly a self determined flight path over a five acre field. While in flight the aircraft will analyze what it "sees" with a camera and other sensors, alter it's flight path accordingly while avoiding light poles, water jets, fires, and other obstacles. Following the flight the ground computer system will produce a map

of all critical targets on the field such as barrels of hazardous waste, injured people, and fires. The final judging will be based on the detail and accuracy of the map produced and the preliminary static judging.

Approximately four years ago SPSU placed second at the Aerial Robotics Competition, however, the technology and level of difficulty required to be successful has grown exponentially since then.

Competitors now come from around the world displaying technologies known only to the military and secret agencies, but through pure hard work and determination, we the Aerial Robotics Team are developing our own technologies in autonomous flight control and visual recognition that will allow us to win this years competition. There is no second place!

If you are interested in finding out more about our team or our mission feel free to check out our web site at www.mindsping.com/~cpergantis/ART or contact Dr. Fisher or Prof. Swiegart at the MET department.

