## **Fanshawe** Writing tools get a Let your geek flag fly **Student Union** new lease on life It's a celebration of names new president all things geeky! Interrobang New recycling bin in Weeks of hard work shows some Geek Pride in Bookstore is helping have boiled down to this week's special issue! turn pens into park one brand-new leader benches and more interr • bang Page 3 Page 13 - 21 Page 4 FANSHAWE FAN-EXPO Volume 46 Issue No. 24 March 17, 2014 www.fsu.ca/interrobang/

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## If you could only play one video game for the rest of your life, what would it be? #falcongamers

## This week's winning response:

Hope Bailey Conkers bad fur day

shyanne Couto @shygirl1897

@fanshawesu animal crossing, very fun game!!! #falcongamers

Becky @SleepySkeletons

@fanshawesu I could play Fallout 3 over and over again very easily #falcongamers

Beki @behkiss @fanshawesu Classic Mario World, hands down #falcongamers

Ashley @ash\_\_gamble

@fanshawesu Mario brothers!! #falcongamers

**Gabriel Viegas** 

Mario kart

**Lauren Leona** 

Need for speed!

Sarah Hulshof

**Sara Haney** 

Crash bandicoot for PS1 Michelle Carmen Spiteri

**Mohammadi Sakir** 

I will play Guacamelee for my whole LIFE!!!!!!!!!

Michelle Lynne Jon Mario kart for sure

Jesse Symes league of legends

Jithu John FIFA 2014

**Carly Fitz** 

Samantha Hanna World of Warcraft

**Annette Dawm** 

Mario Party 3 for N64!

Christine Pépin

Sonic adventure 2 battle! Never gets old

Next week's question: Tax season is here — who does your taxes? Tweet using #falcontaxes or respond to the Note on our Facebook page (facebook.com/fanshawesu) before 2 pm on Wednesday, March 19th, 2014. You'll be entered into a draw for a \$10 Out Back Shack/Oasis gift certificate. Must be a current, full-time Fanshawe student.

## **MARCH EVENTS**

TICKETS AVAILABLE IN ADVANCE AT THE BIZ BOOTH

**TUES 18 -**

**TUESDAY** 

COMEDY NOONER HUNTER COLLINS & MIKE RITA NOON | FORWELL HALL

COMEDY NIGHT MATT O'BRIEN PATRICK HAYE & BOBBY KNAUFF

FREE COFFEE & TEA WED 19 -

FIRST RUN FILM **NEED FOR SPEED** 

\$ 4 STUDENTS | \$ 6 GUESTS AT RAINBOW CINEMAS (IN CITI PLAZA)

**WED 19** 

THURSDAY
MUSIC NOONER
OLIVIA BORKOSKY

NOON | FORWELL HALL FREE COFFEE & TEA



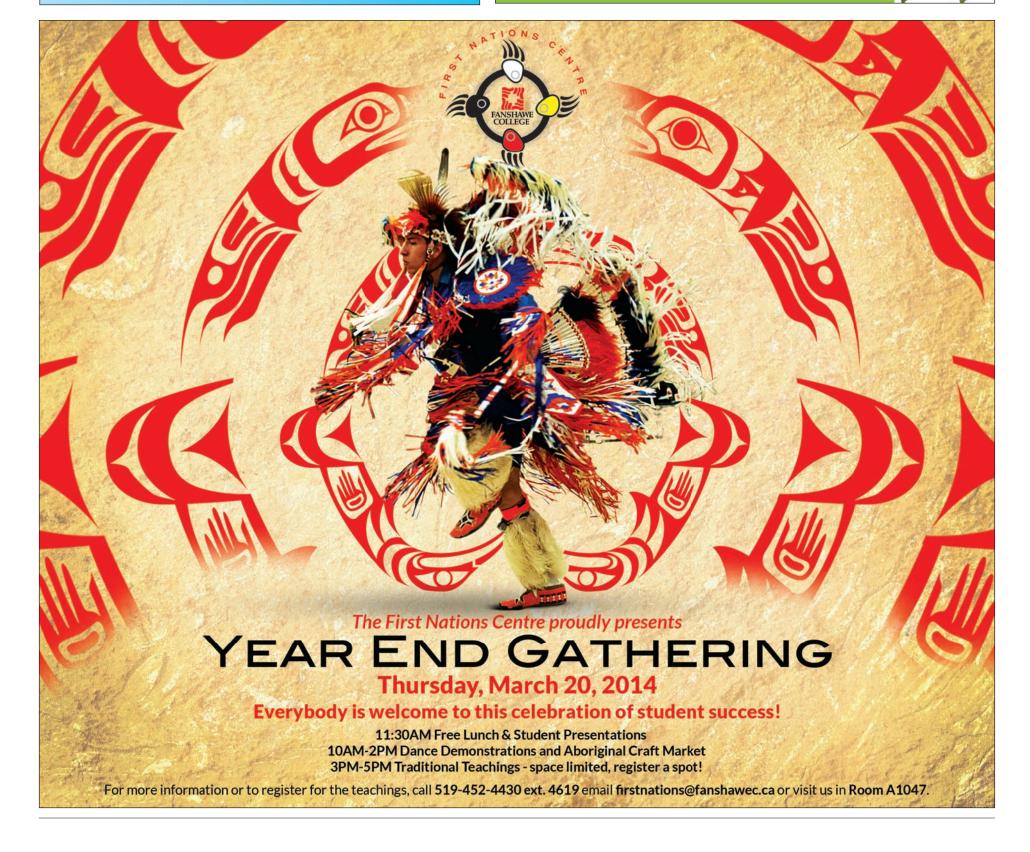
FANSHAWE AT THE KNIGHTS

**ROUND 1 & 2 PLAYOFF TICKETS** ON SALE AT THE BIZ BOOTH



veg, fruit, honey, kettlė corn, Jams &





#### The votes are in . . . Total ballots: 2609 **President** BENNETT, MEAGHAN 509 MEHTA, ASHISH 718 STEWART, MATTHEW 1169 **Spoiled** 178 **VP External & Academic Affairs BROOK, JESSICA** 1443 Spoiled JACK, KEIR 540 **VP Finance** CLUSIAU, AUSTIN 797 LODGE, TAYLOR 1164 Spoiled **VP Internal Affairs** 1387 MARSON, CHERISS Spoiled 447 RASTOGI, ANGAD 740 **VP Entertainment** KAISAR, KEVIN 798 SAWYERS, ANTHONY 1257 Spoiled 519 **VP Athletics & Residence Life BUSHELL, ALAN** 1739 Spoiled 244 **Board of Governors** BENAYON, ZACHARY 1032 616 Spoiled ONYIA, PRINCEWILL

## Stewart stewards students

STEPHANIE LAI INTERROBANG

With three candidates eying the presidential throne, international student Matt Stewart pulled ahead of his opponents for the 2014/15 presidency of the Fanshawe Student Union.

"It's a week and a half of hard work and determination," said Stewart. "First here, last to leave is what I've been working on, so it's really good for the hard work to finally pay off."

The Australian native will be working Vice President (VP) Internal Cheriss Marson, VP External Jessica Brook, VP Finance Taylor Lodge, VP Entertainment Anthony Sawyers and VP Athletics and Residence Life Alan Bushell. Zachary Benayon was elected the student representative for the Board of Governors.

Stewart is excited to work with the new executives.

"Every single person who has been awarded with a role this year is highly motivated and ready to do their job," he said. "It's a vital thing that you have five other members around you that bring [ideas] to the table as well."

Ultimately, it was his love for students and student advocacy that encouraged him to run for president this year.

"I wanted to give back to a community that's given so much to me," he explained. "I came [from Australia] without a family, without friends, and [the FSU] really was a family to me. I really want to try and give back to the people that took me in so nicely."

Stewart will be the first international president in the history of the FSU.

Above all else, his goal is to maximize the Student Union's vis-

"My campaign is vision equals knowledge," he said. "If we are more visible to the students and the students have more knowledge about what they can get from us, then they're going to be more liable to come to us and sort out those programs and those facilities we offer.'

"With that, I can build a better program [and] better facilities once we have student involvement.'

Stewart has two years of FSU executive council experience under his belt, which he also pairs with his volleyball captaincy experience to add to his resume.

"That's one big thing that I am really looking forward to; is leading a team and showing them the direction that I've learned through the past two presidents that I've been under," he said.

"It's more of a learning curve and I'm looking forward to teaching and being the person that students can ask any question to and learn a lot off of."



Matt Stewart

Stewart encouraged all students to get involved, as he did when he first landed at Fanshawe.

"I dove in headfirst and I haven't looked back. So get involved, it's proven that a student that comes here for academics and also gets involved in student life is more successful at college in the long run."

Like all other presidents before him, Stewart would also like to leave a legacy behind.

"I just want to be the leader that someone can turn to with a problem – person or work-related. Just be a friend to the executives."

Stewart will take over the presidency in May, when current prez Adam Gourlay ends his term.

# Are those real?

STEPHANIE LAI INTERROBANG

Bills, people. Check your bills. An incident at the Oasis has catering operations manager Ryan McTavish cautioning people to check their wallets for counterfeits.

"There was one that got through in one of our deposits and the bank informed us that we did have a counterfeit," he said. "I let the staff know that this had happened and refreshed them on the practices on checking the bills."

"After that, we did receive two more that the cashiers caught and didn't accept. [They] were given to security."

McTavish said the individuals arrying the counterfeits were unaware they were fake.

"We put up notices up on all the cash registers, just to inform consumers that this is going around, to check their wallets because they may have it and not even know about it."

According to Fanshawe's special constables who met with

McTavish following the situation, this is supposedly an Ontario-wide problem spanning from Chatham to Montreal and "everywhere in

Cashiers at the Oasis caught two bills that struck them as a little odd.

"The paper of the bill wasn't the same as paper money," explained McTavish. "The cashiers do this all day, so they're used to the feel of the bill. When they accepted it, they could feel there was something wrong with it. Upon further investigation, the other signs didn't match up."

Constable Brent Special Arseneault urged anyone on campus to inform special constables if a bill looks suspicious.

"There's no doubt there's different vulnerabilities," he said. "There's new laser printers out there, there's other devices that people can reproduce stuff [with], but you have to protect yourself as a consumer."

Campus police are trained to ask the right questions to jog a victim's

"Through investigation we'll try to help you remember where you've acquired [the counterfeit] or where you've last been," said Arseneault. "We certainly are in a position where we want to hold people accountable for their actions and as a result, we want to prevent whoever did it [from doing it to] other people."

"You're not going to be charged or penalized if you present something to us."

The fact remains: counterfeits affect businesses.

"If you don't detect it and you actually accept it, it becomes your bill. It's your problem to have," said McTavish. "It's a loss to you, so you're better off to train your staff to not accept the bills ... They are out there."

"I would ask that everybody check their wallets and find out the tips to see if your money is real, because you might have it in your pocket and not even know."

## What do you want to see on the 2014/15 handbook?

Grab your crayons and markers, snatch your camera and fire up PhotoShop, because it's time for Fanshawe's annual handbook cover contest!

"The handbook cover contest is a great opportunity to get your work published and seen by thousands of people," said Jenna Hawkeye-Kicks, the Fanshawe Student Union's creative director.

The contest is open to students in any program at Fanshawe. All you need is a little creativity!

"We're looking for something that is Fanshawe-related and eyecatching - something unique," Hawkeye-Kicks said.

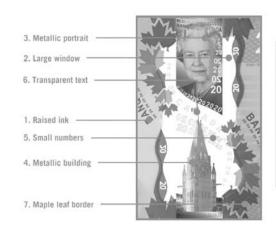
KIOSKO

The student whose work is chosen to cover the 2014/15 handbook will receive a \$200 gift certificate. The second place winner will receive a \$50 gift certificate.

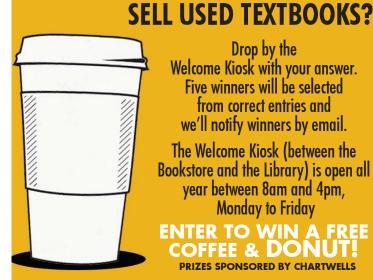
In order to be eligible for the contest, the submission must include the words "Student Handbook" and "2014/2015" and the Fanshawe College and Fanshawe Student Union logos. It must be 5.25 by 8.25 inches in size. Files must be submitted as a flattened TIFF at 300dpi, an Illustrator EPS or a PDF ready for press. Submissions must be entered before March 21.

Check out fsu ca/contest for more information or to submit an entry.

WHERE CAN YOU







Drop by the Welcome Kiosk with your answer. Five winners will be selected from correct entries and we'll notify winners by email.

The Welcome Kiosk (between the Bookstore and the Library) is open all year between 8am and 4pm, Monday to Friday

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# Downtown campus receives tech boost

ERIKA FAUST INTERROBANG

TechAlliance and Fanshawe College are teaming up to give students at the downtown campus increased access to high-tech mobile devices and invaluable entrepreneurial mentorship.

Students in the digital media programs offered at the downtown campus - Interactive Media Design and Production, Interactive Media Specialist, 3D Animation and Character Design, and Game Advanced Development - will benefit Programming immensely from this partnership.

"TechAlliance offers services to help start, grow and connect companies in many industries including digital media, the life sciences, advanced manufacturing, and clean technology," according to its website. These services include access to funding, workshops, industry-specific events and more.

started nearly a decade ago, when TechAlliance formed in London and began to build relationships with different programs at the College to put on events and work on client-based projects.

"We already knew the players there – the people who are the leaders at TechAlliance," explained Dana Morningstar, chair of Fanshawe's School Contemporary Media. "When we were discussing what was going to be in the new building downtown, we mentioned that there would be a mobile testing lab."

The mobile testing lab is a room with a variety of brands of smartphones and tablets that have differoperating systems. TechAlliance is adding more devices to the lab and connecting students with mobile developers so they can build on their expertise.

"Students can test what their

Its partnership with Fanshawe apps or their web pages look like on each device - sometimes their colour choices are different, sometimes the way it shows up on the device has a different look," Morningstar said.

> Michelle Giroux, supervisor of the Centre for Digital and Performance Arts, added another huge benefit for students. "They will also get the opportunity to interact with live clients and live industry people to see how they run their testing, not just from a classroom perspective, but that real, hands-on, real-world environment where they are in a lab running the simulations that they would in the workforce."

> When TechAlliance reps offered the new devices for the lab, they mentioned they also wanted to build a partnership with Fanshawe to give students access to their services and mentors.

"If students want to talk about an

idea – maybe they're developing an app, maybe they just have a concept and they want to know how to flesh that out into a business plan and something they can move forward with - our team's going to be there and accessible to them," said Greg Picken, manager communications TechAlliance.

Morningstar said this is a great opportunity for students. "They already have great knowledge from their teachers, but they'll be meeting other people in the community who might be job leads, who might have a slightly different perspective from a professor. It just widens their horizons a bit and gives them access to business planning and some of the things TechAlliance does for other companies in the community."

Picken called the collaboration a natural fit. "What this collaboration is designed to do, in large part, is to help TechAlliance connect with the students. If they're looking at entrepreneurship, or if they're looking at connecting with the local tech community to stay in town and keep the talent here locally, we can help do that.'

This may only be the first step in a long and fruitful partnership. "It's definitely going to be a relationship and a collaboration that's going to grow," Picken said. "We'll see new opportunities come around and new events and activities. Anything we can do in collaboration with the school to give students the opportunity they need to succeed, we're glad to be part of that."

"This is the beginning of something long-term and great."

TechAlliance offers resources for tech companies at any stage of their growth, and you can access their services even if you're not a student on the downtown campuscheck them out at techalliance.ca.

## Art for Africa

STEPHANIE LAI

What do yogurt and Africa have in common? More than you'd think.

Western Heads East (WHE) is a community development program partnering Western University and institutions in East Africa.

Bob Gough, program director for WHE, explained how the program evolved from a response to the AIDS crisis, which now helps locals promote health and economic empowerment.

"Dr. Gregor Reid and Sharreh Hekmat developed a probiotic yogurt, which was developed here at Western, [that] builds immune response and stops diarrhea, which people and children living with AIDS are dying of," he said. "A simple technology like this can save lives, so we're very excited to be able to partner with them to get this going on in Africa."

The charitable organization hopes to use the probiotic yogurt to promote "economic development locally, for the empowerment of women and to bring health to the communities."

Gough explained that causes like this are important to Western for a number of reasons.

"Universities and colleges have a social responsibility and we have the knowledge and resources to share," he said. "There's knowledge and resources with our partners and together when we put those together, we come up with innovative ideas and innovative responses."

Students have gotten involved as well, and Gough counted more than 60 representatives from Western and Fanshawe to do internships.

"Students work on whatever the local goals are," he said. "They work on the community goal, and they get academic credit.'

Gough said he would like to see Fanshawe and the rest of London get involved, and one way of doing that is by attending WHE's Art in the Market event on March 19.

"The Great Hall becomes an East African market," said Gough. "We'll have speakers from Tanzania there, entertainment, art and jewelry ... What we're really excited about this year is local London artists are contributing art-

The event costs \$20 for students, and it includes food and beverages.

"It's a wonderful collaboration between Western and Fanshawe and one of our goals with doing the Art in the Market thing is to get more of the London community involved," Gough said.

Fanshawe students are more than welcome to get involved, said Gough. This year, Ovo Best and Laura Newton from the Corporate Communications and Public Relations program are involved with organizing and implementing Art in the Market.

Students who are interested in volunteering for the fundraising and education committee can email western.heads.east@uwo.ca.



Fanshawe's sustainability co-ordinator Amanda Richman placed a TerraCycle box in the bookstore to collected used writing instruments. TerraCycle recycles these items into things like waste bins and park benches, diverting garbage from landfills.

## Pens into park benches

**ERIKA FAUST** 

Fanshawe's Bookstore has a lineup recycling receptacles for used batteries, toner cartridges and old electronics. A colourful new box has joined the group, and this one turns used-up office supplies into something amazing.

Partnering with Staples Canada Newell Rubbermaid, and TerraCycle Canada recycles depleted writing instruments into items like park benches, waste bins and more.

Fanshawe's sustainability coordinator Amanda Richman is bringing TerraCycle boxes to campus. She will track waste collected on campus at the Bookstore and through boxes set up in academic offices to see how much is being diverted from landfills.

"People can bring stuff from off campus," she said. "People with children, going through markers like crazy – they don't put the caps back on and they dry out - they can bring those in."

The items that are collected will be shipped to the Staples at Dundas Street and Clarke Road, just a few blocks from campus. Staples will ship it all off to TerraCycle, where the items will be disassembled.

"For a mechanical pencil, it'll have a metal spring if it's a [pushtop]. They'll put the spring into the metal pile and recycle that metal, then they'll separate the plastics and the rubber," explained Richman.

TerraCycle takes items that traditionally wouldn't be recycled and turns them into all sorts of products. Garbage like drink pouches, chip bags, toothbrushes and other items are diverted from landfills and turned into purses, park benches, coolers and much

"[Things that are] not conventionally recyclable, they're finding a way to turn it into something, said Richman. "They make a lot of cool stuff."

She is very excited about bringing the office supply collection box on to campus, but sees it as a first step.

"Start pushing for us to do more," Richman encouraged students. "The more support I have, the easier it'll be for me to ... do more." You can email your ideas to Richman at sustainability@fanshawec.ca.

For more information about TerraCycle, and for a full list of products they create, check out terracycle.ca.

The new Terracycle box accepts the following items of any brand:

- Pens
- · Mechanical pencils
- Markers
- Highlighters
- Permanent markers • Dry erase markers

Fanshawe Student Union President Adam Gourlay (centre) presented Ashley Waugh (left) and Cheriss Marson with the FSU Leadership Award in early March. The award is given to students who demonstrate positive citizenship and leadership through their contributions to Fanshawe College campus life.

# When gaming takes over

**KORI FREDERICK** INTERROBANG

Video games are a great way to pass the time and relax after a hard day at work or school. It's a way to temporarily let your mind relax and forget about the stresses of real life. I'm sure many of us have had a game that we were nearly addicted to at

When I was growing up, any time I got a new game for my Nintendo 64, I would just spend hours trying to beat the next level, and I wouldn't be able to put down the controller until I did. Then, when I did make it to the next level, I had to keep going until the next level and so on. It was so easy to waste away my summers playing video games in my living room. Before I knew it, I'd look at the clock and my day was gone. I didn't see any of my friends or even talk to my family all that much. It was so easy to be consumed by the games. Don't get me wrong, video games can be great, but there needs to be a

As much as it can be fun sitting and playing video games all day, it can lead to many different problems. First off, it can create social problems. Having a lack of real social interaction at a young age can lead to underdeveloped social skills, which could lead to more problems later on in life. For adults, video games can become all-consuming, causing people to neglect and put strain on

the relationships in their lives. Also, the hours spent playing video games can lead to a lack of sleep, causing irritability and moodiness. These games can become addictive and extend to other problems like getting behind in school or work.

There are other consequences that go along with too much gaming aside from the social costs. There are physical problems that can go along with too much gaming, like carpal tunnel syndrome, insomnia, headaches and migraines, body aches, irregular eating patterns and poor hygiene. Spending such extensive periods of time sitting in the same position and staring at a screen can lead to serious health problems.

