

REPORTER

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REENGINEERS AND THE 8-BIT REVOLUTION

A modern musical twist on retro gaming.

ORGANIC CHEMISTRY LAB EVACUATED

The repercussions of a sulfuric acid fume buildup.

ZACHARY MYERS OFFENDS FIRST, REASONS LATER

A student's reaction to the RIT Skeptics Association and Rochester Atheists' guest speaker.

Take the Heat Off This Summer Get Ahead With Summer Courses

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Wednesday, April 14
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5:00pm

Peace Corps Volunteers work in 76 countries around the world. To date, 76 RIT graduates have served in the Peace Corps.
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RIT RINGS
585
672
4840

Rising second years and anticipated second years—



Check our website!
The Rising Second Year Survival Checklist comes out this week!

"I've heard that the average college student hits a road bump their sophomore year.. full of questions..[T]his 'sophomore slump' is true."
H. Harper (Capital University), student blog

We can help you navigate it, go to our website at rit.edu/upperclass.

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EDITOR'S NOTE

LEARNING FROM THE POWER RANGERS

In 1993, I was obsessed with the “Power Rangers” (and I’m talking about the original, not this Ninja Storm crap). Unfortunately, its airtime coincided with my older sister’s dismissal from elementary school. I’m not familiar with New Jersey State Law, especially since I haven’t lived there for 16 years, but I’m certain I wasn’t old enough to stay home alone. So, when our nanny picked my sister up, I had to pry my eyes away from the television — sometimes kicking and screaming. At five, it was the end of my world. That is, until my dad started recording episodes for me with the VCR.

Now, I’m sure I wouldn’t be alone if I admitted to running around the playground pretending that I could crush Putties with my Zord. I’m fairly certain you have similar stories and that you too were assigned a character. And as stereotypical as it may sound, I spent a lot of my time as the Yellow Ranger, but quite frankly that wasn’t the one I wanted to be. Many little girls wanted to be the Pink Ranger, but I wanted to be the Red Ranger. He had the mighty T-Rex, and everyone just seemed to listen to him. But it didn’t matter, the only paraphernalia I received as presents were in shades of yellow or pink.

Then one day, one of my aunts decided that the “Power Rangers” was for boys and that it was much too violent for me to be watching anyway. She convinced my dad to stop recording it, and the only time I was able to watch it again was when my mom bought VHS tapes and the first movie was released. That was the first time, to my knowledge, that my gender prevented me from doing something I wanted to do.

Further down the road, I consistently had my interests questioned and I sometimes had to defend them. I liked Legos and K’NEX, and I frequently chose robotics sets over Barbie dolls. I hated wearing dresses, never combed my hair and scraped my knees climbing walls and trees. Personally, I didn’t see what the big deal was, and I still don’t.

I was never a fan of applying labels and classifications to things. I still have trouble deciding whether I’m Asian or Pacific Islander. (Lucky for me, most forms have that under the same category.) And I think parts of this week’s issue demonstrate how some labels just don’t work. The Revengineers don’t necessarily fit in with conventional music genres (see “Revengineers and the 8-bit Revolution on page 18), the new female market is breaking the barriers of gaming (see “The Rise of the Woman Gamer” on page 20), and the Men’s Lacrosse team attempted to shrug off the label of “underdog” in their overtime nail-biter against SUNY Cortland (see “Lacrosse Beaten by Cortland in Overtime” won page 24).

I may be oversimplifying the situation, but in my mind, all these things — chick flicks, boy-toys and music and film genres — end up in two categories: cool *and* uncool with varying degrees of awesomeness. If in the end you can’t dig it, then skip it and be done with it.



Madeleine Villavicencio

EDITOR IN CHIEF



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RIT students Jason Herring (left), Anthony Castiglia (middle), and Zachary Browning (right) compete in the Bucknell University Collegiate Cycling Race on April 4, 2010. | photograph by Chris Langer

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Cover photograph by Joi Ong

RIT FORECAST

compiled by James Arn

GLOW IN THE DARK CAPTURE THE FLAG

Grace Watson Fields. 10 p.m. – 12 a.m. CAB presents good old-fashioned CTF with each team in glow-in-the-dark garb for enhanced night visibility. BBQ provided.

Cost: Free.

NCAA FROZEN FOUR FINALS

Just about any TV on campus. Puck drops at 5 p.m. See the final two teams in the NCAA Frozen Four battle it out for the tournament and title.

Cost: Your throat may be sore after this one.

MUD VOLLEYBALL TOURNAMENT

Grace Watson Fields. 11 a.m. – 1 p.m. The fraternities and sororities play a double elimination tourney in the mud behind Gracie's.

Cost: Free.

CYCLING CLUB BIKE MAINTENANCE FUNDRAISER

Tiger Statue. 9 a.m. – 5 p.m. Has your bike been sitting outside all winter and getting rusty? The cycling club is here for you, offering reduced prices on bike maintenance.

Cost: Varies.

GREEK WEEK POOL GAMES

Gordon Field House, Recreational Pool. 5 – 9 p.m. Get wet and wild with your favorite Greeks, competing in a variety of classic pool games.