A website sponsored by CRC Health Group has put out some key signs to look for if you think that you or a friend is getting too involved and consumed in their video

- Lying about the amount of time spent playing video games.
- Spending increasing amounts of time playing video games to get the same levels of enjoyment.
- Withdrawing from friends, family or loved ones where it begins to disrupt family, social and work/school life.
- Experiencing feelings of anger, depressions or anxiety when you're not gaming.
- Thinking obsessively about gaming when you are doing other things.



Video games can be fun in moderation, but when they start to take over your life, you just might be addicted.

These are just a few of the signs that maybe you or someone you know has taken their love of video games too far.

Video game addictions can be like any

other addictions; they are serious and there are things to do to help someone who may be experiencing these issues. More information on this addiction and treatment can be found at video-game-addiction.org.

## Peering into our work



ARTiculation

When you've got a first date with that guy you met at the pub last weekend, you invite your girlfriends over for a drink and a Fashion Week sized fashion show of every outfit you have in your closet - you want to pick the best one. When you pick out a snowboard, you bring a few buddies along to make sure you're picking the best deck art you can.

Conversation is the breeding ground for coming up with the best possible solution in most areas of life, including for those of us aiming to work in a creative field. It may seem unrelated to marketing, graphic design or fine art, but picking an outfit or board art is a matter of creative expression. You want to make sure you've picked the one that best represents you in a visually appealing way, and having your peers evaluate your idea makes a stronger outcome.

Pielab is a small bakery in Alabama that came up with a very simple idea: bring together people with similar interests (to eat pie), and conversation will spark and take on a life of its own. The owners are in the creative industry - all designers of some sort and felt that the best way to create a more dynamic idea in any area (urban planning, graphic design, fine art, etc.), is if more than one person is involved. Creativity is a funny thing: Although the very definition of creativity is the ability to think 'outside the box' and come up with innovative solutions, it's very common for creatives to have a flash of a few initial ideas and to get stuck on those. It's also very common for us to develop an emotional attachment to an idea, which renders us unable to see the flaws in it. But what Pielab suggests (and I agree wholeheartedly) is that once you've got those initial ideas, taking them to a brainstorming session with your colleagues can bring to the surface a number of other ones that are stemmed from yours, or just add the little extra touch to your original idea that you needed to make it great.

Peer review is something that's become

increasingly important in my program (Graphic Design). In addition to helping you create a dynamic piece, it can also help you realize your affinity to a piece and learn to defend your creative decisions. Sitting in class during a peer review session the other day, one of my classmates designs was being picked apart by the professor and a few students. But rather than agreeing with their advice, he realized how strongly he believes in the original design he'd made and began defending it. Learning how to explain and defend your creative outcome is important, because eventually you will need to be able to do this with a client. "I chose red because..." or "I think we should advertise this way because..."

Through the evaluation of your creative ideas, you can hone both your skills and your ability to speak about your choices in an articulate manner. Welcoming respected peers' ideas into your creative process does not make you less talented, it means you're committed to coming up with the best possible



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MATT VAN LIESHOUT



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# Networking newbie

**HOPE AQUINO-CHIEN** INTERROBANG

With the competitive job market and steep competition from fellow job seekers, I know the feeling of the constant rejection or emails that go unanswered. We all get stuck in the same rut, mindlessly applying to any and every job opening that comes our way. Unfortunately, resumes start looking the same and to even get to the point where your resume is glanced at, your cover letter has to entice hiring managers to give you a chance. Sometimes, getting that "in" requires one increasingly important factor – networking.

Networking may traditionally be defined and linked to the concept of computers, creating a visual of multiple interconnected modems. This same overall idea applies to professional networking. The idea is to meet new people and make connections that will strengthen with time and repeated contact.

Ideally, the people you network with hold the same interests or are involved in an area that you are headed toward. There is never a

guarantee that a single connection will land you a job, but it is often the benefits from having a good network that lead to the opportunities you would have otherwise missed. Getting that first foot in the door is

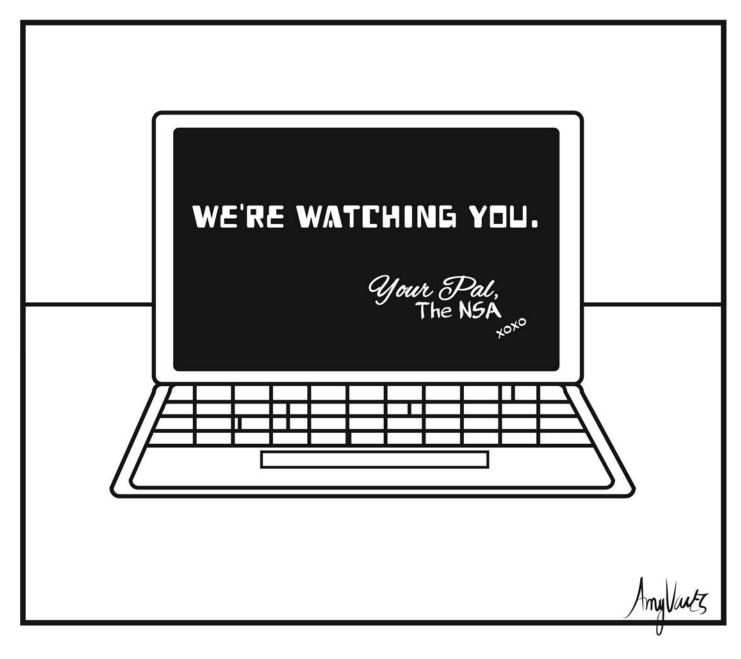
Having recently attended my first networking event, I can already vouch that the effectiveness of the networking practice really does exist. Be prepared to speak about yourself and be knowledgeable and confident about what you are looking for. It never hurts to have a standard set of questions that you are prepared to ask the professionals you meet. First impressions are important. Go with business cards, but that does not necessarily mean you have to give one out to everyone. Be sure to research the proper etiquette and dress in the right attire – these are the people who may open the next door in your career.

Go out and network! I can tell you that I had heard a lot about the activity, but it is not until you actually get out there that you see



CREDIT: THEETIQUETTENETWORK What does your handshake say about you?

it all come together. Sure, your first event may very well serve as a crash course (as mine did), but you will find that with each interaction you become more comfortable. After a while you can find your own rhythm and approaches to professional networking and how you carry yourself. At many networking events, the business professionals are there specifically to speak to you, so take advantage and do not hesitate to approach



# Happification



NOTES FROM DAY SEVEN MICHAEL VEENEMA veenema.m@gmail.com

Two things might spark someone's interest in Jesus today. The first is the release of the movie *Son of God*. The second is the annual season of Lent, the seven weeks or so when churches from Ukraine to Utah remember the lead up to Jesus' arrest and execution, and what happened afterwards. I hope to say a little more about that in a few weeks.

Jesus is the most influential figure in the world's history. There is no one who comes close, except perhaps Muhammad, but even with him I think the gap between the two could be considerable.

What are the reasons for his popularity? Some critics of Christianity would say that he is popular because there is no shortage of fraudsters like myself who continue to spread the false stories of his miraculous birth, his death as significant for all persons, and his being raised from death. And, since every charlatan needs an audience, there are always enough gullible people to pay attention to what I and my co-conspirators dish out. Those aren't criticisms that I want to address right now.

But I do want to point out that one of the reasons for his popularity is the record of what he taught. And here I want to focus on one small bit of what he said and why it remains a source of intrigue, comfort and hope.

I am thinking of a few lines in the biblical record, verses from the book of Matthew. In the fifth chapter we find Jesus taking his apprentices (disciples) to a quiet place for instruction. There he spoke the lines I am thinking of, and ever since they have provoked a range of responses from ridicule to trust. The teaching that has provoked these responses is the one in which Jesus flatly states that God blesses, or will bless those

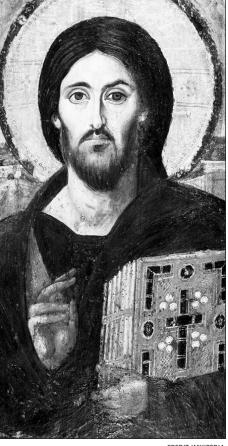
who: are meek, mourn, are hungry for rightness, are in low spirits, make peace, or face ostracization (or worse) for following Jesus.

Such people, Jesus claims, are or will be blessed. God will see that they become happy. They will be happified. God will make them happy by satisfying their needs. Their mourning will give way to good cheer. They will see peace one day. They will have a front row seat when God shows up (they will "see God"). They will receive mercy. Their hunger and thirst for rightness will be satisfied. They will see peace on earth.

As I write this, I've just returned from a funeral for a friend named Willie. She was not a wealthy person. Willie did not have degrees and diplomas hanging on her walls. She held no political office. She was not the head of any large organization. She had no military honours, and possessed no Olympic medals. She was not a celebrity. In other words, she did not hold any of our world's conventional tickets to blessedness, to happiness. She never won a lottery and never received her 15 minutes of fame.

But she steadily loved and supported the people in my church. She volunteered weekly at the local hospital. A bank teller in the past, she had a knack for creatively using money. She would find ways to give people who were in financial trouble small, short-term loans at very low interest rates. As far as I know, the people always paid her back. She learned how to give killer massages and would give them away. She and her husband, an artist, would provide me a small room in which to sleep when I did a lot of overnight commuting. She helped in the church's soup kitchen and drove all over the region in her tiny car, visiting and volunteering

One day, Jesus Christ will return to our world (though even now he remains deeply involved in the unfolding of each day and of our history). When he does, the world will become new. On that day many things that now seem out of sync with our world will be at home. Humility, peace, rightness, mercy, desire to see God – things that are not now



CREDIT: WIKIPEDIA

Jesus said that God will "happify" the meek by satisfying their needs.

always welcome in our circles – will be celebrated. God will unroll the red carpet for peacemakers, lovers of mercy, and those who acted out of humility. Such things, and those who long for them and practice them, will be finally, and fully *home*.

Willie lived her life in anticipation of that day. And while she lived, she created pockets where mercy, humility, longing for God, and grief-in-search-of-comfort could be expressed. She brought samplings of Heaven to her home, neighbours, and town — mini prequels to the day that Heaven will return to Earth.



Canadian Prime Minister Stephen Harper.

# The tariff tug-of-war

VICTOR DE JONG INTERROBANG

The Canadian auto industry is livid over a new trade agreement with South Korea that will eliminate tariffs on cars imported from the small country.

Two years after the deal is implemented, imported KIAs and Hyundais will come down in price to reflect the elimination of the current 6.1 per cent tariff. The Asian markets have untapped potential as a destination for Canadian exports, largely due to their rapid increases in domestic consumption there. In 2013, Prime Minister Stephen Harper was in China finalizing a Foreign Investment and Protection Agreement in an attempt to take advantage of China's need for bitumen to produce power. Similarly, Harper hopes to capitalize on the Korean appetite for beef as the country opens their doors to Canadian beef for the first time since the mad cow crisis.

Canadian auto manufacturers are upset that KIA and Hyundai will have such a comparative advantage in the marketplace after eliminating a 6.1 per cent tariff, but realistically the writing has been on the wall all along. KIA has consistently improved its sales in Canada since entering the market 15 years ago, posing as a cheaper alternative to the Western-made cars of the time. The comparative wage difference between Canada and South Korea allows the production of more goods for less cost than is possible here. The assertion that Ontario needs automobile manufacturing is generally made by automobile companies, sector employees, or autoworker union leaders. The claim is a troubling one given that the CEO of General Motors, Dan Akerson, called Canada, "the most expensive place to build a car in the world right now" less than 12 months ago.

Canada is uniquely situated from an economic perspective. The high standard of living has led to a comparatively high international cost of living. Two of Canada's most profitable industries, namely lumber and energy, are natural resources that get hauled over the border in raw form, refined in the U.S. and sold back to us for double the price. Canada has to play a different game than other countries when it comes to international economics. The high cost of labour in Canada means that, generally speaking, the more labour a company requires, the less globally competitive it'll be.

The Conservative Government has been singing its own praise at every turn since successfully navigating the financial crisis of 2008. Objective measures suggest that Canada fared far better than many in the international community, and it's thanks to decisions like this trade agreement. Despite living in a post-industrial, post-modern age, the cycle of globalization is still only accelerating. While the amount of people and goods travelling the world may have increased only incrementally over the last decade, the amount of digital information being shared has increased immeasurably. This rapid transfer of data is changing the way business is done, and Prime Minister Harper is ensuring that Canada will be ideally situated to capitalize on the investment opportunities of the future that will come as

# Two bands, one city, no waiting



BOBBYISMS BOBBY FOLEY

I write about random things a lot. I write a lot about random things. Last month, Wes Marskell of the Toronto band The Darcys wrote a blog for the Huffington Post entitled "Toronto's Best Music: A Playlist for Mayor Rob Ford" for which he curated and posted an Rdio playlist to turn international eyes toward some of the city's finest music.

"We're smart, creative and ambitious and that's how we should be known," he wrote. "Since Mayor Ford has been stripped of virtually all of his power, I thought he may have some time to listen to a fraction of the great music that I think defines Toronto."

Here in London, a similar list would be a difficult undertaking for many reasons, however a playlist of featured acts making their way through town would be dynamic. I would propose to open with Fast Romantics and Wildlife – two Canadian indie heavyweights striking out on the road together this week, a brief tour that brings them to London on March 21, in concert at Call The Office.

Admission is \$8 at the door.

Fast Romantics are still strongly touring in celebration of their sophomore album *Afterlife Blues*, and their Mountain Mountains tour across Canada sees them in good form following gigs earlier in the month, including an appearance opening for Sam Roberts Band a L'Impérial de Québec. The album was released in October, however, according to frontman Matthew Angus, it began its journey to realization two years ago this month.

"In March 2012 we did our first sessions for *Afterlife Blues*," Angus said, explaining that the cost of recording made it necessary to break the album up into more than one session, though it did allow the band to road-test their music. "We spent a lot of time writing and working songs out the songs live, which made a huge difference in the way the songs evolved."

It was around this time two years ago that the band – now comprised of Angus and Shane O'Keeffe on guitar, Lauren Heron on keys, Jeffrey Lewis on bass and Alan Reain on drums – grew their lineup to include O'Keeffe and Heron, two musicians that had arrived on the scene from Australia. The timing was perfect – their chemistry with the trio formed the basis of much of the music on *Afterlife Blues*, a musical camaraderie that

leaps out of the speakers.

"It's not just about knowing your sound, it's knowing who you are," Angus affirmed. "The first tracks came out of sessions where it was just me, Jeff and Alan, but we were incomplete. That was a good starting place, but after we brought Shane and Lauren on, it was like, 'This is our gang, we know who we are now' – your personalities come out in music, and they're the right personalities to have around."

Perhaps able to relate on forever striving to hone their sound, Toronto's Wildlife is also excited to make their return to London. Their monumental album *On The Heart* just turned a year old but hasn't lost any momentum, thanks in part to the single "Lightning Tent" and its gorgeous music video filmed last year among the mountains and beaches of Hawaii.

As a consequence, it may be a while before the band – frontman Dean Povinsky and Graham Plant on guitar, Derek Bosomworth on bass and Dwayne Christie on drums – record and release a followup, but that doesn't mean their thoughts aren't constantly turning toward new material.

"We've been writing some new music lately, which is pretty fun," Povinsky admitted, describing how the band performs small-market shows to debut new songs and



CREDIT: ALYSSA REII

Wildlife will be performing at Call The Office with Fast Romantics on March 21.

sounds on stage. "We've all been in that headspace, wanting to do that – we get antsy to write new stuff, because we always want to do new stuff."

"So we'll think about what kind of album we might like to do, but we've also done a reasonable amount of touring, and I think we're just now coming into our own – figuring out how we want the [songs from *On The Heart*] to come across live, and I think they're really starting to do that."

After they part ways next week, both bands will head west; Fast Romantics will move from province to province toward their closer at Imperial Vancouver on April 10, while Wildlife will join Boy & Bear on their tour westward to B.C. then south into California. Both bands frequently post on Twitter and Instagram – follow @fastromantics and @wildlifeband on either network

and watch some remarkable stories unfold.

For more of the latest music news and concert previews, follow this column on Twitter @fsu\_bobbyisms. Don't forget: Call The Office, March 21, \$8. I'm out of words.

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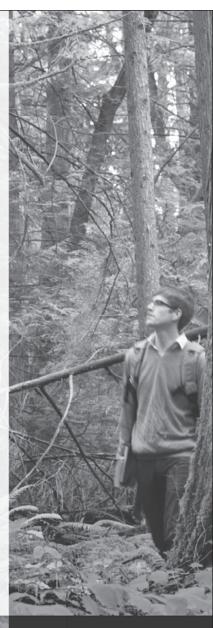
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## **EYE ON CAMPUS**

## Stephanie Lai Spring Fever

Mother Nature, you tease.

Last week we were graced with above-zero temperatures sunshine. Spring fever was everywhere on campus, and it showed. These lovely ladies retired their winter wear and opted for pieces that transition into spring. Hoping this winter spell ends soon!













# FSU JOBS JT WWW.FSU.CA/JOBS





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## Oversized shawl to see you through the end of winter



THE SHOPPING BAG HAI HA NGUYEN hnguyen.77@gmail.com

That last stretch of winter is here. We're finally getting glimpses of sun and above-zero temperatures that we've been missing out on, but winter doesn't seem to want to go away - at least not soon enough for us, anyway. The best we can do is bundle up until then and enjoy the opportunity to layer up, styling with a circle scarf and feel the coziness all day, tall winter boots and the subdued neutral palettes that the winter season offers.

Everyone has (at least) one comfy piece that they always reach for because it always just looks so great on - it's so special, it can change an entire outfit. That piece is a permanent keeper in the closet, and even though you wear it with comfort in mind, mixing it up with a few edgy and daring pieces can be a nice switch up.

A great way to pull off a comfy look is to add that extra edgy piece that change the overall feel and function. The salt-and-pepper knit of this oversized shawl is one such

piece. It's an exceptionally long cardigan, depending on your height - it could drape down to your calves, ankles or ground (hopefully this doesn't happen to you). It goes over top of pretty much anything – a printed T-shirt, chunky necklace and some jeans, funky leggings, pants or shorts with a circle scarf. The circle scarf is a white and mauve knit combo that contrasts against the salt-andpepper texture of the shawl. The usual go-to pair of shoes would probably be combat boots, but most people are often afraid to venture into the world of over-theknee boots, or even knee-high boots. They're really not too hard to incorporate them into your wardrobe, as they can be paired with black pants to elongate your legs. They don't have much detail but add so much drama to this oversized shawl. Up until the boots, all the pieces are baggy, oversized and comfy, but the fitted black over-the-knee boot gives an exciting contrast to the neutral look.

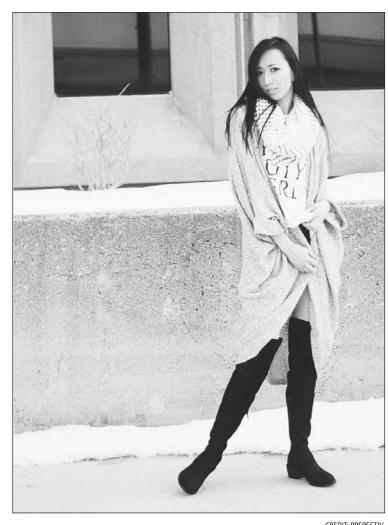
1. Oversized Shawl: This amazing oversized shawl feels like you're wearing blanket but looks pretty fashionable, and isn't that we all the pieces in our wardrobe would be like? (American Apparel,

2. Circle Scarf: A two-toned cream and mauve circle scarf that has the right amount of texture and mix of neutrals in a popcorn knit (Aldo Accessories, \$18)

3. Over-the-Knee Boots: These fitted black suede boots sit over the knee but can be folded if you prefer to wear them shorter. Once you try wearing them the full-length a few times, you'll be able to see the ways you can keep incorporating this style into your wardrobe. (aldoshoes.com, \$55.99 - marked down from \$130, what a find!)

Whether it's an oversized sweater or thigh high boots, never be afraid of fashion. It's meant to be fun, not a serious sport (although a lot of editorial pictures may show you differently). It's about incorporating what you see in editorials into your own life and keeping it fresh through styling!

Hai Ha Nguyen loves to discover the new trends in street fashion, accessories and styling. Follow Instagram instagram.com/misshaihanguyen for the trendiest pieces this season! If you have a suggestion or feedback for her column, send her an email at hhnguyen.77@gmail.com.



Hai Ha Nguyen models a deliciously cozy oversized shawl - the perfect addition to any winter wardrobe.

# Geek out your wardrobe

KORI FREDERICK

Showing off your geeky self has never been so cool. Embrace your inner geek and let it show in your style. Here are some tips on how to rock the geek chic look.

Oversized Glasses: If you only follow one step, this is the one to follow. Whether or not you actually need glasses to see, this is the perfect way to start off your geeky look. If you want to nail this look, find a pair of oversized glasses. Pick a pair with a thick, bold frame that suits your face. Try a square or round shape for the perfect geeky

Mismatch Your Outfit: Step out of the box with your outfits. Mix patterns and bright colours that you wouldn't normally match, like stripes and polka dots or bright pink and orange. Choose a bold outfit to show off your unique self.

The Graphic Tee: For a quick geeky look that is still cute, try a graphic T-shirt with a quirky say ing on it.

Let Your Hair Go: Do you wake up every morning with a head full of curls? Toss away the straightener and let your beautiful locks be free. The best part of the geek chic look is that you get to be yourself – be proud of your natural

Natural Beauty: Along with letting your hair do its thing, keep your make-up natural. Try out new makeup looks but don't hide the beautiful face that is yours. If you want to be bold, try bright lipstick



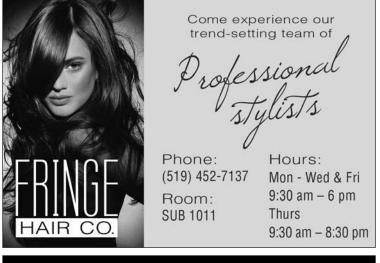
Thick-framed glasses previously worn exclusively by geeks have become a hot item – even Michael Cera is wearing them!

being embarrassed about how high your mom wore her jeans? Well, that look is back! Try a cute pair of high-waisted pants or shorts. They'll add the perfect retro feel to

Accessorize: Look for chunky, out-of-the-ordinary jewellery that will stand out. Find something original that will be sure to catch people's eyes. Be bold and don't be afraid to try something new that stand up tall with this new look. This may not be a piece of clothing or a tip on makeup, but this can apply to any look you are going for. The best way to rock any look is to wear it with pride. Be proud to

Have Fun: Sure, these are some guidelines to rock the geek chic look but the most important part is to just be you. Have fun with the look, get creative and try something new. Don't be afraid to stand







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# The Force is strong in these ones



Jedi Junkies (2010)



A long time ago, in a city 3,000 kilometres away, a truly life-changing film was greenlit.

Now, I know the term "life-changing" gets thrown around a lot. Some people refer to the release of iOS 7.0.6 as life-changing. Some claim that their life is completely altered whenever Tim Hortons offers a new variety of bagel. Both of those are debatable. After watching the 2010 documentary *Jedi Junkies*, however, one thing is not debatable. The 1977 classic *Star Wars*, and its many offshoots, has completely overtaken the lives of many.

In *Jedi Junkies*, we meet the fans, collectors and artists whose lives have been touched by George Lucas' most famous creation. Celebrities, mental health professionals and average Joes (dressed as Storm Troopers) weigh in on the 35-year-old phenomenon.

The film is not a Lucasfilms production, and therefore doesn't feature any of the A-list actors that people associate with the series. That means no Harrison Ford, Liam Neeson, Natalie Portman or Jake Lloyd. However, the film is

not without star power. Attack of the Show host Olivia Munn and The Blair Witch Project director Eduardo Sanchez, both of whom are huge fans of the series, appear throughout the film to comment on the Star Wars hysteria. We also get to hear from Ray Park (Darth Maul) and Peter Mayhew (Chewabacca), two men who may not be household names, but whose characters are known from Timbuktu to Tatooine. People may be surprised to learn that Mayhew, like most actors and actresses, does not look nearly as photogenic as the character he played in the

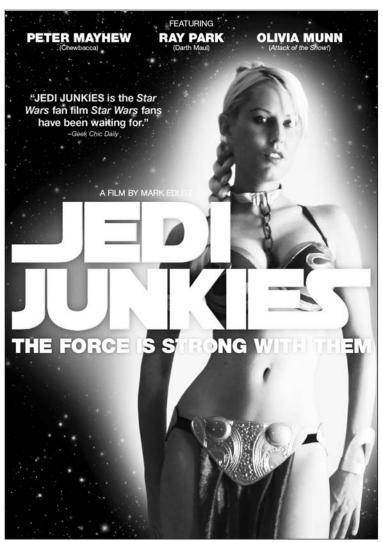
We are introduced to several enterprising fans who teach others the ways of the Force, or at least how to handle a lightsaber. This got me thinking – why has there never been an official Star Wars DVD workout series? Have Mark Hamill host the thing and show us how to tone your abs by swinging a saber. A dramatically slimmeddown Jabba The Hutt could come out wearing a headband and short shorts. He could show us how he lost several thousand pounds of girth as he jumps around while a dance mix version of the Star Wars main title theme plays in the background. And Yoda yoga is a license to print money. Disney, feel free to take this idea – all I ask is for a Mighty Ducks trilogy box set in return.

While my exercise regimen idea may never see the light of day, others have had great success with their *Star Wars*-inspired projects,

and we get to meet some of these folks during the documentary. Like tribute band AeroSith. And the creator of leiasmetalbikini.com, a website dedicated to women who dress up as "Slave Leia" as seen in *Return of the Jedi*. When you're done doing whatever it is that you will be doing while visiting this fine website, be sure to purchase the Slave Leia Dart Board, which makes quite a nice conversation piece.

Speaking of collectibles, that topic is given quite a bit of time. One man has several hundred figures, and remarks that he changed his cellphone carrier so that he could get a Star Wars ringtone, before adding, "I need counselling." This section of the film starts to resemble an episode of A&E's Hoarders, with a psychologist weighing in, throwing around terms like "obsessive compulsive disorder" or something like that. To be honest, I wasn't paying attention. I had eBay open in another tab and was trying to bid on a bag of Lay's potato chips with Bobba Fett on the package. I'm pretty sure she was saying that collecting is awesome, though, even if you have to store your life-sized Jar Jar Binks standee in your child's crib.

Whether they are twirling around lightsabers, ogling pictures of women dressed as slaves, or trying to track down a rare Lando Calrissian figure that was only released in Portugal, *Star Wars* fans are not shy about showing their love for the franchise. With



CREDIT: NEW VIDEO GROUP

the recent addition of the whole animated *Clone Wars* series on Netflix, and several planned sequels to the films, *Star Wars* and their fans are not going anywhere. Which is bad news for some elderly parents who desperately want their basements back.

# In defence of Michael Bay



ESHAAN GUPTA e\_gupta@fanshaweonline.ca

The day of my crucifixion has arrived; I defend probably one of the most notorious moviemakers to walk the earth, one who has been charged with supposed grievances against cinema to date. Michael Bay is the subject of a long-running joke, his obsession with superamericanization; excessive explosions, skinny blonde women, loud guns, shiny sports cars, excessive product placement, and military men with names like Johnson and Ramirez seem to dot the landscape of his body of works. Yet for all the criticism targeted towards the man, we all have to begrudgingly admit: he is very, very good at what he does.

Starting out with the simpler things is the culture within Bay's world. From the very beginnings, the action-comedy Bad Boys, Bay's movies all seem to carry a trademark machismo sense of humour, where men seem to carry out motivations driven by masculine stereotypes, and with entertaining results. Everything in the world of Bay seems to tie together with this attitude. Even the historic melodrama, Pearl Harbor, seems to carry that specific macho tone that borders on homoeroticism, despite already taking place in a male-dominated time period. The interaction between male charac-



CREDIT: EMPIREONLINE

The fourth of July at the Bay residence.

ters in Bay's movies all lie in a slightly less crude form of chest thumping and puffing up. Yet, it's actually appealing as part of the characters, rather than being offputting and boring, mainly because it just seems to fit in that world.

It isn't a Bay movie without a visible American flag, and the brands spawned on the Land of Opportunity. Bay seems to have full rein on a special department of the U.S. Military that's specifically made to be on standby for his films, to flex off all that might. Something has to fund those giant action set pieces, which is why the (now hilariously outdated) Xbox

logo is visible quite clearly... multiple times, in *The Island*. Yet, stemming from that entertainment-in-excess feeling, viewing this over-the-top display of blatant commercialism and patriotism bordering on parody doesn't seem to draw away from the experience.

Sure, his movies are loud, explosive and dumb, but when you see a Bay movie, you subconsciously recognize it as *his* special brand of loud, explosive and dumb. There are plenty of movies that require zero thought in mental participation, but Bay's actually got a visually distinctive style. You've probably seen it exemplified in

Armageddon; quick cuts, fastmoving camera pans and revolutions. And when there's an explosion, he knows how to make it look good. Every angle surrounding the violent combustion is captured in a way that only he could. This distinct visual flare packs all the dumbness into something quite special, something else. Despite the cardboard-flat plot and characters, all that in your face Eat-at-Joe's product placement, the junk all comes in a nice, shiny package. And you know what? The junk isn't all that bad, either.

It's schlock, it's boorish and dumb, but it's all that made with

care. The Bad Boys films are my guilty pleasure, and The Rock is actually a solid action thriller, but even though I don't quite respect the rest of Bay's films, I still have to commend the fact that they look chaotically awesome, even if I lose brain cells in watching them. While the idea of Bay as a cinematic auteur has been jokingly tossed about before, I wouldn't go as far as to seriously call him that, but calling him outright untalented is out of order as well. To quote the man himself, "I make movies for teenaged boys. Oh dear, what a

# Dead on arrival: The strangest failed consoles



**GAMING THE** ESHAAN GUPTA

Some ideas seem bad on paper but are assuaged into good ones with competent execution. And then there are ideas that should've been led off a cliff, Lemmingsstyle. Bad ideas in gaming haven't just limited themselves to games, but can be found in entire consoles. Despite the vastly larger risk of releasing a bad video game console, not much thought went into the conceiving and release of these

#### Philips CD-i

We may as well begin on familiar ground. Quite infamous for its incredibly bad Legend of Zelda spin-off games, the result of a botched deal between Philips and Nintendo, the CD-i was nevertheless quite something else for 1991. And by "something else," I mean a... thing that wasn't sure if it wanted to be a video game system, a music-multimedia device, or a severely limited home computer.

The CD-i's controllers were all bizarre, one an awkward, spoonshaped hunk of plastic. Of course, this being the '90s, the existence of newfangled CD technology meant a dearth of incredibly mediocre Full Motion Video games, titles that used an excessive amount of live-shot footage and shoddy gameplay as a means of touting technological superiority over their 16-bit counterparts. Ultimately, the CD-i was slammed with edutainment shovelware, and somehow managed to last until 1998, when Philips mercifully pulled the plug.

#### Apple Pippin

With the success of the iOS platform and the App store's large library of games (some actually good!), most wonder why Apple hasn't in some shape or form, released a dedicated closed system/console for video games. And the answer to that wonderment is always the Apple Pippin (or, P!PP!N, if you're stupid). Essentially a Power Mac 6200 with the ability to do anything truly useful stripped away, the Pippin was meant to be a console platform that could be licensed out, by Apple, to manufacturers, sort of like the 3DO. And much like the 3DO, a high price point and an even more limited and awful library of games completely wiped out the Pippin from the market. Think what you might of Steve Jobs or the Mac platform, but the decision to take everything Apple off the licensing table was a wise, wise decision.

#### Mattel HyperScan

Launched in 2006, the Mattel HyperScan sought to offer supposedly budget gaming with its \$70 price tag and a "keep 'em buying" tactic in the form of different RFID chips that could be bought separately to enhance the player's games, also sold separately. Kind of like the DLC you love to complain about buying, except as a physical product, and also a very bad idea. For about \$50 more, you could've bought a PS2, which was more powerful and had a better library of games to choose from than the six games the HyperScan

#### **Bonus Round: Hasbro NEMO**

The NEMO truly was dead-onarrival. Although I can't call it bad for the benefit of it having never been released, the NEMO is still worth mentioning as an unusual



CREDIT: MYDIGITALLIFE

Yeah, just stick to Barbies and Hot Wheels next time, Mattel

curio. Mainly the fact that it used, not cartridges, not CD-ROMs, not even LaserDiscs as its primary medium of storage, but video tapes. Yes, analog video tapes, which would open up a new avenue of gaming - the dreaded Full Motion Video. Although the

deal between Hasbro and project head Tom Zito fell through, mainly due to the dropping costs of CD-ROM technology, we did end up getting the infamous Sega CD games Sewer Shark and Night *Trap*, both originally intended as NEMO releases.

# Not just a movie anymore



G33K LYFE ANDREW VIDLER

For reasons that have never been clear to anybody, video games based on movies and TV shows no matter how promising the pairing may initially seem - have almost exclusively been terrible, leaving fans of numerous franchises disappointed time and time again.

Some of these adaptations have been so spectacularly bad that they are the topics of some of gaming's most popular urban legends (the one about the landfill allegedly full of E.T. games from 1982 has yet to be proven). Yet occasionally, like the following instances, a game company takes the license that they have been given and shapes an interactive experience that pleases the series' fans and gamers

#### South Park: The Stick of Truth (2014)

Despite being very new, this incredibly crude, offensive and brilliant RPG is well deserving of a place in this list. Boasting a graphical style indistinguishable from the show itself and a story penned by series creators Trey Parker and Matt Stone featuring the entire show's cast, it's easy to mistake the game for an episode at first glance. The game is a love letter to fans of South Park, with every location and item taken from the series' 17-year run, and featuring the show's trademark offensive humour, but without the shackles of television censorship.

#### Transformers: War for Cyberton (2010)

With over 25 years of giant robots fighting an interstellar war, the Transformers franchise seems like the perfect candidate for the most awesome video games ever created. Unfortunately, fans of the franchise were made to suffer

through many years of truly awful video games, as no title was able to fully grasp the lore of the franchise or the feel of the characters.

That all changed when High Moon Studios released War for Cybertron, a project that was fully backed by Hasbro and featured the voice talents of Peter Cullen and Frank Welker, the original Optimus Prime and Megatron. This game finally put fans into the midst of the war that preceded the original series, but more importantly, it took full advantage of the key transformation concept that has driven the series for so long, putting a vehicle form a click away in a wide-open combat space. The game inspired an equally successful sequel in 2012, leaving the series' video game future in seemingly safe hands.

## Batman: Arkham Asylum

Comic book superheroes have been one of the most prominent sufferers of the licensed game conundrum, with Spider-man, the Incredible Hulk and Superman all suffering from poor representation in a number of past releases. Because of this, the release of Rocksteady's Arkham Asylum was met with held breath, which quickly gave way to sighs of relief as gamers found themselves playing through one of the most badass Batman stories ever told.

In what has become the benchmark for superhero video games, this release melded a perfect combination of gameplay, visuals and voice acting, namely Batman veteran Kevin Conroy in the title role and Mark Hamill with a truly frightening turn as The Joker, with a tremendous attention to the detail and spirit of the source material to create something that took gaming by storm.

While it is the first title in what will soon be a trilogy, Arkham Asylum will always be known as the game that beat the superhero game trend more effectively than its hero beats up thugs.



Transformers: War for Cyberton is one of the best movie to game adaptations to ever hit the small screen.



Fanshawe staff and students participated in International Women's Day on March 7 in F hallway. Informative posters were on display, baked goods were available and students conducted demonstrations, such as henna

# Japanese animation a world worth exploring

HOPE AQUINO-CHIEN

You may recognize anime as a style of animation you have seen in cartoons on television as a child. It is characterized by colourful images, vibrant characters and surreal themes. Despite what many people may think, this animation style originating from Japan can be suitable for people of all ages, and it's steadily gaining in popularity in North America.

While Disney's famous Snow White and the Seven Dwarfs might have inspired Japanese animators, anime definitely stands as a genre and classification of its own. It has gained a large fan base who are loyal not only to the anime style but to specific shows and genres. The international fandom is only continuing to grow and become more widely known and accepted in North American culture, yet sometimes the lengths that fans go out of dedication can still be astounding.

There are many types of enthusiasts and an otaku is commonly thought of as the stereotypical nerd who hoards anime merchandise and lacks social skills – a social recluse. Yet there is so much more that people might not understand and respect about anime enthusiasts in particular and how they display their affection.

One such form of anime appreciation is cosplaying. Cosplay is the art of taking an animated character and bringing it to life. A cosplayer will choose a character and mimic everything from his appearance to his behaviour. Cosplaying has become an outlet for people to demonstrate their enthusiasm and passion towards anime and Japanese popular culture.

An example of the appreciation for cosplaying is the group Coshalfnaked. Coshalfnaked was founded in 2013 at Con-G (an anime convention in Guelph) by a trio of young men. Each takes on a specific archetype known in anime by staying physically fit and mixing make-up and costumes; Grey becomes the "cool" and "quiet" character, Bdawg portrays an "angry" or "kind senpai" (an older role model) while Ooki is responsible for the "shota" (child-like) or "megane" (glasses-wearing) character.

Coshalfnaked member Grey first started cosplaying after a friend introduced him to the whole process, finding he enjoyed the constructing, building and portraying the characters, along with the photoshoots. Cosplay requires a great deal of time and commitment, especially when it comes to dedicated cosplayers, something that people outside of the cosplaying world might not understand.

One thing Grey urged was for everyone to give anime and cosplaying a chance. "There are many anime shows that are extremely well written and [that] have dramatic storylines [that] rival full-featured films. Cosplaying is fun and allows you to express your creative side and open yourself up to becoming different characters."



www.fsu.ca/events

For the Coshalfnaked members, cosplaying allows them to enjoy themselves and explore various creative outlets and create alter egos.

"Cosplaying isn't only for people into Japanese animation. If you love games, comics, sci-fi, horror and other movies, you can dress up. That is what cosplay is all about – dressing up as whoever you want to be," Ooki said.

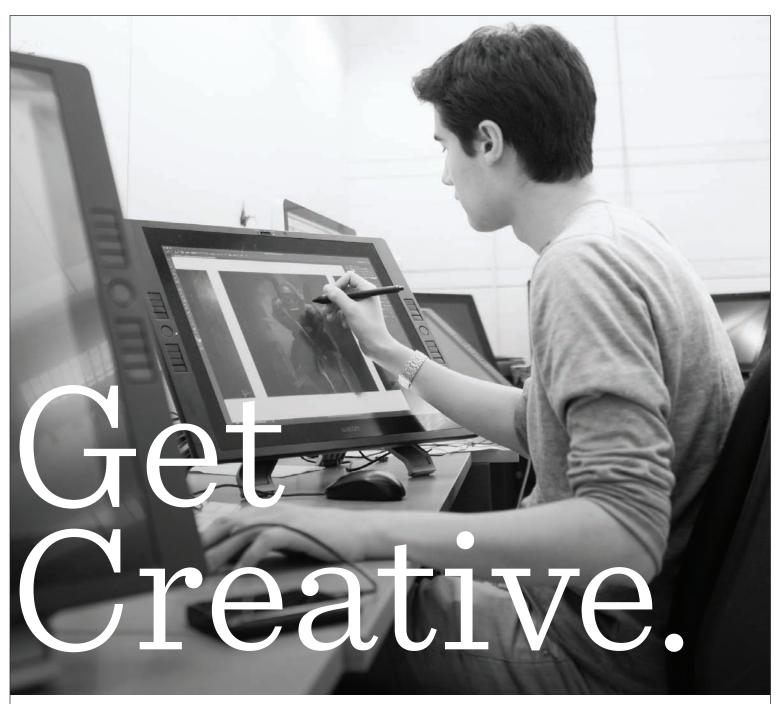
"The traditional notion of which group[s] of people cosplay really need[s] to be re-evaluated ... The media may place emphasis on 'nerds' and 'geeks' as the type to dress up, but the fact is, within the crowd, I've met [people of all types] who easily defy this 'traditional category.'"

For many, cosplaying is a combination of various forms of craftmanship and dedication, and brings together vastly different people who are united through their love for anime and cosplaying.



CREDIT: COSPLAYPHOTOGRAPHERS

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## What is a gealt?

## GEEKS ARE MAINSTREAM

#### CONTOR DURSTER

rbanDictionary.com defines a 'geek" as someone you pick on in high school and end up working for later in life. A real dictionary defines the word as "an enthusiast or expert, especially in a technological field or activity."

A geek doesn't have to be particularly smart; he or she just needs to have a huge passion and knowledge of something. There are geeks of all kinds of things, from traditionally geeky fields like math, science and history to mainstream interests like music, movies, games and sports. As long as you store vast amounts of useless knowledge about your muse, you are a geek.

With famous geeks like Stephen Colbert, Mark Zuckerberg, Steve Jobs and Joss Whedon showing that being a geek cool, more and more people are starting to embrace their inner geek. In a 2010 poll, 66 per cent of young people thought that being

called a geek was a compliment. With geek culture becoming mainstream, it brings us to the question: what is a geek and how did this come to be?

In the past 10 years, superhero movies have taken the box office by storm and now rake in billions of dollars. This trend started with Spiderman in 2002, when it broke box office records and showed audiences were interested. Spiderman opened the floodgates for swarms of revamped series like X-Men, Iron Man, the Batman trilogy and The Avengers to break records in ticket sales with every release. It was now becoming the norm for people to skip the bars on the weekend and instead grab their friends, dress up and head down to the theatre to watch superheroes save the world.

Television shows like The IT Crowd and The Big Bang Theory brought nerd culture further into the mainstream. Fans loved these shows' brands of geek humour and related to the characters' social awkwardness. Geeks could laugh at the many science and pop culture references and it made them feel smart. These

shows were both instant hits and appealed to all demographics with The Big Bang Theory pulling in close to 20 million viewers every episode - for god's sake, even my parents watch this show.