Cost: Free.

BREW HA-HA FEATURING BELGIAN STYLE BEERS

lovin' cup. 7 p.m. lovin' cup is hosting an evening dedicated to the tasting of many Belgian style beers of the world. If you're a beer aficionado (or would like to become one), this is the place for you.

Cost: \$17, students \$15. (21+)

CAB PRESENTS: ZOMBIELAND

Ingle Auditorium. 9:30 – 11:45 p.m. Start your weekend off early with this shotgun-wielding, zombie-killing amusement park of a movie.

Cost: Brains.

ROC FORECAST

09
FRIDAY

SWILLFEST

The German House, 315 Gregory St. 6 p.m. The Swillburg Neighborhood is holding their annual Swillfest. Complete with live music by Raise the Roof and a silent auction, this event promises to be a fun way to close out the week.

Cost: \$15.

10
SATURDAY

"THE CRUCIBLE"

Monroe Community College Theatre. 7:30 p.m. Contemporary actors in modern dress re-envision Miller's classic for a modern audience.

Cost: \$10.

11
SUNDAY

ROCHESTER TARTAN DAY CELEBRATION

Main Street Armory, 900 East Main St. 12 p.m. - 9 p.m. The Rochester Scottish Heritage Society is hosting a day that would make any Scot proud. There are bagpipes, scotch tasting, and plenty of plaid to be had.

Cost: \$10.

12
MONDAY

THE HOLD STEADYS WITH THE ORANGES BAND

Water Street Musical Hall, 204 N. Water St. 8 p.m. This indie rock band out of Brooklyn has made their way up to the ROC to improve your Monday night. This is just what the doctor ordered.

Cost: \$18 in advance, \$20 at the door.

13
TUESDAY

BRONCHO BILLY AND BEYOND: EARLY WESTERNS

Dryden Theatre at the George Eastman House, 900 East Ave. 8 p.m. Tired of your typical Western? Tonight promises some of the earliest Western short films, one dating back to 1903. Despite their age, there will be plenty of macho action.

Cost: \$7 regular, \$5 students.

14
WEDNESDAY

GROWN & SEXY GIRLS' NIGHT OUT

Cafe Underground Railroad, 480 W. Main St. 5:30 – 8 p.m. Gather your lady friends and spend an adult night out. Admission gives you access to a buffet, games, prizes, and \$5 worth of "Diva Dollars" to be redeemed with vendors. If you bring a book for the book swap, the admission fee is waived.

Cost: \$5.

15
THURSDAY

NAZARETH FRENCH FILM FESTIVAL "WELCOME"

La Maison Francaise, 4245 East Ave. 8 p.m. This 2008 film by Philippe Lioret tells the story of Kurdish refugee teen's three month journey to find his girlfriend in England. Trial and tribulations ensue.

Cost: Free.

ORGANIC CHEMISTRY LAB EVACUATED DUE TO SULFURIC ACID ACCIDENT

by Laura Mandanas

photograph by Victor Prado



On Monday evening, March 29, an organic chemistry lab in the College of Science was evacuated due to a buildup of sulfuric acid fumes. No one was seriously injured.

The class was an evening section of an organic chemistry lab taught by Thomas Mastrangelo. In a routine lab experiment, the 24 enrolled students were heating a mixture of 2-benzoyl benzoic acid and sulfuric acid to convert it to anthraquinone. Under normal conditions, the fume hoods in the lab would provide ventilation, and vapors would be carried away; on this day, however, the hoods were

not turned on. Corrosive fumes built up around the work areas and were inhaled by the students.

Ten to fifteen minutes into the experiment, people started coughing. Two stockroom workers passing by the lab noticed the strong smell and ordered the students out of the room. The fume hoods were turned on and everyone went out in the hall to wait.

At this point, the amount of fumes that had accumulated was not yet apparent because the gas was colorless. Many of the students believed that the room would be cleared quickly and

they'd be able to complete their experiments. "That happens sometimes, especially with this room. It's one of the older labs; it's not one of the retrofitted ones," explained Nicole Arroyo, a second year Biotechnology major. "People were concerned that the situation might become worse because the experiments were still being heated. And so some of us — actually, I think the majority of the class — went in to make sure that everything was turned off and unplugged ... We should not have gone in, but they needed to be turned off."

After waiting in the hall for another 10 minutes, medics arrived on the scene and ushered the students further away from

the lab. Units were present from the Henrietta Fire Department and the Henrietta Volunteer Ambulance; the RIT Ambulance was on another call at the time, but two first responders were sent. Each student had their vital signs taken and were asked about their symptoms.

According to the material safety data sheet (MSDS), inhalation of sulfuric acid produces damaging effects on the mucous membranes and upper respiratory system. Symptoms may include irritation of the nose and throat, labored breathing or even lung edema, a life-

threatening condition. People with pre-existing skin disorders, eye problems or impaired respiratory function may be more susceptible to the effects.