Celebrities started talking about their love of video games and dressing in "geek chic." People like Justin Timberlake, David Beckham and multiple NBA players were pairing large horn-rimmed glasses, with suspenders and high trousers. Yes, ladies and gentlemen, Steve Urkel, who once was picked on for being the King of Geeks, was now praised as a fashion icon.

Events like Anime North, Comic-Con and the E3 conference are Woodstock for geeks. Celebrities at these shows are like rock stars, with fans driving hundreds of miles to see them. Fans will spend many hours and thousands of dollars creating costumes to earn respect among their fellow geeks.

Walk into any record store or clothing shop and you will be bombarded with geek culture. T-shirts with geek jokes, Star Wars Lego sets, The Big Bang Theory calendars, Dr. Who scarves cover the walls, and fans gladly snap it all up to show off their geek pride.

I think the original hardcore geek is becoming extinct and the new age of geekdom has begun. Everyone always secretly liked geeky things, and now it's acceptable to admit it. No longer are people stuck about talking about golf or the weather around the water cooler. Men, women and children (okay, maybe not children) can all bond over that Game of Thrones episode and discuss what they think will happen next. Instead of taking a vacation to Florida, the whole family can head to Comic-Con to get their geek on. You can take someone on a date to an arcade instead of a fancy dinner. You can ditch Go Fish with grandma and swap in Magic the Gathering.

I say, embrace these changes and wear your geekiness with pride. If someone calls you a geek, just adjust your horn-rimmed glasses, squeeze your Yoshi plushie a little tighter, and tell them, "Thank you."



Illustration of Sheldon Cooper and Leonard Hofstadter from The Big Bang Artist: Otis



## STORY-DRIVEN VIDEO GAMES

## OI. THE LAST OF US

One of the top-selling and highestrated titles of 2013, this PlayStation exclusive chronicles the journey of oel and Ellie, a gruff survivor and a wide-eyed young girl, across a United States that has been ravaged by a fungal, zombie-like plague. This game has received acclaim from critics and gamers alike for its powerful narrative, compelling characters and ending that makes a player think about the actions they have taken within the game

## O 2. RED DEAD REDEMPTION ROCKSTAR GAMES

In this quintessential Wild West gaming experience, gamers take John Marston through an open world as he hunts down members of his former outlaw band for the government, permitting him to quietly settle on his farm with his wife. A complicated tale of questionable morals, revenge and salvation with a shocking ending that has kept gamers buzzing for years, Rockstar Games' Western opus is truly one of the finest tales told in games.

## O 3. BIOSHOCK INFINITE

'Bring us the girl, wipe away the debt" this sentence kicks off one of the most compelling video game stories that players have ever seen. The player controls Booker DeWitt, a private investigator dispatched to the floating city of Columbia in order to retrieve a mysterious girl for his employers. First-class vocal performances and animation work to bring Columbia to life in a way that many video games have only strived to accomplish.

## <mark>()</mark>4. BATMAN ARKHAM CIT<mark>y</mark> ROCKSTERDY STUDIOS

The authorities have taken the downtown core of Gotham City and turned it into a giant prison, designed to hold thugs, criminals and some of the most dangerous enemies that Batman has ever faced. Players are able to take control over the world's greatest detective as he investigates the troubles that are brewing behind the prison walls. Featuring foes such as The Joker, Two-Face and Ra's al Ghul. this game stands not only as the high point of licenced games, but one of the best Batman stories written this decade.

## OS. MASS EFFECT BIOWARE

This three-game sprawling space epic follows Commander Shepard and his (or her) crew as they aim to protect the universe from extraterrestrial threats. A game where the choices you make are clearly reflected in the outcome of the galaxy and in the fates of the many characters, Mass Effect quickly rose to popularity among gamers for its engaging story and replayability.

## GEEKS THROUGHOUT THE AGES

eeks are not a new phenomenon they've been around for decades! Take a look at how geeks have changed.



PRE-GEEK















1990S GEEKS NOW

## 1920s

"The word 'geek' originates from the Latin word geck, which means 'a fool or freak," Brahm Wiseman from Heroes Comics (186 Dundas St.) explained. The word was first used in the 1920s to describe circus sideshow acts that would perform bizarre acts like biting the heads off of small animals and eating live insects.

In the '50s, "geek" was adopted into post-World War II slang, and came to mean "a person who is extremely interested and knowledgeable about computers, electronics, technology, and gadgets." Geeks often worked as engineers and scientists, developing these machines out of pure passion.

By now, this word had planted its roots firmly into culture and its meaning would continue to be shaped for years to come.

## 1960s

By the 1960s, the word geek was starting to gain popularity in pop culture. It was not only used to describe someone interested in technology, but its meaning had expanded to include anyone who was intelligent, especially in the fields of math and science. Geeks were infiltrating college campuses and starting their own academic clubs and fraternities. They were seen now as the short-sleeved shirted, pocket-protector wearing, comic book reading, asthma-puffer inhaling, four-eyed classic geeks that are parodied in countless television shows and movies.

The show Happy Days had huge influence on popularizing the word geek, using it many times to pick on their nerdier friend and describe the

By now, geeks were getting much more involved in hobbies like trading cards, tabletop games and fantasy novels to transport them to other lands. It was a great time for geek culture: Dungeons and Dragons was released in 1974 and Star Trek and Star Wars were released to a massive

following of geek fans. Geeks began dressing up as their favourite characters and snapping up all the action figures, lunchboxes other memorabilia they could get their hands on. Now, the word shifted its meaning again, and now included any geek who had a strong passion for science fiction.

Geek culture was at an all-time high in the '80s, and for the first time, much of geek culture was embraced by others.

Video games started to become very popular during this time, and from this came a new kind of geek: the gamer. Geeks began filling up arcades, spending an allowance's worth of quarters and buying the newest Atari and Nintendo systems to play at home. The geeks' new pride was being the guy who mastered the game and had their high scores posted in magazines.

With computers slowly becoming readily available in middle-class households, geeks were trying their hand at mastering these machines. Movies like WarGames, Ferris Bueller's Day Off and Weird Science showed average teens as "hackers," breaking into secure government databases, changing their grades and, somehow, creating women. People began to emulate these computer whizzes and the computer geek was born.

At this point, computers were no longer just huge paperweights; they were becoming much more complex. Bill Gates, Steve Jobs and Steve Wozniack were busy designing their Microsoft and Apple products, showing the world the full potential of what computers could do. These geeks broke away from the white-collar approach to working on computers, having long hair and wearing flip-flops and shorts year round. They took the industry by storm, making millions of dollars very quickly and are considered pioneers in the field, dubbed the Pirates of Silicon Valley. Many geeks realized the future was in computers and started getting jobs in website design and IT.

With the Internet boom, Geeks were not only making tons of money, but also sharing ideas and swapping information on message boards and forums. People being able to talk to each other across the globe gave way for music and movie geeks, who could discuss their favorite albums and films online.

## Geeks now

"Geeks were seen as sociably acceptable" beginning in the 2000s, according to Wiseman, and they have become the driving force behind modern life. Everything from your office to your home is run daily by computers, which rely on geeks to develop and maintain them.

Now, geekdom has become an inescapable part of our culture: many average people have chosen a side in the Mac vs. PC war and will defend it proudly; superhero movies rake in millions of dollars at the box office on a regular basis; and online role-playing games like World of Warcraft and Call of Duty are drawing players from around the world.

You might even call 'hipsters' the newest evolution of the geek. They wear the "geek chic" look, including thick glasses and quirky outfits, and snag the newest technology as soon as it comes out. They're interested in obscure culture, trying to find movies and music that are far away from the mainstream before anyone hears about it.

The word (geek) is no longer considered an insult; it's used to describe someone who has a passion for a particular interest. "The word has been distinguished over the years as something that is quite cool," said Wiseman.





Geeks come in all forms. our list but still deserve to be mentioned, the Steve Urkel geek (left), and the Design geek (right).

## Cult followings

#### CONNOR DUNSTER

he self-named King of B-Movies, Bruce Campbell, defined cult movies as "films that 100 people watch 1,000 times." This statement The self-named King of D-170vies, Druce Campesin, also rings true for certain types of music, video games, books and even food.

Cult followings are small but dedicated fan bases - exclusive communities that bond over a shared passion - made up of superfans of movies, TV shows, and even a group of young men who just love ponies.

To outsiders, these cult followers may seem weird, eccentric and maybe even a little crazy, but followers don't expect outsiders to understand. Writing series-related fiction, making costumes, props, building models and even creating their own renditions of the work are some of the activities fans do to show their devotion.

Which cult following has the craziest fans? Which ones are the most dedicated? Which ones actually leave their mother's basements? We took a look at the top five.

## The Rocky Horror Picture Show

Rocky Horror is the credited as the mother of all cult movies. It started the trend of the "midnight movie" and is still showing in select theatres today, nearly four decades after its premiere. It has one of the world's largest cult followings.

The film gained huge popularity through its phenomena of fan participation during midnight showings. These showings bring together huge gatherings of people dressing up as their favourite characters, yelling quotes at the screen, having water gun fights and throwing toast, hotdogs, toilet paper and rice at the screen during certain scenes in the movie.

During the song "Time Warp," the entire audience jumps out of their seats and starts doing the famous dance, with audience members hazing the people who aren't in perfect step.

RHPS devotees are so dedicated they actually hold casting calls and auditions for those who would like to recreate the movie as it's playing – yes, that's right, people actually stand there and acts out the entire movie for 100 minutes.

#### Firefly 1

This Joss Whedon television show only lasted 14 episodes, but it gained a very devoted following. Firefly is a space western that follows the adventures of the renegade crew of the Serenity spaceship as they live on the outskirts of society in the year 2517.

The show quickly gained popularity with its relatable characters, intriguing story and crackling dialogue, but it was cancelled after just three months to much outrage. The show's devotees, dubbed "Browncoats," banded together, campaigning tirelessly with postcardwriting campaigns to the show's network and fundraising efforts to raise awareness about the show.

More than a decade after the series' finale, Firefly still has an active message board, and DVD copies of the show have even been brought up to the International Space Station. Fans came together in 2010 to create their own sequel to the film Serenity, which Whedon himself praised. This fan-made movie raked in \$115,000, which the fans donated to various charities. See, people? Sometimes being nerdy is for a bigger cause.

#### My Little Pony: Friendship is Magic

When I mention My Little Pony as a cult following, you might be thinking, "Wow, a lot of six- to 14-year-old girls must really enjoy this show." Well, you'd be dead wrong.

Despite the fact that the show's target demographic is young girls, Friendship Is Magic has a large following of 18- to 35-year-old males who call themselves "Bronies." According to a 2012 online census, around 11 million people in the United States considered themselves Bronies.

These men say they are attracted to the show by its upbeat funny storylines, animation and loveable characters. Bronies pick their favourite pony, draw fan art, create My Little Pony websites, write fan fiction and cosplay at conventions.

Some fans go way further with the fandom and take it to the creepy side, claiming to have sexual attraction to the ponies. An email was recently passed around the web, with a man claiming he was married to pony Twilight Sparkle, and asking people to stop drawing her in an inappropriate matter or he would show his wrath. Don't mess with a Brony.

Who knows whether it's the barbeque sauce, the pork, or the many other ingredients, but people really do love the McRib. The McRib debuted in 1981 and gained some popularity for its uniqueness compared to the rest of the menu.

McDonalds took it off the menu in '85 and has been releasing it for limited time every couple of years. Cult followers have started the "Save the McRib" campaign and created the "McRib locater website" for fans who are willing to drive hundreds of miles just to get their hands on this "restructured meat product."

McDonalds itself says the appeal of the McRib is how scarce it is, and making it only available for a limited time helps boost the following. Supply and demand - it works.

## The Room

"Oh hi, Mark!" Named the Citizen Kane of bad movies, The Room has been around for 10 years and shows no signs of slowing down. Leather-coat-importer-turned-actor/director/writer/producer Tommy Wiseau has developed a cult following over his self-made drama flick, The Room. After playing in select theatres in California for only two weeks, the film started developing a word-of-mouth cult status for its bad dialogue, rapid plot twists, outrageous plot and horrible acting. Fans find its unintentional humour appealing and attend midnight screenings in swarms.

Celebrities such as Will Arnett, Patton Oswalt and Kristen Bell are all fans of the movie and have helped spread awareness about the film. Just like Rocky Horror, screenings include audience members dressing up as their favourite characters, throwing plastic spoons at the screen, tossing footballs from short distances, and yelling famous quotes from the movie.

Wiseau has tried to say that The Room is a black comedy and he planned it that way all along, but there's no way something that bad could be made on purpose. "That's the idea!"

## **Insane Clown Posse**

The ICP followings is one of the most puzzling to date. This rapping duo has garnered a huge (almost exclusively white trash) fan base, who call themselves Juggalos and Juggalettes. These are hardcore fans who show their love for the group by wearing clown make-up in public, wrestling in there backyards and drinking Faygo pop while rolling in gangs with other Juggalos.

At The Gathering of the Juggalos every year, 100,000 fans take their mobile homes out of the trailer park to enjoy concerts, wrestling, games, and autograph sessions with their clown heroes.

The band is famous for their over-the-top concerts that include giving out 800 litres of Faygo at concerts, attaching \$100 bills to beach balls and showing circus sideshows on stage while they perform. The FBI has even done investigations on these fans for their violent gang activity, so if you're making fun of Faygo, just make sure there are no Juggalos nearby.



#### CONNOR DUNSTER

#### William Shatner

When Will Shatner took an acting job on StarTrek, he didn't realize just how big a cultural icon he would become. Whether he's commanding the USS Enterprise, doing commercials for hotels or singing "Rocket Man," fans can't get enough of Shatner's signature

style. His acting might be a little wooden, but Captain Kirk lives on in the hearts of geeks as a ladies' man, a fearless leader who will going where no man has

#### Joss Whedon

Director and writer of The Avengers, creator of cult classics like Buffy The Vampire Slayer, Firefly, Dollhouse, Dr. Horrible's Sing-Along Blog and several comic books, it's no wonder loss Whedon is praised by countless fans and holds his place as a nerd hero.

#### Felicia Day

Felicia Day started her career as Vi on Buffy The Vampire Slayer before moving onto projects like Dr. Horrible's Sing-Along Blog. This would be enough to give her nerd hero status, but she decided to take it a step further. Day created the online series The Guild based on her experiences of being an online gamer, and she also wrote and starred in Dragon Age: Redemption, a film based on the popular video game. It's pretty easy to say she is every nerd's dream girl.

## Stan Lee

Co-creator of Spiderman, the Hulk, the X-Men, the Fantastic Four, Iron Man, Thor, and many other fictional characters, Stan Lee is a legend in the

industry for introducing complex characters and a shared universe into superhero comic books. He challenged censorship to the Comics Code Authority, and forced it to reform its policies to allow more freedom in his writing, paving the way for darker stories. Lee led the expansion of Marvel Comics from a small division to a large multimedia corporation. He

makes a small appearance in every Marvel movie, so keep a lookout for him.

## Marrisa Mayer

Marissa Mayer is current CEO and president of Yahoo, and was a gatekeeper and spokesperson at Google.

When she joined Google in 1999, she was the first female engineer. As gatekeeper, she determined to when a Google product was ready to be released on the world at large. Mayer has had a hand in creating Google Search, Google News, Google Maps, Gmail and Google Earth. She has been listed as number 14 on Fortune's top 50 powerful women.

## Neil deGrasse Tyson

A well-known astrophysicist, speaker and science communicator, Neil deGrasse Tyson helps make science interesting and fun by simplifying it for mass audiences. He was the host of NOVA, a program dedicated to exploring scientists and the research they were conducting. Tyson is a big advocate for space exploration, going in front of congress in 2012 to explain why funding for space programs was essential for human existence. Tyson is like a rock star in the science community, hosting his own podcast and makes regular appearances on shows like The Colbert Report and Bill Maher to give an insider opinion on science and space exploration issues.

## Suitting up: Cospiay



Ann Moleva of Moscow (right) was hired by Irrational Games as the official face of their 2013 release Bioshock: Infinite after cosplaying as protagonist Elizabeth the summer before the game's release.

## EXPLORING Cosplay Culture

#### ANDREW VIDLER

osplay, or kosupure, as it is known as in Japan, is far more than what it appears to be on the surface: a group of adults dressed as an assortment of video game or anime characters and descending upon a convention full of like-minded geeks. Beneath what is immediately visible, however, is a very serious and passionate group of people, devoted to what has become less of a dress-up game, and more of a performance art.

When a group of cosplayers is witnessed by someone outside of their community, it can be easy to write them off as simply people in costume heading to some

convention, but a true cosplayer is far more than what they are wearing. It is a worldwide, cultural phenomenon that is growing more popular each year, devoted to not just looking like a particular character, but actually becoming that character in terms of movements, voice and mannerisms. The most serious of cosplayers will spend an entire event speaking, walking and posing for photos, all without breaking the illusion that they are a fictional character come to life.

Outside of the obvious appeal that cosplay has in the eyes of comic book and anime fans, it has also become a popular platform for amateur clothiers to show off their talents, whether they are creating a costume for themselves or they have been hired to create something else. In the last decade, online suppliers such as cosplayhouse.com and hellocosplay.com have begun offering

individually tailored costumes with hundreds of options taken from a wide variety of sources. With the growing popularity of the practice, more people are getting involved and are willing to pay premium prices to websites such as these. Some of the more complicated costumes on these sites consist of dozens of individual pieces that must be made to fit their wearer, allowing cosplayers to go to their convention in an outfit that is made well, fits properly and, most importantly in the cosplay world, as accurate as possible to the source material.

With such a large number of participants descending onto major fan conventions such as Toronto's annual Anime North and San Diego's Comic Con (the largest in Canada and the U.S. respectively) the culture surrounding cosplay has become synonymous with bringing together groups of people who share common interests, especially when that interest is something that lies far away from the mainstream. Many people who have a vested interest in these genres are seen as part of the "hardcore nerd" population that lacks the usual social skills to interact with the general public.

"Cosplaying faces a stigma because it is seen as being very nerdy. For example, many people imagine a 21-year-old, overweight young man who stays up all night long playing video games and does not have the social skills to converse with people in real life cosplaying," said Kristen Curtis, a Toronto-based cosplayer who has become more active in the

community in recent years. She, like many others, grew up watching the early waves of anime that began the Western world's ongoing fascination in the Japanese cartoon style, which planted the seeds that would eventually grow into her interest in the cosplay culture. "Growing up I was really into shows such as Sailor Moon and Pokémon, and cosplay allows me to feel almost nostalgic, to be able to dress up and revisit the television shows that I once loved."

This nostalgic sentiment is one that anyone who has grown out of what they loved as a child can relate to, as is the desire to somehow revisit those memories later on in life without the worry of being ostracized, something that, despite what any detractors may say, the cosplay community has been able to demonstrate year in and year out. "The cosplay community is one of the most welcoming and encouraging communities that I have been a part of, especially when welcoming newcomers," said Curtis, herself generally quiet and reserved around those she does not know. "I know many members of the community were bullied in school as children or teens and still do not necessarily feel like they fit in

"THE COSPLAY
COMMUNITY
IS ONE OF
THE MOST
WELCOMING AND
ENCOURAGING
COMMUNITIES
THAT I HAVE
BEEN A PART OF"

anywhere." The sense of community that cosplayers have found amongst themselves has been manifested in a series of online communities devoted to keeping cosplay alive in between major conventions. A quick view of a Canadian cosplaying message board shows a list of several planned events, many of which have 50-plus people subscribed, further proving that the people of this community share a continuing respect for each other, as well as in interest in keeping their group intact.

For anyone who has any desire to experiment with cosplaying, Curtis recommended travelling to a major convention in Toronto in order to get the full experience. "You can get costumes online or secondhand, many at a reasonable price, create them from a pattern or just throw together bits of an old Halloween costume. Like I said before, the community is extremely welcoming to newcomers."

When selecting a character to become, choose one that you have some sort of emotional connection to, or one that is very dear to your heart. "I like to cosplay as cheeky, cute characters (such as Pikachu, a Pokémon) or strong, sexy and independent female characters (such as Samus of the *Metroid* series). Each character that I cosplay as portrays some aspect of my personality."

Further reading on the Toronto community, as well as a list of scheduled events, can be found on the Canada Cosplay forum of **cosplay.com.** 

## රිපයයි හෝස්

## NIKKI UFIMZEFF

Whether you're a science geek, a gamer geek, a superhero geek or something in between, there's nothing wrong with showing off your love for your obsession of choice. Check out these chic clothes and accessories to geek out to!

## GEEK CHIC RCCESSORIES:



## **Bohr-Rutherford Model Atom Necklace**

May the electrostatic forces be with you! This necklace is pretty darn cute. It's geeky and subtle at the same time, so don't be afraid to embrace your inner geek!

Get It at: tinyurl.com/geek-atomnecklace



## Yoshi Earrings

Who doesn't love Yoshi, the adorable dinosaur and Mario's loyal pal? Now you can wear him on your ears anytime you want.

Get It at: tinyurl.com/geek-yoshiearrings, seller chgallery



## Lord of the Rings Scarf

This unique scarf is a must-have if you're a true LOTR fan! Middle Earth is full of strong messages of friendship, determination and self-belief, and now you can take a piece of that fabled land with you anywhere you go. The colour is perfect because neutral colours go well with any outfit.

Get It at: tinyurl.com/geek-lotrscarf, seller NerdAlertCreations



## Lego Purse

This purse fits in nicely with the rest of these "geek chic" accessories. The Lego pieces look cool and mod and not too childish.

Get It at: tinyurl.com/geek-legopurse, seller agabag



## Storm Trooper Heart Headband

Want to show off your love of *Star Wars* and still be girly at the same time? This headband has the badass Storm Troopers in a threatening pose on a pink bow.

**Get It at:** tinyurl.com/geek-trooperbow, seller TXCrochetandCupcakes

## GEEK CHIC CLOTHING AND SHOES:



## Yoda Hoodie

Have you ever wanted to be older and wiser? Well, now you can be. This Yoda-inspired hoodie is just the thing for all you *Star Wars* lovers out there.

Get It at: tinyurl.com/geek-yodahoodie, seller TheCommonRoom



## Poké Ball Dress

Hurray for *Pokémon*! This adorable dress is versatile and super comfortable, so it can be worn as a Halloween costume or even as an everyday dress. Grab your sidekick Pikachu and you're golden.

Get it at: tinyurl.com/geek-pokedress, seller cleighcreations



## Wonder Woman A-line Tank Top

Wonder Woman is getting ready to make her big comeback in Hollywood. Show your support for the heroine with this tank top. We know Wonder Woman is a fashionista, but the tiara and red knee-high boots are not included, unfortunately.

Get it at: tinyurl.com/geek-WWtank



## Galaxy Leggings

Astronomy fans who want to wear the galaxy will want to check out these colourful leggings. These leggings will show off your legs and make you look hot. You'll definitely impress the space geeks who love "heavenly bodies."

Get them at: tinyurl.com/geek-galaxy-leggings



## Zombie Stomper Pumps

If you're into zombies, then you'll love these heels. They're bold enough to make a statement, so you can be sure that you'll capture everyone's attention. While you're at it, why not stomp on some zombies too?

Get It at: tinyurl.com/geek-zombiepumps

## The 22-year-old comic book virgin

# ce ever since. He told

#### CONNOR DUNSTER

alking into a comic book shop for the first time is like walking into Narnia. You are transported to a place where multiple universes, amazing characters and magical powers exist. A place where the forces of good team up against evil. A place where normal people leading real lives take upon great responsibilities and danger to protect the citizens of the universe. A place where, no matter what your social status or upbringing, you can come together and get lost in the pages of a story. I found this place at Comic Book Collector at 779 Dundas St.

The store was carefully stocked with action figures, models, board games, cards, posters and, most importantly, comic books. The owner, Tim Morris, greeted me kindly, and when I told him that this was my first time in a comic book store, he was glad to show me around.

Before heading to the store, I decided to do a little online research about the current state of comic books so I wouldn't be completely lost. I had always been a big fan of superhero cartoons and movies growing up, but these comics were completely different from what I knew. These comics had characters like Spiderman, The Avengers, the X-Men and The Justice League living in alternate universes, with new characters alongside them being rebooted from a different author trying to put a new spin and revamp the series.

"I haven't seen numbers like these in years for comics", said Morris. "X-Men, The Justice League and Batman are selling particularly well." He explained that he thinks the success from these comics stems from their fresh starts. "These reboots are drawing in new fans and bringing back old fans who are excited to start the series from the beginning; when a series restarts back to zero, it's an exciting thing to be a part of."

I asked Morris to give me a starter pack – the essentials for a first-timer looking to dive into the world of comics. I picked up Justice League #20, Walking Dead #1 and Batman: The Dark Knight Returns. He told me these were some of the most popular and also had a wide range of styles and characters to give me a perspective to what people were reading.

Comic Book Collector has been in London since 1979, making it London's oldest comic shop. Morris took over

in 2001 and has been running the place ever since. He told me that the biggest change he has seen over the years was the stories. "Back in the day, one comic would tell an entire story from start to finish; now these story arks last over multiple issues." Spanning stories over multiple issues is not only a way to keep the reader interested, but to sell more comics and it's definitely working. In May 2013, 35 million comic books were sold, raking in \$125 million worldwide, up 11 per cent from the same time last year.

"I believe comics are still so popular because of the great stories they can tell, matched with the equally amazing artwork ... Most of these comics are still hand-drawn by the artists, being digitally colored with millions of colors available," said Morris. "They are pretty amazing pieces of art."

Morris and I talked about how comic book films have taken over Hollywood, with tons of recent top-grossing movies being based on comic books, and in the next three years, I 2 more films are set to be released. "These comics have dedicated fanbases with proven stories that work; I can see why Hollywood is picking up these stories and adapting them. It just makes sense."

With the industry booming and becoming more prosperous, comic book creators have been trying ways to bring in more customers to keep this train going. Online issues of comics have become popular, with over a million downloads per month on people's phones and tablets. Marvel and DC sell their comics online for cheap and issues can be downloaded instantly. They even do same-day release issues of comics for a little extra cash, but it saves you the trip to the store. This new way of reading the latest issue might be convenient, but Morris said he thinks the old ways will press on. "Just like records, people like to have a physical copy to hold ... There's nothing more satisfying than coming into the store and leaving with a comic in hand."

My step into the comic book store was the beginning of a long relationship. My roommates were just as excited when I brought the comics home, saying they haven't read any comics in years. After I was finished, I passed them along, hoping to spark a flame and start a new fan on their journey. My three copies got me hooked and I'll definitely be heading back every month to drop some money and get the newest copy to see how the world was saved once again.

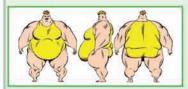
## NOT-SO-SUPER REROES

## CONNOR DUNSTER



#### Arm Fall Off Boy

If his name doesn't give it away, this superhero has the ability to take detach any of his limbs to use as blunt weapons. Arm Fall Off Boy first appeared when he tried out for the Legion of Superheroes and was rightfully rejected by them. I'm sure the perverts out there can go ahead and make the joke about him detaching a certain body part to use as a weapon.



#### Big Bertha

Bertha is the living American dream. She has the ability to become superstrong and bulletproof by becoming extraordinarily obese and then remove all of her fat by puking. If Paris Hilton or Lindsay Lohan is reading this, this is a comic book and shouldn't be tried in real life. If I were Big Bertha, I would go on dating sites as my skinny self, and then show up to dates fat to really screw with guys when we met up.

## Gin Genie

Being a fan of this character is like being a fan of an Alcoholics Anonymous member. She is quite powerful, but her powers require large quantities of alcohol. Gin Genie has the ability to create tremors equal to her bloodalcohol level. She has the same abilities that any frat boy has when she drinks: the more alcohol in her system, the better she thinks she is and the more destruction she causes.

## Eye Scream

Mutant-born Eye Scream has the "amazing" ability to turn into any ice cream flavour he can think of. In his one and only adventure, he tries to take down the X-Men, but is promptly frozen and forgotten. Eye-Scream's best plan of attack in my mind would be wait until one of the X-Men wants ice-cream, turn into that flavor, and then change into a different flavour like garbage or skunk. That'll show them.

## Infectious Lass

Infectious Lass is a rejected applicant from the Legion of Super-Heroes. Infectious Lass carries thousands of diseases on her and has the ability to give any disease she chooses to a person. I knew an Infectious Lass back in Tijuana; thank god her infection abilities were only temporary.

## Dog Welder

When Dog Welder was told in school, "You can do whatever you want in life," I think he took it the wrong way. This mysterious and disturbing crime fighter terrifies evildoers by welding dead dogs to them. Dog Welder lives in an alley and sets traps for stray animals. He has a supply of dead dogs and uses them to fight evil by pouncing upon evildoers and welding a dog to their face. I'm not making this up: some person actually thought of this character, made an entire backstory, then drew him. I think I can safely make the assumption that drugs were involved in this process.

#### Squirrel Girl

A member of the lame Great Lakes Avengers, Squirrel Girl has the ability to, you got it, control squirrels! She and her squirrel companion, Monkey Joe, fight evil like Dr. Doom and Thanos by using her squirrel speed, claws and buckteeth to attack enemies while communicating with other squirrels in the forest to do her bidding. She has an equipment belt that holds nuts to hand out snacks to her squirrel army. It should be noted that she once took down Wolverine once in a hand-to-hand combat. (I think they were running out of story ideas at this point.)



#### Ant-Man

Ant-Man is one of the most popular terrible superheroes with a movie coming out in 2015. This honour is like being the coolest 27-year-old still in high school. Biochemist Dr. Hank Pym decides to fight crime after discovering a chemical substance that allows him to shrink down to the size of an ant. He has the ability to communicate with insects and can maintain his strength while shrunk down to ant-form. His abilities would be useful if you wanted to convince someone their house was haunted by shrinking down and moving furniture. You know you're a lame superhero when your weaknesses are getting stepped on and getting killed by sunlight through magnifying glasses.



## Matter-Eater Lad

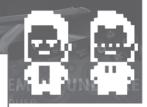
Matter-Eater Lad is like that weird kid you knew in elementary school you would dare to eat worms and paste. He has the ability to digest any substance without causing harm to himself. When his home planet found that germs had made all their food inedible, the population evolved the ability to eat all matter as a survival mechanism to overcome the problem. I mean, when you can no longer eat food, you might as well eat bricks and chairs - it's quite the jaw workout, Matter-Eater Lad is a "valuable" member of the Legion of Super-Heroes due to his ability to eat through doors and other obstacles. That must cause some wicked gut-rot.

## Pennington Pennypacker

Saved the best for last. Pennington Pennypacker who appeared in the hilariously failed NFL Superpro comic, was just an average certified public accountant until a crazed scientist used a device that gave anyone it was used on superpowers. After the device was used on Pennypacker it apparently gave him the ability to "throw money" at his problems - but it wasn't just any kind of money: it was pennies. He defeated his enemies or small purchases at corner stores by shooting pennies from his wrist. The only way I could see this working is if the pennies carried diseases on them and a bad guy put it in their mouths. In Canada, Pennypacker would be rounded down to the nearest nickel and be out of a job.



## Old characters, new adventures



#### NIKKI UFIMZEFF

Alexa's head was pounding.

Stirring, her eyes slowly flickered open, focussing on a dark figure sitting by her bed.

Curious, she sat up and stared at the figure. It was a man in a long tunic and he was fast asleep.

'What the hell?'

And this is how oxford-hamilton begins her epic tale, using characters from the beloved *Lord of the Rings* series to tell a new story of friendship and adventure.

Fan fictions like oxford-hamilton's are stories that use existing characters and settings that are written by fans.

There are numerous fandoms about Harry Potter, Twilight, Lord of the Rings – you name it – and fan fiction stories are written about virtually any TV show, movie or book you can think of.

Fanfiction.net user DragonFyre400 writes stories about Harry Potter and Lord of the Rings. She became interested in fan fiction at a young age. "I used to imagine myself in the stories that were happening. I quite enjoyed using my own creativity to make up what kinds of mischief or adventures I could get into with characters that were far removed from reality."

DragonFyre400 wrote her very first fan fiction when she was in grade four. "It was actually a class assignment to write down what you would want to happen on your birthday, no matter how silly or unlikely. I wrote about waking up and finding that the Sailor Scouts from the anime Sailor Moon had somehow found themselves in my house."

Oxford-hamilton, who also posts her stories on fanfiction.net, writes stories about *Lord of the Rings*. "My initial obsession with the *Lord of the Rings* books and films got me into fan fiction, although mostly I just read parodies, which were hilarious. I've always been a bit jealous of those writers, as I can't pull off comedy myself."

She described her writing to be a compulsion. "Sometimes once I've read a book or seen a movie, I get that 'hangover' you get when you finish something amazing and don't want it to be over. Fan fiction is my way of staying connected to and expanding on these amazing worlds."

Before writing a fan fiction, or any story for that matter, you must do your research. DragonFyre400 stated that "research really depends on how detail-oriented the story is going to be. I've seen simple stories that were very satisfying to read that could not have taken much research, and I've seen stories that have woven so much of the fandom's history and lore into their story that the research must have been massive. For my present piece, I do enough research to make sure that I am not misspelling any names or locations. If I mention some of the history, I want to do so accurately."

Before oxford-hamilton began writing a Lord of the Rings fan fiction, she also started off by doing her research. "At the beginning, the books, maps and drawings and predominantly the films were really useful, I even used a few passages straight from LOTR (fully credited to Tolkien of course). All the book and the film scripts were the handiest, but now since I've gone way off the map, I don't really research things as thoroughly as I did at the beginning."

Besides Lord of the Rings, both authors get their inspiration from many different places. "I am also a great fan of Harry Potter, and have written several fan fictions of that fandom as well," said DragonFyre400. "Sometimes I'll see a great scene in a movie or read something in a book. And sometimes I even get inspiration from real life. I try not to write myself into fiction, because it can be very overdone and gimmicky if done wrong, but many times my humorous characters draw from my own sense of humour."

66 JUST GO FOR IT! IF YOU LOVE THAT WORLD ENOUGH THEN GET IT DOWN ON PAPER AND GET IT OUT THERE?

According to oxford-hamilton, music can also be a major influence – she names each chapter of her work with the titles of songs. She also draws inspiration from historical fiction, murder mysteries and science fiction. "Writers like Agatha Christie and TV shows like *Doctor Who* are also great inspirations," she added.

Fan fictions come with their own set of challenges. Both authors said that writing fan fiction can be hard at times, because just like writing an original story, you still have to take your characters and place them into a plot. "Even when the story contains magic, there is still a certain amount of plausibility that must be kept. The reader suspends belief to a certain degree, and so especially when there are fantasy elements involved, you have to be careful to make sure that things make sense," said DragonFyre400.

She added that, even when you're coming up with an original story, it's important to maintain the character's original charm. "It's what attracted you to that character to begin with. Sometimes it can be refreshing to see familiar characters do new and exciting things, but there is a difference between exploring new horizons and totally ruining a character's image."

Oxford-hamilton added that "characters that are fully formed and ready for you to use can be both a blessing and a curse when it comes to writing fan fiction, especially if you're trying to write a serious fiction. If you can't come up with a legitimate reason for someone to act out of character, then it changes the story you're trying to write, which isn't a challenge you'd face if you were writing your own story. On the other hand, the beauty of fan fiction is you can do whatever the hell you want, so your only challenge is choosing elements to keep as part of the story."

People write fan fiction for many different reasons. They may like the story or the characters, and DragonFyre400 said that she likes the feeling of release that she gets when she writes one. "It allows me to enter a world that is not my own and create stories and adventures to please me. I always want others to enjoy my stories, but if I feel that if I do not enjoy writing it, then the chances are that the story may end up being abandoned due to writer's block." She added that she likes the challenge of taking a set of characters "that so many people are familiar with and know, and give them new life and make them fun in new ways."

For those who want to try writing their own fan fiction, originality is the key. "Originality in fan fiction is a great way to practice for the possibility of creating your own story. Give a life to these characters and treat them with as much respect as you would if you had created them. Just because you do not make money off of them does not mean that you can't enjoy them," advised DragonFyre400.

Be sure to also write down all of your ideas and make an outline. "There are plenty of times I've started up a story based on a dream or wild thought I've had. Get that idea written down, and then make the story revolve around it. Know where you're going to end and how you want to start as well. Endings change, but the foundation and beginning of the story will either let you build to great heights of imagination, or will not hold up your plot and make you crumble." she continued.

The best thing you can do is read, DragonFyre400 concluded. "You cannot be a good writer if you do not read. Reading expands your vocabulary and exposes you to great stories and character that can be molded or adapted into a story of you own, either as an inspiration for a fan fiction or even as the inspiration of an original story. J. K. Rowling was heavily influenced by J. R. R. Tolkien, and many of her plot devices were inspired from his works. There are only a few true plots in existence, and every good story is just someone's take on it."

The last thing to remember is to let your imagination run wild and have fun! "Just go for it! If you love that world enough then get it down on paper and get it out there! And even if you don't want to publish it, just write it for yourself," said oxford-hamilton.

To read more stories or to post some of your own work, check out fanfiction.net.





## TOP-SELLING GAME FRANCHISES

## (490.75 MILLION)

No surprise here, Nintendo's mascot and everybody's favourite Italian plumber has sold more video games with his name on it than anything that has come before or since. Contributing to the success is the many talents of Mario, taking time off from rescuing princesses for activities such as golf, kart racing, tennis and even practising medicine. Mario is the true king of video game sales.

## O S. POKEMON

Since its debut in 1997, this series about catching and training various creatures has become a worldwide phenomenon, a long-running television show, 15 films, and countless pieces of merchandise. Each new release of the handheld games has found massive success with long-time fans and newcomers to the series alike.

# 3. THE SIMS

# The original "other life" experience, millions of users have been glued to their computers as they create people,

their computers as they create people, raise families and build houses in an attempt to govern their virtual people to the life they've always dreamed.

## (125 MILLION)

Controversial, violent and wildly popular are some of the words used to describe the GTA series, where players are unleashed within a giant open city as a member of the criminal underworld. While the majority of the stories told in these games could be comprehended by a preschooler, the series has found success with its enormous maps, gorgeous visuals and a gameplay model that allows players to fool around to their heart's content.

## O S. FINAL FANTASY

The most popular RPG series ever, Final Fantasy was first released in 1987 and has been gathering fans ever since. With only a loose connection to each other, the 14 games in the main series each tell an epic tale, starting with a fairly ordinary hero on his quest to save his realm with the help of those he meets along the way. Combining exploration with traditional RPG elements such as levelling up and turn-based combat, the games make for entertaining stories and engaging experiences for any fan of the genre.

## Harry Potter casting a spell on students

#### МЕСЯЛ МСРНЯВЕЛ

arry Potter has apparated onto North American campuses in more ways than one. The popular series by J.K. Rowling attained worldwide popularity in 1997 upon the release of the first novel Harry Potter and the Philosopher's Stone. The series has since been a fixture of our generation's formative years. For some fans, Harry Potter was more than a story, and many went to great lengths to bring it from fiction into real life.

"Brooms up!" is the starting call of every Quidditch match - real life Quidditch, that is. Of all places the real-life version of the famous broomstick-riding game Quidditch would be created, Vermont is probably the last place you'd think of. Back in 2005, Middlebury College student Alex Benepe decided to take the fictional game of Quidditch from the Harry Potter series and turn it into a real game, complete with broomsticks. After garnering a ton of interest across North America, Benepe went on to create the International Quidditch Association. The IQA has nearly 1,000 teams worldwide, the majority of which are located in the United States, which has become the hub of the Quidditch world.

Ironically, the impromptu World Cup that was held in Britain during the 2012 London Olympics ended with Britain finishing last, in the tournament of six countries, and Quidditch has yet to garner as great an interest as it has in the United States, despite Britain being the birthplace of Quidditch.

Jamie LaFrance was the director of the first-ever Canada Day Fantasy Tournament in Ottawa in July, a Quidditch tournament that saw participants from all over the country. This University of Ottawa student participated World Cup tournament in England, where Canada finished fourth out of six countries. He started his Quidditch experience having never read the Harry Potter series.

"I first tried it two years ago and it was pretty fun, but I had never read the books and I had nothing better to do, so I thought I would try it," said LaFrance.

This isn't unusual for the sport of Quidditch, either. It is very popular with people who never read the *Harry Potter* series and who are attracted to the competitive nature of the game.

What sets Quidditch apart from other sports, said LaFrance, is that it is inclusive; people who were never athletic to begin with are joining the game and playing against former athletes who may not have been good enough to play university- or college-level sports.

For Clare Hutchison, the assistant director of the Canada Day fantasy tournament, the inclusive nature of Quidditch is very important.

"It's really inclusive to people who don't identify as a particular gender, and they aren't forced to identify, as (they may be) in some sports," explained Hutchinson.

The reason for this is because Quidditich is the only co-ed full contact sport offered on campuses. Hutchinson described as being a combination of "rugby, flag football and dodgeball." People often underestimate how physically demanding Quidditch is and how serious it is taken by those who play. Samy Mousa, the head of the

Referee Development Team for the Canada Day Fantasy Tournament, discovered Quidditch after suffering a shoulder injury that rendered him unable to play football.

"It was perfect for me because in Quidditch one of your hands must always be on the broom, so I only needed one good arm to catch. My injury doesn't affect how I play the game."

The way Quidditch has been adapted to the real world is similar to the game in the books... minus the flying. In order to score, you must throw the quaffle (a partially deflated volleyball) through one of three hoops - each is worth 10 points. During the attempts to score, opposing players can tackle you, and once you're on the ground, you must give up the quaffle. Players must always be straddling their brooms: if you get hit by a "bludger" (a dodgeball), you must get off your broom, run back to your team's hoops, touch it and remount your broom. The golden snitch - the speedy ball Quidditch players catch to score 150 points and end the game - portion of the game is considered a silly part of the game. In real-life Quidditch, the snitch is a person running around the pitch with a tennis ball in a sock hanging off the back of their shorts. The game ends when the tennis ball is taken, however it is quite difficult and many ex-track and field athletes end up with this position. The game goes on until the snitch is caught.

This fast-growing sport has an international following. Western University started a team, only to have it fall apart a short time after. With the growing interest in *Harry Potter* on university and college campuses alike, it's bound to make a return, with plans in the works to start a new team.



A student participant runs with the quaffle during a Quidditch match on the University of Ottawa campus.

## KARRY POTTER IN THE Classroom



uidditch isn't the only real-world appearance *Harry Potter* is making; the *Harry Potter* English courses at Western University are off to a flying start. Originally slated to be one single-semester class, a second class was created to accommodate high demand. The classes cover all seven books and explore the complexity of the series.

English student Katie Richards was eager to take the class. "I want to take this course because the *Harry Potter* series is something I've grown up with at the same time as the characters, and even though they were different due to being magical, I could still relate to them being similar in age," said Richards.

Professor of children's literature Dr. Gabrielle Ceraldi is teaching the course and said in an interview with Western student Jake Kislinsky that she is looking forward to teaching the course, which has attracted quite a lot of attention. "The series has been a part of these students' experience of growing up, and it shown them how to deal with bullying etc."

The course isn't the first in the world, though; other professors such as Dr. George Plitnik of Frostburg University in Florida created the first ever *Harry Potter* science course, which explains the magical events using the principles of physics.

Harry Potter continues to cast its spell over students as it spreads onto the educational landscape.

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# Race in the superhero world

#### ANDREW VIDLER

n 2010, rising actor Donald Glover wanted a movie role, one that was so well known that it would have instantly catapulted him into the international spotlight. The role was that of a brilliant but socially outcast high schooler being raised in Queens by his aunt and uncle. The story follows his journey from sullen teen to responsible young man after suffering a great loss - it seemed like the perfect role for a young upand-comer. Glover's ambitions were instantly met with intense online criticism due to one factor alone: he is black.

While it may seem odd that in this day and age that a large group of people would speak out against casting a role on a purely racial basis, this was no ordinary coming-of-age-tale. This teen's journey does not include avoiding gangs or flirting with girls, but a radioactive spider, the granting of extraordinary abilities, and the rescue of New York City. The role was that of Peter Parker, better known as Spider-Man, and who for over 50 years has been portrayed as white.

The "golden age of comics" is a term used to describe the period of time in the 1940s and '50s when comic books were at the peak of popularity. This is when the superhero archetype was firmly established, with the stories of Batman, Superman and Captain America captivating readers during a time ravaged by war. Due to the terrible state of race relations at the time, there was no place in the market for anything other than a Caucasian hero — at least, not in the market that those in charge would have any interest in reaching.

The most popular heroes who made their debut in the 1960s and '70s, such as Spider-Man and Thor, followed their predecessors. Only in the later years of this period did ethnic heroes start to emerge. These characters, such as Marvel Comics' Luke Cage and Goliath, while representing a step forward



Michael Clarke Duncan (left) in the role of Kingpin (right) from the 2003 movie made after the comic Daredevil.

for multiculturalism in comics, were relegated to keeping Harlem safe and to a side role in the greater comics universe, respectively.

Back to 2010: the Internet backlash that the #donald4spiderman Twitter campaign recently raised among the comic fan community showed that a large portion of fans, at least those active on the Internet, could not wrap their heads around a black actor player one of their beloved white characters, a sentiment that may be surprising to many in the 21st century. While the role of Peter Parker eventually went to Andrew Garfield, a white actor, the situation raised a unique debate among fans. These are characters who have been lovingly written to have certain personalities for decades are close to the hearts of millions of people worldwide, but are these superheroes, defenders of the good, really defined by the colour of their skin? Or does their meaning run a bit deeper?

There are few comic book characters whose race does matter — Black Panther, the king of the fictional African country of Wakanda, could not be portrayed on screen as a white man, for example — but once the artwork is removed and the

story is left to the text, very few superheroes would be identifiable as any Earthly race. Even a character as iconic as Superman, the original and most famous of heroes, is defined by his alien origins, a multitude of superpowers, and a total devotion to the good of everyone on the planet – never as a white man.

"I think the most important thing when adapting these characters to screen is respecting their history," said Brad Ashton-Haiste, owner of Worlds Away, a store that sells comics, figurines and whole lot more in downtown London. "The majority of superheroes behind the mask could be any colour, as long as the characteristics are all in place."

Before Donald Glover's campaign, Hollywood raised the ire of Marvel comics fan by casting the late Michael Clarke Duncan as the towering crime lord Kingpin in *Daredevil* (2003), a character usually portrayed as a giant, bald Caucasian. In the comics, Kingpin serves as a very minor villain who pops up facing off against every hero in New York, usually by sitting in his office and hiring various other thugs, rarely venturing out and doing anything memorable himself. His character is one of physical presence and intimidation,

something that Duncan possessed in abundance; his portrayal one of the few positives in an otherwise disappointing film. Regardless of this, fans were still divided simply based on the colour of his skin, a sentiment that echoed on the Internet when Idris Elba was cast as the Norse god Heimdall in 2011's *Thor*.

It makes sense from a filmmaking perspective for a director to seek these actors out in order to create memorable on-screen roles, yet even the shallowest of changes will cause pissed-off fans to descend onto online message boards in droves. Both Elba and Duncan, towering and talented actors both, brought their own brand of gravitas to what are two relatively minor characters in the comic book pantheon.

"I think nostalgia is the biggest factor that puts blinders on comic fans," Ashton-Haiste mused. "They are a unique brand of people that are very resistant to change of any kind; people were up in arms when the new Spider-Man was black, even though he is not Peter Parker." He is referring to Miles Morales, a half-black half-Latino teen who has taken up the role of Spider-Man after the death of Peter Parker in Marvel's Ultimate storylines, which run parallel

66THE MAJORITY
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to their main universe. According to Ashton-Haiste, fan reaction was "less than enthusiastic, but his issues are now selling fairly well."

Having been in the business of comics for over 20 years, he wants one thing from his entertainment: "Just give me a good story; I couldn't care less whether the character is black or white, as long as I'm reading or watching something written by someone with brains." He said he feels that the focus should be on the story and the character itself, remaining true to these established characters.

The issue was thrust back into public light in late 2013 when Michael B. Jordan, another black up-and-comer and star of *Chronicle*, was considered for the role of The Human Torch in the upcoming *Fantastic Four* series reboot. Young, good-looking and energetic, he seemed like the perfect fit for the daredevil character, yet again many fans were resistant to another of their old favourites receiving a racial switch.

Jordan was confirmed in the role last month, and while a year of rumours numbed the backlash, there will likely be a few dissenting voices speaking up in opposition of the classic characters being "tampered with."

Whether they like it or not, Jordan is the new Human Torch, and the radical racial switch of a superhero on screen has finally been realized. Now comic fans can spend the next year wondering if Jordan and his onscreen sister (the very white Kate Mara) were brought together by the wonder of adoption.

# KIDS CARTOONS WITH ADULT FOLLOWINGS

## OL ROVENTURE TIME

Set in the possibly post-apocalyptic Land of Ooo, this colourful television show follows the adventure of Finn the human boy and his stretchy dog companion Jake as they fight monsters, rescue Princess Bubblegum from the evil Ice King and protect the various people of Ooo from anything that may trouble them. While visually aimed at children, the writing of this show is very adult-oriented, intelligent enough that some of the more inappropriate joke will be missed by children, but clear enough that a group of stoned college kids will know when to laugh as well.

## O 2. MY LITTLE PONY MARVEL PRODUCTIONS

Never before has a show attracted the exact opposite of its target audience in such a public fashion as the Brony phenomenon, the devotion of many teen to middle-aged men to the cartoon. A bright, happy show created to sell Hasbro's toy line to young girls, the adventures of colourful horses learning about the joys of friendship have captured the minds of young children and older men alike.

## () 3. ARTHUR PBS

A PBS show based on the books by Marc Brown, the growing up adventure of Arthur Read, his friend Buster Baxter and the rest of their family and classmates has been followed by children since its initial airing in 1996. As the original television audience has grown, many becoming parents themselves, the series has found a second life with a new generation, while still being fondly remembered by many in the colleged-age demographic.

# O 4. AVATAR: THE LAST AIRBENDER/ THE LEGEND OF KORRA NICKLEODEON

One of the most popular anime series of recent memory, the adventures of Aang and his comrades has drawn in fans of all ages. It tells the story of how the world's four nations – the Water Tribe, the Earth Kingdom, the Fire Nation and the Air Nomads – have been divided by war, and how only Aang, who has the power to control all four elements, can save the world. The series' three-year run was so successful that The Legend of Korro, a sequel series, debuted in 2012 to great success and was picked up for an initial 52 enisodes.

# HIGH FIVE!

## O S. REGULAR SHOW

With a surreal, kooky design akin to Adventure Time, this program follows the misadventures of two roommates, Mordecai, the 6'3" blue jay, and Rigby, a raccoon half his size. The bizarre nature of the characters and the world that they are living in has attracted both children and adults due to a combination of innocent misadventure, subtle adult jokes, and a truly bizarre cast of characters, which includes a living gumball machine, a yeti, and a lollipop-shaped man.



## TKE IMPORTANCE OF VIDEO GAME NARRATIVE

#### AUDREM NIDLER

ne of the most understated but significant developments within the video game industry in recent years has been the way that games are used to tell a story. As the industry is more saturated with competitive titles and consoles than at any other point in history, developers can no longer rely on simply having the best graphics in order to sell their games. The one facet of gaming that developers have total control over is the story that they are telling in their game, and sales figures from recent years have shown that the gaming population is becoming more and more receptive to these highly narrative games.

When video games first began to really blow up in the 1980s, the gameplay was simple, the graphics simpler, and the story was often relegated to the back of the box or side of the arcade machine. Sure, the original *Donkey Kong* told the story of an angry gorilla kidnapping a princess, but it never explained why, because gamers back then simply did not care, they just wanted to play the game. Later games such as *Super* 

Mario would attempt to tell a more creative story, establishing a world and characters that would remain for decades, but the story was told through text on the screen and in the instruction manual – the game could have existed just fine without either one.

Moving forward to 2013, however, some of the best-selling games of the past decade have been built on in-depth stories, complex characters and the sort of twisting, exciting plots that would not be out of place in a Hollywood blockbuster. Advancements in motion-capture technology have been fully embraced by studios such as Naughty Dog and Quantic Dream, allowing their characters to move believably and adding a layer of realism to what had previously been mere avatars for the player, not someone with whom they could form an emotional bond.

Two of the top-selling games of the last year, *The Last of Us* and *Bioshock Infinite*, were both praised by critics and players alike for the connection they felt with the protagonist (both of whom were voiced by Troy Baker), as well as the companion that each character had on their respective journeys. The games' developers combined these characters with highly detailed, well thought-out worlds, and placed them into well written stories that came to dramatic, mind-bending conclusions.

With these narrative-driven titles becoming more and more popular

every year, it may seem like the industry is moving toward these deeper, more cerebral titles and away from the more action-focused games that have always been the outside face of the video game industry. With a new console generation having just launched, early game sales will make or break the next few year for console giants Microsoft and Sony. Both companies are promising to invest in new ways to tell stories in video games, and it would seem that the narrative game is the way of the future, but some gamers say that time has already come.

"I think that gamers have already embraced sophisticated storytelling as a central factor in their selection and enjoyment of video games. Titles like Bioshock and Mass Effect are popular because they provide immersive experiences that allow players to explore human nature," said John Plantus, a professor who teaches the Video Game Theory class at Fanshawe. "It is important, however, to acknowledge that mechanics are equally vital to the enjoyment of a game. For all of its significance as an experiment in narrative, a game like Heavy Rain is essentially a 'point-and-click' and has been criticized for being more like an interactive movie than a game."

Another common issue that some critics and gamers note is the overuse of cutscenes (short videos that drop the gamer out of play in order to further the narrative) that

some games have used instead of attempting to tell the story during gameplay. One particularly famous example is Metal Gear Solid 4: Guns of the Patriots, which was the subject of a popular Internet rumour shortly after its release in 2008 that it contained a cutscene that was a full 90 minutes in length. While not entirely true, the game's epilogue scene does clock in just shy of 69 minutes, with the remainder of the scenes in the game averaging at nine minutes in length - far more than what is usually seen in games. Many newcomers to the series felt that the scenes were far too long, although the game was meant to close out the story of the entire Metal Gear Solid series, one of the most venerated in gaming, and veterans of the series were able to fully appreciate what was being done for them.

"I can see how someone new to the MGS series and to Hideo Kojima games could find the cutscenes in MGS4 to be excessive," said Hayley Archer, a Fanshawe student who owns more than 350 video games, including the entire Metal Gear series. "But I found that every scene, no matter what the length, had a purpose to the overall story, and I loved every second of every scene."

Archer is among a group of gamers who holds the narrative of a game to the utmost importance, choosing to spend her money on games that offer serious engagement. "For me, a strong narrative is very important.

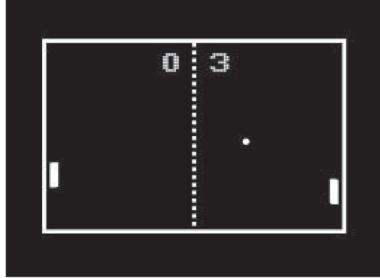
I get much more invested in a game if there's a story behind what I'm doing. I don't want to go out and collect items or kill enemies just because I can. I want to know why it's important that I collect the four crystals or why I should defend a planet against an incoming horde of alien invaders. It gives me a feeling of purpose if I have reasoning behind the quests I'm on."

It remains to be seen whether or not it really is the future of gaming, but the view that Archer has is one that gamers as a whole seem to be increasingly sharing, giving game developers the perfect excuse to continue to innovate their craft now and moving forward.





## CLASSIC US MODERN GAMES



Pong

## MEGAN MCPHADEN

It started with two lines and a ball.

In 1972, *Pong* was created, and it was, technically speaking, the world's first "video game." *Pong* ignited what would eventually become a multi-billion dollar gaming industry.

Over the course of more than 40 years, the gaming world has evolved from simple games with basic graphics to one filled with complex storylines and realistic graphics. There is a common debate in the gaming world over classic games or modern games – which is better?

Professor Rob Muhlbock, creator of the Video Game Theory course at Fanshawe College, examines the debate in his class. He said many of the arguments made in favour of classic games are based on the nostalgia factor.

"Nostalgia is an illusion and many people go back to classic games thinking that they had so much fun playing as a kid, but now they don't."

There are a number of reasons why people favour classic games; many of which play on the '80s time period, which Muhlbock said were pretty impressive for the times. He said that the myth that better graphics makes a better game is untrue. This is because many people feel that newer games lack the difficulty seen in retro games.

"Many people complain about modern games being too easy ... Games today are very forgiving; they give you shields and you can be revived through checkpoints," Muhlbock explained. "The old games were brutal – if you died,



Metal Gear Solid 5

you started at the beginning of the level, and if you lost all your lives, you had to start at the beginning of the game. Nowadays they've replaced that with achievements, and beating a game isn't enough – now it's completing the achievements."

This doesn't deter a lot of younger gamers, however, who have plenty of free time to play. The expendable time that teenagers and college students have allows them to play for longer uninterrupted time periods, which make the newer games more ideal. However, Music and Video Place (551 Richmond St.) employee Andy Pomaranski said that most of the buyers coming in purchasing the older games are, in fact, young people.

Back in the '70s, during the era of the arcade game, there was a limit in place on how long you could play a game – basically until you ran out of quarters. With the progression of arcade and PC games to handheld and consoles platforms, gaming is catering to modern gamers' needs. Fanshawe College student Tom Upmalis is an intense gamer: he averages 48 hours a week – the equivalent of a full-time job. He visited MVP in an attempt to find the coveted NFS system.

"I want to revisit my childhood," said Upmalis, "but I still enjoy the fast, smoother-running game that a PC can offer."

There are positives and negatives to both modern and classic games. People can appreciate the production values associated with the newer games, such as *Metal Gear Solid 5*, but aren't ready to completely pass up the challenge of rescuing Princess Peach from Bowser in *Super Mario Bros*.

#### O I. D'OH HOMER SIMPSON

The sound of stupidity that is iconic as the character who says it, Homer Simpson has uttered this phrase to viewers hundreds of times, confirming his intelligence level to anyone who dares question it.

# O 2. BITE MY SHINY METAL ASS BENDER B. RODRIGUEZ FUTURAMA

The laziest, mouthiest human appliance ever built, Bender would rather have his feet up in front of the television, fuelling his body with beer after beer, than do pretty much anything else. Any of his co-workers who need him to serve his function knows exactly what it is they are going to hear in return.

# 3. OH MY GOD, YOU KILLED KENNY! STAN MARSH SOUTH PARK

In the early years of the program, poor Kenny McCormick could not live half an hour of his 10-year-old life without meeting a grizzly end. Again and again he would die, leaving his friends behind to express their sorrow in the only way they knew how.

## U 4. I LOVE IT WHEN A PLAN COMES TOGETHER JOHN 'HANNIBAL' SMITH

The leader of the A-Team and a master strategist, the dashing John Smith was will always be remembered for his habit of surveying the scene of victory, whipping out a fine cigar and expressing his satisfaction.

# S. THRT'S WHRT SHE SRID MICHREL SCOTT THE OFFICE

For years, no one could say anything like "This is hard" or "I need to get in" without someone responding with Michael Scott's signature line from *The Office*. The neurotic manager of the Dunder Mifflin Paper Company would jump at every opportunity to scream this out to his co-workers with the childlike enthusiasm that made him such a beloved character.

## Go ciubbin', anima siyia

#### STURKT GOODEN

s we get older, we've all learned that it's natural to let go of certain things. As you mature, you talk differently, think differently and act differently. It's just the way things are.

But there are those who find it hard to let go of certain things of their past, and decide to hold onto them for a little while longer. And there's one group on campus that wants you to know that that's okay.

The Anime Club at Fanshawe College is the outlet that fans turn to express their love for the ever-popular Japanese culture.

Since the club's launch during the 2007/08 school year, it's seen steady membership and now hovers between 40 and 60 members.

You may be asking yourself, out of all the clubs that you can create through the Fanshawe Student Union (and you can create any club you want for free through the FSU), why would anyone start an anime club? Luke Richard is the former president of the club and

the predecessor to the current Prez, Graham Mennie. He said it was a no-brainer. "I helped create the club in order to help people who would usually feel that society thought their interests were 'odd.' Many anime fans are also interested in video games, manga and some trading card games, so I wanted the club to be able to bring all those people together in a place where they can feel safe about their interests, and to just have fun."

It's hard to mimic a foreign culture thousands of miles away from its origin, but that doesn't mean it isn't possible. Richard added that the club tries hard to be a hub of anime here at Fanshawe. "We are a club of people who simply love anime. We watch anime, discuss anime and manga, and delve into many Japanese cultures," he explained. "We like to play video games and the occasional trading card game as well. We also like to plan trips to anime conventions, such as Anime North in Toronto in May."

Now, we wouldn't include an article about anime in our Geek Pride issue for no reason. The meaning of the word geek is what it

is because of its association to what many consider "odd", or non-mainstream things. There is a little bit of geek in all of us, and that's okay. But Richard said there's still a negative perception that people have toward adult anime fans. "I think that there is a stigma with society in our culture that believes that anime is 'just a cartoon,' and cartoons are for kids, so people our age shouldn't be watching them," he said. "I am comfortable with who I am about it, so I just be myself, or just keep quiet about it. I won't go around shouting, 'I love anime!', but if it came up in conversation, I would certainly tell the truth."

So what's so special about anime? We've all seen it – whether it was *Sailor Moon, Pokémon or Dragon Ball Z*, if you were a typical TV-watching kid, you've seen an episode or two.

Richard explained why there are still a few adults who, like him, still watch anime. "I think that anime allows you to think outside the box, with what they can create to have in an anime. It is very easy to have, say, an anime about space with giant monsters, while humanity fights for survival in the stars," he said. "I know

# 66THERE IS A STIGMA WITH SOCIETY IN OUR CULTURE THAT BELIEVES THAT ANIME IS JUST A CARTOON 99

there are other things that do that exact same thing, but anime just has a certain grip to it that fans just keep coming back for. There are also a lot of cultural references that are different from ours, which makes things interesting, on top of everything else. Anime just has that funloving feel to it ... It has an extra flavour to it."

There's a little bit of geek in all of us. For some, it's *Harry Potter*, for others, it's fantasy sports, and for a surprising many here at Fanshawe College, it's anime. If you're an anime enthusiast and inclined to share your knowledge with others of the same interest, consider joining the Anime Club. The group meets once a week, and it's free to join.

If you have any questions, email fanshaweanimeclub@gmail.com.



## GUYS AND DOLLS

#### MEGAN MCPHADEN

The year was 1977, the era was Star Wars. The franchise created by George Lucas propelled the popularity of action figures. Over 100 unique figures were made, each representing a character from the popular movie

series. "Gotta buy 'em all" became the new mantra and children eagerly awaited the release of the newest action figures. The action figures became symbolically similar to what Barbie dolls were to little girls. Music and Video Place (551 Richmond St.) employee Ken Blair was into collecting action figures as a child.

"I used to buy superheroes and Star Trek; I used to play with them when I was six; now I display some of them in a china cabinet."

Collectors' motivation varies; some want to show their figures off or display them for personal enjoyment. Patrick Bonnamie, a London action figure dealer and collector, said it really depends on the person.

"It's different for everybody; there are children who don't open them and want to keep them in perfect condition, and (adults) who want to rip them open and touch them. People want to get the toys they had when they were children for memory's sake, while others just want bragging rights."

Bonnamie's reasons for collecting lie in his childhood experiences.

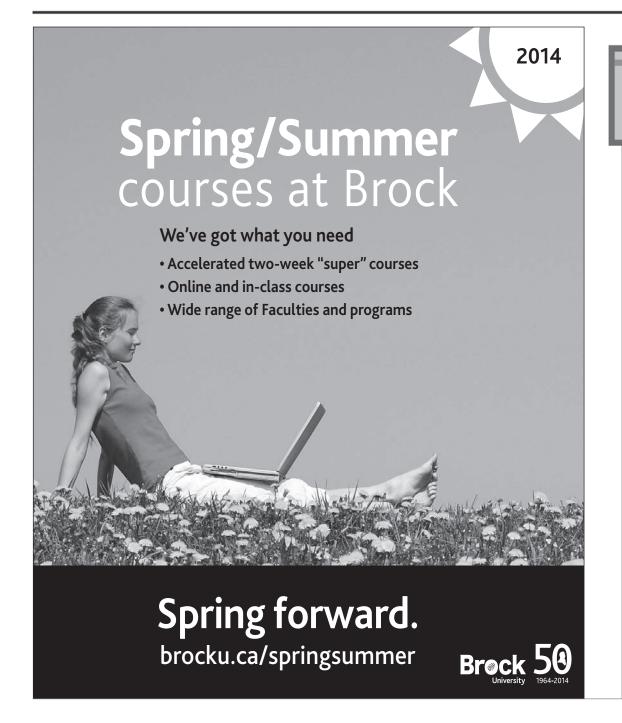
"I collect the superheroes and I stick with the six-inch figurines, and I try to get one of every character. It's because when I was a

child, my older brothers who were reading comic books got me interested into the medium and it brings back memories of me playing with my older brothers when I was younger."

He has seen the popularity of these figures grow over the past three decades as comic book heroes have made their leap to the big screen only to be made into action figures. He said many action figures adapted from comic books have experienced a surge in popularity.

"Batman and related characters have always been popular but are even more so these days because of the movies like *Iron Man* and *Batman*."

Action figures are not reserved for the young; the enjoyment of displaying and sharing them as more than characters in a picture brings them from the world created in the comics to the physical world where children can play with them and adults can display them. Today they are being created for almost any popular television show.



## VIDEO GAME HEROINES

## O I. LARR CROFT

The original queen of video games, Lara Croft has spent years exploring ancient temples and abandoned islands, all while rocking a pair of short shorts and a pair of \*ahem\* guns. She has shot her way through pirates, monsters and even dinosaurs in her never-ending quest for treasure, saved the world a few times, and made a glorious comeback in 2013 to cement her place as the number one woman in games.

## O 2. SAMUS ARAN

Nintendo's most badass bounty hunter, Samus' gender was originally a well-kept secret at Nintendo. Disguised in her suit of intergalactic space armour, it was only after the game's completion that her helmet was removed and gamers were shown that they had just blasted space pirates and saved the universe as a woman, which, in 1986, was unprecedented.

#### O B. CHELL PORTAL

The silent protagonist and puzzlesolver extraordinaire, Chell's ability to remain calm under pressure, as well as the intellect she displayed in order to bring down the computer that was imprisoning her, quickly won her a place among the greatest heroines in games. What she lacks in speech, she more than makes up for in raw ability, success against adversity and for being the player's guide throughout the Portal experience.



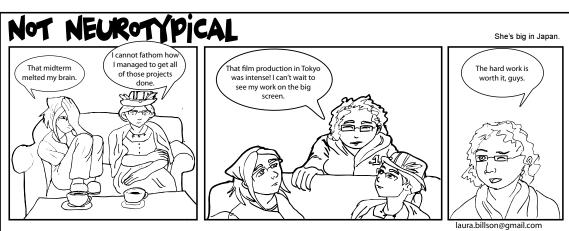
## UNCHARTED

The most dangerous journalist around, Elena began her relationship with Nathan Drake as a simple documentarian looking for her big break. She is quickly swept along in the gun-toting, globetrotting adventures that Drake gets himself into. Later games show her as a hard-hitting investigative reporter tracking down a dangerous criminal in a civil war-torn Nepal, and even later, as the woman who eventually helps Drake settle down.

## O 5. PRINCESS PERCH

The original damsel in distress, Peach has grown out of her habit of being kidnapped and has shown that she can hold her own among Mario and his friends. Over the last decade or so, games have shown her to be an adept athlete in many sports, as well as a solid driver and a professional partier. While she has yet to truly set off on her own adventure, her continued growth indicates that perhaps the time has come for her to step up and save the Mushroom Kingdom herself.









## NERDS

BASIS RESEARCH PAPER ON WIKIPEDIA ARTICLE

## BUS STOP







#### Aries (March 21 - April 19)

People make you happy, and it works both ways. Aries is open for suggestions and ready to change the course of history. Courage ceases to be an issue when your cause is pure and noble.

#### Taurus (April 20 - May 20)

If you laugh at your troubles, they'll blow away like jokes. Do deeds and make things that you're proud to own. Any dreams that float to the surface might actually be signposts to guide you.

#### Gemini (May 21 - June 20)

Shuffle the cards or roll the dice again to see what you get this time. You'd rather try something new than repeat what you've already perfected. The next track should be even better than the one that's playing now.

#### Cancer (June 21 - July 22)

Refill your own tank first. Selfish pleasure is justified and permissible. This is your time to ignore any problems that you can't solve. Your dependents may have to be on their own for a while.

## Leo (July 23 - August 22)

Romance and adventure are inevitable. The Sagittarius Moon gives you a destination, but the rest is up to you. Leo finds many ways to be the first and the best. This is more about satisfaction than celebrity.

#### Virgo (August 23 - Sept. 22)

You're too eager or too early. Virgo may endanger their chances by deciding without sufficient information. Remember your responsibilities as you chase your desires.

1. All pandas are 'owned' by

China. They rent them out to zoos

for \$1mil/year each for a minimum

of 10 years.

## Libra (Sept. 23 - Oct. 22)

First-timers talk constantly about their new experiences. Old hands dispense their wisdom at the slightest invitation. You're an equal player in a community-oriented venture. Cooperation is a blessing these days.

#### Scorpio (Oct. 23 - Nov. 21)

Your run slows to a walk. You may cover less ground during the next few days, but you need to catch your breath, and you might enjoy the scenery. Listen to your instincts, even if you choose to act otherwise.

#### Sagittarius (Nov. 22 - Dec. 21)

Scorpio may have looked like the early week winner, but the weekend belongs to you. Astrological fire rains down, urging you onward to laughter and action. Gratefully receive the debt that's owed to you.

#### Capricorn (Dec. 22 - Jan. 19)

Apply yourself to a normally boring task. Treat temporary responsibility as if it were a permanent commitment. Somebody around here has to be the designated adult, so it might as well be Capricorn.

## Aquarius (Jan. 20 - Feb. 18)

You call the shots for a while. Newcomers hiding out or recovering from stranger scenes appreciate your control and sanity. Your planet is well-known for a lifesupporting atmosphere without too much gravity.

## Pisces (Feb. 18 - March 20)

Certain issues follow you into the weekend. Sooner or later you'll have to step out and deal with this. Forget the neighbours they've probably formed their opinions already.

another object up to 1.5x its size.

The 32nd object would be big enough to knock over the Empire State Building. 3. There is a man who

claims to have travelled to **S** an alternate dimension in which The Beatles never broke up and brought back a mix tape of Beatles songs no one in this dimension has ever heard.

4. Thomas Edison taught his 2. Any domino can knock over second wife Morse code so they

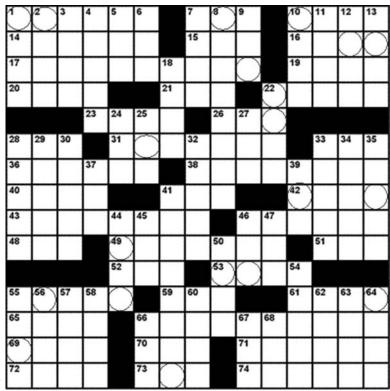
#### After the puzzle has been correctly solved the letters in the circles when read from left to right across each row will spell a special message or word.

## Across

- 1. Announce
- 7. Headline from last week's Interrobang: \_\_\_ Talk: What is the Landlord and Tenant Act?
  - 10. 45, e.g.
  - 14. Antarctica's \_\_\_ Coast
  - 15. "\_\_\_ moment"
  - 16. Coastal raptor
  - 17. Brains
  - 19. Friend, to Françoise
  - 20. Bringing up the rear
  - 21. "Vive le \_\_\_!"
  - 22. Brouhahas
  - 23. Golfer Isao
  - 26. Kramden laugh syllable
  - 28. Japanese vegetable
  - 31. Ordinary guy
  - 33. Nasdaq debut (abbr.)
- 36. Headline from last Interrobang issue: Share Your Talents at the Street Festival
  - 38. One of a kind
- 40. Alibi \_\_\_ (excuse makers) 41. "I'll take that as \_\_\_\_" (2
- words)
- 42. Think (over)
- 43. Elementary particle
- 46. 1999 U.S. Open champ
- 48. Clairvoyance, e.g.
- 49. Headline from last Interrobang
- issue: Opposites \_
- 51. Headline from last Interrobang issue: \_\_\_ on Campus: Olympic
  - 52. Sandra of "Gidget"
  - 53. Increase, with "up"
  - 55. Mooring sites
  - 59. After expenses
  - 61. Isles
  - 65. One way to stand by
  - 66. Hotel amenity (2 words)
  - 69. Congo river
  - 70. "\_\_\_, humbug!"
  - 71. Proposal

could communicate in secret by tapping into each other's hands when her family was around.

- 5. Money can buy happiness, but researchers have found that its emotional well-being benefits max out at a salary of about 75K a year.
- 6. Pet dogs and elephants are the only animals that seem to instinctively understand human gesture.
- 7. On October 28, 2013, wind power provided 100 per cent of Denmark's power. At 2:00 a.m., it was producing 122 per cent of the country's energy needs.
- 8. In 1997, Kevin Smith was hired by Warner Brothers to write the script for a Superman movie. He was forced to write Superman without the power of flight and he had to fight a giant spider. The movie would've starred Nicolas Cage.
- 9. When the 2013 government shutdown threatened the closing down of a national program giving medical attention and meals to children, John D. Arnold donated \$10 million of his own money to keep it afloat.
- 10. A couple that were out walking on their property in Sierra Nevada discovered a canister containing \$10 million in gold coins.
- 11. John Lennon once called an 'emergency board meeting' of the Beatles in order to inform his bandmates that he'd realized, while tripping on acid, that he was the second coming of Jesus.
- 12. In 1942, there was a man in Mississippi called the Phantom Barber who would break into people's houses at night and cut their
- 13. Early American humans hunted car-size armadillos and used their shells for houses.



- 72. Back talk
- 73. Nintendo's Super \_\_\_\_
- 74. Electrical units

#### Down

- 1. Acclaim
- 2. "Giant" author Ferber
- 3. Soaks, as flax 4. Prince Valiant's wife
- 5. "\_\_\_ Abner"
- 6. Viña Mar, Chile
- 7. Insane 8. Willy Loman, for one
- 9. "Scream" director Craven
- 10. "Agreed!"
- 11. "\_\_\_ la Douce" (1963 film)
- 12. Barber's motion
- 13. So-so grades 18. "\_\_\_ Brockovich"
- 22. Jumper
- 24. "Not \_\_\_\_ bet!" (2 words)
- 25. Bout enders, for short
- 27. "Exodus" character 28. City near Venice
- 29. Ellington and Wellington
- 30. Barely ahead (2 words)
- 32. High respect
- 33. Occupied, as a lavatory (2

#### words)

- 34. Atonal muscular condition
- 35. Half of an old comedy duo 37. It ends in October (abbr.)
- 39. "\_\_\_\_ Believer" (2 words)
- 41. Feelers
- 44. Physics units
- 45. Paras ender
- 46. Deed
- 47. Pioneer cell phone company (abbr.)
  - 50. About (2 words)
  - 54. Mill output
- 55. Name of 12 popes
- 56. "I had no !"
- 57. Building additions
- 58. Bakery selections 60. Old English letters
- 62. Feminine name
- 63. Pigeon-\_\_\_ 64. Some cameras, for short
- 66. Son of, in Arabic names
- 67. Headline from last Interrobang
- issue: Turning \_\_\_ Autopilot
  - 68. "Bad Behavior" star, 1993

## Solution on page 26

## Word Search

Z S C C C U D Q D G S R C Ε Т 0 Т Ε S S S MGRE S 0 G C K Т R

> 'Chuck": Secret agent nerd (Words in parentheses not in puzzle)

Assassins CIA Morgan (Grimes) Chuck (Bartowski) Computers NSA Buy More (Electronics) Ellie Secrets (Captain) Awesome E-mail Terrorists (Maj. John) Casey Geek Sarah (Walker)

## MAR. 17 2013 YOU CAN ADVERTISE YOUR SUBLETON FANSHAWE'S

## Sudoku Puzzle

			7		4			
	1	2		5		4	6	3
			1	2			5	
4	8	5	2		7		3	9
6	3		9		1	5	8	2
	5			9	2			
3	6	9		7		2	1	
			3		8			

puzzle rating: easy

Fill in the grid so that every row, every column and every 3x3 grid contains the digits 1 through 9. That means no number is repeated in any column, row or box. Solution can be found on page 26.

CREDIT: STEPHEN ECHAVIA

Brian Malott of Fanshawe's Community Employment Services chats with an attendee at this year's Student to Business networking event on March 5.

## Shakespeare... no fear, right?



READING BETWEEN THE LINES ESHAAN GUPTA e\_gupta@fanshaweonline.ca

Hey, this is a column about reading, books, stuff printed on dead pulp, that sort of nature, right? It was inevitable that literature's big elephant in the room be addressed at *some* point. I am, of course, talking about the El Barderino, Willy Shakes, Big Billy-S – England's most prolific playwright, William Shakespeare.

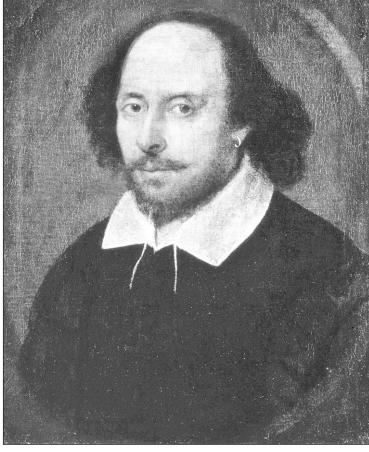
I suppose it's too late at this point to convince you of changing your mind about him. You've probably already set your opinion in stone; he's either the relic of a curious historical era with some archaic writing style, or a gigantic pain in the ass for your English class. While I can't do much about your stubbornness, I'd also like to remind you of the more interesting aspects of Shakespeare and why, even if you can't understand his works, you still gotta love the man.

#### His Dialogue Is Thickly Layered With Historical References

Probably the biggest part of Shakespeare's incomprehensibility is his extensive use of historical and literary references all within his body of works. Hamlet, the character, and his princely, educated ways, seems to warrant a lot of references to the Ancient Greeks and obscure myths. And you know what? That's awesome. Trying to understand Shakespeare invariably turns into history lessons, not one filled with dates and locations, but legends and poetry. If you're even remotely interested in the history of literature, Shakespeare's references will keep you occupied, like a web of intrigue.

## It's A Fun Trip In The World Of Etymology

You roll your eyeballs, wondering what worthless vocabulary the bard may have created. And then you find out that "eyeballs" and "worthless" are just two of many more words created by the Bard. English never quite had a concrete set of vocabularies, or standardized spellings; the Bard's creation and interpretations are what shaped a lot of the English lan-



CREDIT: WIKIPEDIA

The face of your screaming high school nightmares.

guage today.

## Shakespeare Was Raunchy Painter: "Y'are a dog."

The older Apemantus: "Thy mother's of my generation. What's she, if I be a dog?"

Yes, that is a self-deprecating yo momma joke in a Shakespeare play. It isn't all stuffy academics; Shakespeare's dirty jokes are as funny as laughing at a fart is universal. His characters were quite sharp-tongued; carrying some serious verbal punches. There are enough burns in his volume of plays to warrant a book... and actually there exists a compilation of Shakespeare's finest insults.

#### His Best Works Are Adapted Comprehensibly

Even if the finer secondary points of Shakespeare's writing don't appeal to you, the stories can still be enjoyed through their adaptations. And no, I don't mean in forms like Kenneth Branagh's four-hour film adaptation of *Hamlet* (starring a young Kate Winslet, it's worth a watch). You can start with an adaptation as

loose as *The Lion King*, and it's following the basic plot structure of *Hamlet*, or the Amanda Bynes vehicle *She's The Man*, essentially a carbon-copy of the Shakespeare comedy *The Twelfth Night*. If you carry the want of reading his works without carrying an appendix to understand his metaphors, the various plain English comic book adaptations of the bard's plays are a fun option as well.

a fun option as well.
You might hate Bill Shakespeare for making life difficult in English class, but I implore you, even though you're lightyears away from high school and having to pick up *Macbeth* again, that you once again approach this playwright. This time, do it with a song in your heart, with the intention of being entertained and informed, rather than being forced to "work."

Reading Between The Lines explores books that you may have missed out on that are worth your while. If you have a book to suggest, email Eshaan at e\_gupta@fanshaweonline.ca.

# BEST IN LATE NIGHT COMIC RELIEF

## THE LATE LATE SHOW with Craig Ferguson

It's not such a great day for a family in Florida recovering after eating steak laced with LSD. About halfway through dinner they realized there was a problem when someone asked for a side of mashed potatoes, and that someone was the steak.

I admit I don't watch *The Bachelor*. If I wanted to see a bunch of floozies kiss up to a guy they don't really care for, and aren't interested in, I'd go to the Playboy mansion.

Meteorologists say 90 per cent of the Great Lakes are frozen over. People from Chicago are being urged to stay off the frozen lakes, but if you want to see someone from Chicago in thin ice, just go to the

White House.

## CONAN with Conan O'Brien

President Obama was paying tribute to Aretha Franklin when he messed up the spelling of her iconic song "Respect." President Obama blamed his speech coach, John Travolta.

Over the weekend, North Korea held elections. Kim Jong Un was reelected with 100 per cent of the vote. Kim Jong Un credits his win to the slogan: Vote for me or you will be murdered.

While working on the L.A. subway, construction workers discovered fossils from the Ice Age. The fossils belong to the last creature to ever use the Los Angeles subway.

## THE TONIGHT SHOW with Jimmy Fallon

The big movie this weekend was 300: Rise of an Empire which came in No. 1 at the box office, making \$45 million. It's about a ruthless leader trying to expand his territory through any means possible. Or as Vladimir Putin calls it, "The feel good movie of year!"

The College Board says it's revamping the SAT to focus more on what students will need in college. In fact, the SAT is now just one question: "How much money do your parents have?"

I thought this was kind of interesting — this week marks the 50th anniversary of the Buffalo wing. Which means it also marks the 50th anniversary of that celery stick nobody wants.

## LATE NIGHT with Seth Myers

Barbie, the world's most famous doll turned 55 on Sunday. And if you ask me that's a little too old to be waking up naked on the stairs every morning. Get your life together, Barbie.

A new study reveals that parents who spend more time on their smartphones have more negative interactions with their children. While parents who spend less time on their smartphones are really mad that they forgot their charger.

NASA's Cassini spacecraft passed by Saturn's largest moon for the 100th time last week. Said

Mrs. Cassini, "Can we please just stop and ask for directions?"

## JIMMY KIMMEL LIVE with Jimmy Kimmel

Here's a study that probably didn't need to take place. According to the annual traffic scorecard report, L.A. has the worst traffic in America. L.A. residents spend 17 hours more than average sitting in traffic. How can we have the worst traffic and the most high-speed chases? Wouldn't one cancel the other out?

Here's some strange fashion news. According to The New York Times, the monocle is back in style. Online monocle retailers have increased sales lately. Monocles are great if you're looking for eyewear that falls into your coffee every time you sneeze.

Unless you're a *Batman* villain or a giant salted peanut, you should not wear a monocle.

## THE LATE SHOW with David Letterman

The mayor of Toronto, cracksmoking Rob Ford sent out a tweet about Daylight Saving Time reminding people to turn their clocks back. In fact, you're supposed to turn your clocks forward. And then he tweeted back and he said, "Well, who cares what I'm talking about. I'm on crack!"

Russian President Vladimir Putin claims that Russia did not invade the Crimean Peninsula. Then what are those tanks — part of a traffic study?

Osama bin Laden's son-in-law is on trial right now. He produced all of al-Qaida's videos. Not only is be on trial but be would

is he on trial but he would like to let you know that the first season is available on Netflix.



# Phoning it in

STUART GOODEN INTERROBANG

We live in an age when our phone is the link between our lives and the world around us. I dare you to go one week without your phone. Yeah, that's what I thought, easier said than done, right? We've subconsciously become indebted to our phones and lust for the connection we get with other people through them. Seeing that we invest so much appreciation into our phones, it's only fitting that you make sure you use the right

If you're like 99.99 per cent of us, you probably own a smartphone by now. But how did you go about deciding on which one to

There are four major cellphone makes that dominate the market: Windows Phone, BlackBerry, iPhone and Android.

Kan Atwal of London Wireless said that when someone buys a smartphone, it's entirely subjective to what the individual's looking for. "Some of it is consumer loyalty, and a lot of it now is what features that they need on their phone," he said, "BlackBerry is security-based: a lot of people want the security for their business and things like that. iPhone has a little bit of security, and (consumers) want the option of playing apps and the games. Windows (Phone) is new; it's still getting up there, but a lot of us are Windows users so that's why the Windows Phone seems so popular - people want to be able to use their Windows computer and hook it up with their phone. And with the Android, there's so much you can do with it. It's so customizable, and all the young people want the customization."

Cellphones are like us. They're all different, with their own distinct traits, and an identity that makes them unique. To each his



own, as the saying goes - one that iis especially true when choosing a smartphone.

Atwal said that when it comes to making a decision, one size doesn't fit all. "Unfortunately, there isn't one that appeals to everybody, it's what you need," he explained. "If you need a business phone, then BlackBerry is the best way to go. It gives you the functionality of being able to use those business apps really quickly and things like that. If you're more of a gamer, the Android may be better than the BlackBerry. The Windows phone is catching up, though; they're releasing a lot of apps for those as well."

When asked which smartphone platform appealed to most people, answer came quickly. "Android has a variety of phones; they don't have just the one phone. They have Samsung, HTC; everybody builds phones for them so they have a big price point. So you have a \$600 phone, but you also have \$120 phones." Atwal said that by offering a variety of phones at different price points, it appeals to a wider demographic.

With new rules to the wireless industry installed back in December, and with the perpetual release of the newest and best of phones in the market, it's up to you to weed out and find the one that offers what you need the most in a phone. Choosing one smartphone of zillions that are out there may be a very "first-world problem" to have, but hey, you might as well abuse the privilege, even just a little.

# Nothing trivial about energy and water

AILEEN DOYLE

March 22 is World Water Day, and to celebrate, London's Trojan Technologies is hosting a trivia

Trojan Technologies is a London-based water treatment company that uses environmentally friendly techniques like UV light to treat water. The trivia night, called "Think Tank: Nothing Trivial About Water and Energy," will be on March 21 at the Trojan Technologies campus at Gore and Veteran. It is open to Fanshawe and Western University students.

In 1993, March 22 was declared World Day for Water by the United Nations. Since then, people around the world use the day to draw attention to the important water issues of our time.

According to the UN, one-third of the world's population doesn't have access to improved sanitation and 1.3 billion don't have access to electricity. Trojan Technologies is hoping to highlight some of these issues at their event.

"We are hosting our trivia day

event to help raise awareness within the Fanshawe and Western school communities about water and energy issues," said Daniel Chan, a marketing and communications intern at Trojan Technologies.

Trojan also hopes to increase awareness about the important link between water and energy. According to the UN's World Water Day website, "Water and energy are closely interlinked and interdependent. Energy generation and transmission requires utilization of water resources, particularly for hydroelectric, nuclear, and thermal energy sources."

The event will feature teams led by Trojan Technology employees, with the goal of providing networking opportunities for the students. Tours of the Trojan Technology campus will also be included. The event runs from 2 to 5 p.m. on March 21.

To learn more about Trojan Technology's World Water Day event, go to trojanuv.com. For more about World Water day, check out unwater.org/worldwaterday.

## Accent pillows for everyone



TURN BORING SPACES BEAUTIFUL BRITTANY ROACH

Everyone is always looking to have the best of the best, but that best isn't always possible, especially as students... no matter how bad we want it. We are always striving for the perfect hair, skin, body, clothes, car and last but not least, home. We all want to impress everyone, but that comes with an expensive price tag!

I of all people understand the concept of wanting the best of the best, especially with home décor! Purchasing all this brand-new furniture just isn't possible on a student budget though, but there are a few less expensive tricks to have your home leave a lasting impres-

Accent pillows are a must-have in every home, on your bed and on your couch! These will help in setting apart your home from everyone else's. This trick is so simple – just buy pillows! There is nothing like walking into a home and seeing a boring couch or bed with no pillows on it, or just plain, boring matching ones. You'll be surprised how much of a difference adding a few fun and exciting pillows to your couch and bed will make.

Shape, size, colour, pattern and texture are all factors you need to combine when picking out your accent pillows. Don't be shy when it comes to picking out your pillows – get a little creative and mix and match your patterns to add more excitement and fun to your



CREDIT: PINTEREST

Accent pillows can add a lot to an otherwise plain room.

space. Who said anything about just having the typical square pillow? Change it up and add some character by getting a rounded pillow or two! And don't forget: texture, texture! Give your hands something to feel! Whether it's fuzz or ruffles, it will surely add that wow factor you are looking for and make your hands

Adding a variety of accents pillows to your home will create a finished and more personalized look. There is nothing more boring than a bed or couch with no colourful and textured pillows on it!

You can find these types of pillows at any Walmart, Target, Winners and HomeSense store. If these stores do not have what you're looking for, then you can always have a DIY pillow-making day! Great places to get your funky fabric are your local Fabricland or order online from Tonic Living or

Pillows, pillows and more pillows! A home isn't complete without spicing up your couch and bedding with fun and colourful accent pillows. It's just that easy!



Sound artist and rapper Thesis Sahib was on stage with I Smell Blood at The Out Back Shack during March 7's New Music Night.



# Knights have plenty to be proud of

VICTOR KAISAR

It's crunch time in the Ontario Hockey League. And for three rivals in the Midwest Division, anything can still happen.

The London Knights, the Guelph Storm and the Erie Otters are neck and neck and neck. One of these teams will win the OHL regular season

The Guelph Storm is in the driver's seat at this moment, with a slender lead. The other two are battling for the all-important third seed

The playoffs begin on March 21 for the London Knights. Familiar territory, you'd think, having romped to successive OHL championships.

But the emergence of the Storm and the Otters has halted London's supposed dominance en route to a three-peat. In truth, what the Knights have done in the past two months or so is nothing short of remarkable. They've dropped just seven out of 27 games in 2014 and won 18 of their last 20 games heading into their final weekend of regular season action.

That spell included a nine-game winning streak, as well as a six-game win streak – nothing quite like the 24-game streak from last season, but impressive nonetheless. They've even hit the 300 goal mark this season. The last time they hit that number (they finished with 311) was in the 2006/07 season – Patrick Kane territory.

The "untouchable" 2004/05 squad? They managed 310 goals.

Again, it comes to the point where other teams have somehow

kept up with the Knights. But as the old cliché goes, the regular season is one thing; playoffs are another.

And the Knights are plenty ready for the grind.

"We give each other pointers on what we see on the ice, and it's nice to have so many guys doing well," said captain Chris Tierney. "We're about winning each game. Afterwards, we'll congratulate someone on an individual accomplishment. It goes hand in hand."

"If you're doing well personally, you're helping the team win."

As Guelph Mercury's Tony Saxon noted, the "only team that can beat Guelph, is Guelph."

Home-ice advantage throughout the playoffs might not mean much in the first round, but it could be a factor should Guelph meet London or Erie in the second round.

It's something the Knights know all too well. Game seven of last season's OHL finals would have been a different ballgame had it been in Barrie, not London.

Statistically this season might not sit well with Knights fans, especially if they fail to win any hardware. But give it some rational thought and you see it speaks to how the other teams have kept up. The Knights started their 18 of 20 run in fourth place, and they still remain there.

Aside from all those statistics, the Knights have had their wits tested. They lost players to the NHL – some for short periods of time, others for the whole season. They lost players to the World Juniors around New Years.

They lost their starting goal-



CREDIT: OHL IMAGES

Max Domi flies through the neutral zone for the London Knights.

tender to injury for about six weeks. Their backup goaltender was in net for their impressive run late on in the season. They began the preseason with a very inexperienced defensive corps.

"At the time (in the fall), everyone thought we weren't scoring enough, but when we're looking at the end here, we have [eight] 20-goal scorers, which is very impressive and higher than our expectations," assistant coach Dylan Hunter was quoted in a March 10 article by the London Free Press entitled, "London Knights captain Chris Tierney says teammates

helping each other."

"It's not like we sat down in September and knew exactly what our team was. We don't know who's coming back, who's going to play well together, who has a breakout year and who doesn't."

"Once you get 40 to 50 games in, you start feeling the identity of your team. You teach the system, then once you get it, you tweak it to what best suits your group."

A few months ago many people

- myself included - said the
Knights would not catch up with
the Erie Otters. Now they're hot on

the Otters' tails. Whether or not London steals the third seed is yet undetermined. It'll likely only be resolved following the final games of the season.

The determination shown by these men in green and gold speak volumes. They knew they were going to the Memorial Cup. They could have taken it easy.

You have to be impressed by what the Knights have shown for the most part this season. It isn't quite on the same level as the squad of 2004/05.

But it's right up there.

## True heroes: The Prem's best one-club men



PREMIER LEAGUE PONDERINGS ANDREW VIDLER

While the fans of football clubs in Europe are easily the most passionate and loyal supporters in any sport, the idea of club loyalty among players is one that has largely lost a lot of meaning in recent times.

While players in North American sports are expected to, and usually do, honour the contracts that they have signed without attempting to force their way elsewhere, it is common practice for a footballer to hold his club hostage in an attempt to force a transfer that he desires. In the past few years, high-profile players such as Gareth Bale, Fernando Torres, and Samir Nasri formally requested (and subsequently received) transfers to other teams, despite having multiple remaining years on their contract.

With this issue, as well as the

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increasing number of foreign players in each of Europe's leagues, it is extremely rare that a player spends his entire professional career with just one team, which is what makes the following four men so special. Each of these players should be instantly recognizable to anybody who has followed the Premier League, and each is rightfully considered a legend to the supporters of their respective clubs.

NOTE: Only two clubs are represented in this list. It's not a bias; not all clubs can have players like these

## Jamie Carragher: Liverpool, 1996 to 2013. 508 apps, 4 goals

Arguably one of the most underrated players in the history of the league, Carragher bowed out of football last spring as one of the most beloved players to have ever pulled on a Liverpool shirt. A tall, vocal and incredibly intelligent defender, he spent the early seasons of his career being shifted along the back line until cementing himself at the heart of Liverpool defence in 2004, the year that they

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would go on to win the Champions League, which is where he remained until his retirement. An unparalleled reader of the game, the sight of Liverpool's famous number 23 making a game saving interception or tackle was a weekly occurrence in the league, and the erratic nature of Liverpool's defense this season shows just how important a leader of his caliber can be.

## Paul Scholes: Manchester United, 1993 to 2011; 2012 to 2013. 499 apps, 107 goals

Part of the legendary Man U youth class of 1992, central midfielder Scholes came up through the ranks alongside the likes of David Beckham and Gary Neville, pulling on the senior shirt a year later and never removing it again. Combining an incredible range of passing with a tenacious, sometime reckless tackling ability, Scholes was instrumental in Manchester United dominance over the last 20 years, helping himself to 11 Premier League titles along the way. After retiring from football at the end of the 2011 season, he spent a time as a coach before returning to the playing field five months later in the midst of an injury crisis in his midfield, and remained for Sir Alex Ferguson's final season, and one last title before hanging up his boots for good last spring.

#### Steven Gerrard: Liverpool, 1998 to present. 462 apps, 106 goals (and counting)

Of all the players who have come through the Premier League without experiencing the joys of winning it, there is one man that all supporters can agree deserves it above all others: Steven Gerrard. The Liverpool skipper is one of England's greatest ever players, and the fierce loyalty that he shows to the club that his father supported is nothing short of inspirational. Despite a famous flirtation with Chelsea in the wake of a snag in contract negotiations, Gerrard has been the driving force behind everything good that Liverpool has done in the last decade. Throughout his career, he has played as a right winger, central midfield and second striker, but one of his greatest attributes is the ability to perform equally well in all positions on the pitch. As a recent change in position seems to have revitalized the captain this season, there is no reason to suspect that he is going to slow down anytime soon.

Ryan Giggs: Manchester United, 1990 to present. 670 apps, 114 goals (and counting)

When discussing one-club men, there is no better example than Manchester United's seeming immortal winger Giggs. The former Wales national team captain is the last player remaining who played professional football before the Premier League itself had been founded, has scored in each of the league's 21 seasons and is widely considered the greatest player to never play at the World Cup. The fact that Giggs is still playing at 40 years old is the result of someone who dedicated their entire life to utmost physical professionalism, and he is deserving of every bit of praise thrown at him. His retirement, likely at the end of this season, will mark the end of an era that most fans are too young to

## Terrible trans fats



HEALTH HABIT OF THE WEEK Fitness and Health Promotion students

Q. What are trans fats and what are the health risks associated with them?

A. Trans fats are an artificial fat that can be found in food. An example of this is vegetable oil that has been hydrogenated/modified into margarine. Trans fats also can be found in foods that have been deep fried.

This fat is dangerous because it

causes a raise of the LDL cholesterol (bad kind) and lowers your HDL cholesterol (the good kind). In the long term, this may contribute to arteries becoming clogged, causing heart disease. Limiting foods with trans fats will reduce your health risks.

Submitted by Tyler J., Derrick J., Shane S., Mike H. and Josh B.

## This well-priced car not a mirage – it's a Mirage



MOTORING NAUMAN FAROOQ naumanf1@yahoo.com

If you are looking for a cheap, city runabout, then this article will be of interest to you, because this week's car, the 2014 Mitsubishi Mirage, can be yours from just \$12,498.

For that price (plus the usual delivery fees and taxes), you will get a brand new car that features seven airbags (including one to protect the driver's knees), a fourchannel anti-lock braking system with electronic brakeforce distribution and power steering - some sensible equipment comes standard.

The only engine you can get in the Mirage is a 1.2-litre threecylinder unit that produces just 74 hp and 74 lb-ft of torque. Power is fed to the front wheels via either the standard five-speed manual gearbox, or the optional CVT unit.

My tester was the upmarket SE model that also featured automatic climate control and the most potent heated seats I have ever come across - not bad on optional equipment either.

So far, so good, then, and I bet you're expecting some bad news now.

But I don't have much to complain about this vehicle, and I honestly believe that most critics have been irrationally hard on this sub-

The relationship between you and the car does take a little time to build. When I first jumped into the Mirage on a very cold day, upon initial acceleration I found the car to be very noisy. At first I thought I'd have a tough week ahead of me, but as the car warmed up, the noise levels went down, and I found tootling around in this thing to be quite good. It is a small, lightweight vehicle (1,370 kg on a CVT equipped model), and its diminutive power output is actually sufficient for this vehicle.

That low weight also means that the Mirage is also a nimble car. It can change directions like a bee, and as I found out on a deserted back road, it's quite a lot of fun to toss around.

My biggest worry was covering distances on the highway. Since I had a 180 km drive from Mitsubishi's press office to my house, I wondered what my trek would be like. I admit, the car is a bit noisy, and overtaking other vehicles takes some planning and dedication, however, I would set the cruise control at a comfortable highway speed and the Mirage covered the distance quite well. The seats on most subcompacts are hard and uncomfortable, but I had no such complaints with the Mirage. Even after a three-hour drive (due to traffic jams), I felt perfectly fine when I stepped out of the vehicle.

As for space, I was surprised as to how much room there is, even for rear-seat passengers (although they get to sit on a very basic bench-style seat), and the trunk suits the needs of most people. For a single person or a couple, this offers more than adequate space.

Now to the best part: the warranty. Like all Mitsubishi products, the Mirage comes with a five-year or 100,000 km (whichever comes first) bumper to bumper coverage, and a 10-year or 160,000 km powertrain warranty. If you are someone like my Dad, who drives roughly 10,000 km in a year, the Mirage will see you covered for a decade. This is the best warranty in the business, and would be enough reason for some to consider this

While most car guys would love more power, style and gadgets, I also think that for most people, what the Mirage offers is enough.

I would strongly suggest you take a close look at a brand new Mirage. If the hatchback body style is not your thing, a sedan version will go on sale very soon.



Fanshawe's women's volleyball team celebrated its first medal in three years and its first silver in the program's history. Congrats!

## Lady Falcons nab silver

STEPHANIE LAI INTERROBANG

The women's volleyball team finished off the season by bringing back a medal – the first since 2011, and the first silver medal in the program's history.

Head coach Mark Peckham was happy with the team's result.

'It felt fantastic. It's a testament to the hard work that we've not only put in this past year, but the past two years," he explained. "We had an excellent chance of doing something special with [my first two] years, but as I found out, it's very difficult to medal at the championships.'

"It's a tough tournament with a lot of good teams and just makes it very satisfying to finish the year off on a very good note."

Peckham also credited adding assistant coach Josh Westgate to the roster.

"The real tipping point was adding Josh Westgate to the coaching staff," he said. "He brought a lot of experience and experience that was needed. His support can't be underestimated or undervalued because he offered a lot of great insight and help for the year."

A high turnover rate could make what the team did well and what building a solid team difficult, however

"Recruiting is probably the most difficult part of the job. You work really hard at it and put in a lot of time, but you don't necessarily get the results," Peckham explained. "Fanshawe's a great place because there's a lot of different programs and a lot of academic choices, but when you're [competing against] schools that offer some scholarship incentives on top of that, it makes it difficult to land some of those top prospects."

Winning silver was a testament to the talent and dedication of the

"The girls on the team have worked really hard. I've been really pleased with the effort that they put in," he said. "Not only practices at night, but training in the weight room at 6 a.m. three times a week."

"The team worked really hard, they bought into our system and it was one of those things where the chemistry was really right," Peckham continued. "Everyone got along and pushed each other to get better every day."

Peckham easily pinpointed just

he'd like to work on for next sea-

"From the start, I think we played with speed," he said. "Our ball control was better than the past years, and when you have good ball control, you can run faster offence and, we're not the biggest team, but that really kept our opponents off-balance and something we'll continue to work on."

"We've got some holes to fill, I think there's some turnover this year that we'll try to get some girls in for next year that will keep the momentum going, but it's always a challenge.'

For him, winning the semi-final against Seneca was Peckham's best moment as coach this season.

"It was our third time at it, and it's so hard getting to the championship final and to finally break through that barrier was immensely satisfying and very gratifying," he said.

The goal, as always is to medal.

"We'll look at our personnel next year and discuss expectations, but the ultimate goal is to win the championship," said Peckham.

Tryouts for the team will be during the first week of September.

# Checking out NBLC conference finals



**IGHTNING** WATCH MARTY THOMPSON sensandsoccerfan@hotmail.com

The first round of the National Basketball League of Canada playoffs has been an exciting one for the neutral fan. After a single week, three of the four quarterfinals were settled, leaving the Halifax Rainmen, Island Storm and the Windsor Express in the conference finals. The London Lightning were still fighting the Brampton A's to see who will face Windsor in the Central, while the first seed Storm were preparing to take on the fourth seed Halifax in the next

On paper, the top-rated Island Storm look set to advance to their second straight NBLC Finals appearance. However, the 11-29 Halifax Rainmen dismantled the

round, eventually taking the series 3-1. Halifax, since starting the season 0-10, has started to become a decent team. Since February 8. they have put together a record of 8-5, including the series with Saint John. They have relied on a strong rebounding game, thanks to players like Tim Parham, however, they did poorly with the ball, only averaging 98 points a game. In the past 10 games they only scored under that average once. They have been shooting well above their weight, just at the right time.

When it comes to the Island Storm, they bring some hot scorers, outscoring the Moncton Miracles by margins of 16, 19 and 22 in their three quarter-final wins. In fact, they have the second-best offence in the league. They will match up well with Halifax, who has let teams run them around too often this year (including the Storm, who beat them 7-3 over the

Saint John Mill Rats in the first course of the regular season). The the Central Storm has some pretty big holes (last in the league in field goal defence this season at .462), so it will be interesting to see if Halifax, with their hot offence, can push them a bit.

In the only first round sweep, the Windsor Express destroyed the fifth seed Mississauga Power through three games (Mississauga beat the Ottawa Skyhawks in the play-in game between the fourth and fifth seeds in the Central). Scoring 105, 110 and 129 points in those three games, Windsor is clicking. They were the top team in the league and are guaranteed home court advantage for the rest of the playoffs. The good thing about that is they are now awaiting the winner of the London Brampton series - meaning they will play the first two games at home while being well rested. The Express are an easy favourite to move on to the NBLC Finals from

Marty Thompson is the play-byplay voice of the London Lightning their

livestream.



Tim Parham has led the Halifax Rainmen to a surprise Conference Finals appearance.