All but two of the people in the lab reported mild symptoms, many experiencing headaches and sore throats that lasted three to four hours. The students were all wearing chemical safety goggles, which minimized eye irritation. No students were hospitalized.

After approximately two hours of waiting and filling out paperwork, everyone was cleared to retrieve his or her personal belongings from the lab and go home. The lab returned to normal use the following day, and the students were given an alternate assignment to complete.

"Everything was handled according to procedure," said Chris Denninger, director of Public Safety. After the accident was called in, help arrived on the scene within minutes; Denninger feels that this quick response time is an example of the system working.

Yelena Bilyaskaya, a fifth year Bioinformatics major who was in the class, agrees. "It was an accident. They happen," she said. "It makes you realize that it's not a playroom, you know? We do fairly serious experiments. And granted, we know what the outcomes are, but we take as many precautions as we can and sometimes things go wrong. I think it was handled very well, as best as it could have been." **R**

SG UPDATE

by Madeleine Villavicencio

IMPROVING MYCOURSES

Ken Kindler, technical support supervisor of the Wallace Center, spoke about the latest version of MyCourses and the updates that will come with its release. Version nine promises additional tools for course and instruction development for professors, user interface improvements, changes to the dropbox tool, and quicker responses for those accessing the service off-campus.

MyCourses is RIT's official course management system and is one of the teaching and learning technologies provided by the Online Learning department of Academic Services. The service enables instructors and students to interact and access course materials in an online setting.

Because MyCourses is used as a channel for storing and submitting work, some of the main complaints about the system include space and version control. In addition to the space allotted per course, the system provides personal and group lockers at 5 MB and 50 MB respectively. For some classes, however, more space is required. Though Online Learning has discussed purging the file system every two years, they have determined that this would not create enough space to alleviate the problem. In the meantime, Kindler suggested that instructors take advantage of the dropbox options, which can be set up to only save the last version submitted, saving space and simplifying multiple submissions.

According to Kindler, MyCourses is usually confined by the limitations of the software provided by Desire2Learn, a company that specializes in providing eLearning products. An example of this is the hard coded automatic timeout that executes after 30 minutes of idle time. Online Learning, however, has developed additional features for the system such as the peer2peer evaluation system. They are currently looking into enabling students to input and compute their own grades and incorporate the use of mobile devices.

For more information on the services provided by MyCourses, visit <https://wiki.rit.edu/display/myCoursesHR/Home>.

BYLAWS REVISED FOR TIER 0 AND COMPETITIVE SPORTS CLUBS

Dave Mullaney, director of services, and Kaity Werner, director of Organizational Recognition, presented the SG bylaw revisions to add Tier 0 and Competitive Sports Clubs.

In these proposed revisions, Tier 0 clubs would be the only clubs that could restrict membership based on GPA, class level or program of study. They would not be able to request additional funds from the Finance Committee and would not be required to attend Center for Campus Life Club Meetings.

To aid in the implementation of Competitive Sports Clubs, a Competitive Sports Club Federation would be created. Membership would include the director of Organizational Recognition, a graduate assistant for Club Sports, the assistant director of Campus Life Programs, the assistant for Intramurals, the coordinator of Club Sports, and one representative from each of the recognized competitive sports clubs. 

Rain is not a reason to stay indoors.



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Upper Class Initiatives



33rd RIT Spring Juggle-In

April 16th-18th, Clark Gym @ RIT
 Fri. 6-11 p.m., Sat 10am-5pm, Sun 10am-3pm

- * **Friday @ 9 p.m. - The Big Open!**
FREE Opening Night Variety Show!
- * **Saturday - Free admission to Gym events**
including workshops, demonstrations and competitions including juggling, unicycling, footbag, yo-yo and more.
- * **Saturday @ 7:30 p.m (Rush Henrietta High School)**
Gala Public Show featuring the Best in Juggling and Circus Entertainment.
 Tickets: \$12 at the door, \$10 at the gym, \$8 RIT students with ID
- * **Sunday - FREE juggling and workshops continue**

Free is Good

[f](https://www.facebook.com/ritjugglingclub) RIT Juggling Club [E](https://www.instagram.com/ritjuggle) RIT Juggle
www.rit.edu/sg/jugglingclub

AT YOUR LEISURE

04.09.10
 by Alex Rogala

QUOTE

"Maybe that's what life is... a wink of the eye and winking stars."

- Jack Kerouac

WORD OF THE WEEK

NONPAREIL - adj. having no equal

RIT's **NONPAREIL** hockey team plowed forward towards the Frozen Four, letting nothing stand in their way.

Definition taken from <http://merriam-webster.com>.

OVERSEEN AND OVERHEARD

"I had a dream last night that I got a haircut, and I was happy 'cause it was so good. Then I woke up and was sad."

- Male student in Commons

"Kayaking in the pool is like masturbating. It's not the real thing."

- Female student in the Gordon Field House

"Oh, we were active. Active in a way you don't want high schoolers to be."

- Female student in RITZ

REPORTER RECOMMENDS

NyQUIL D

Remember growing up, when NyQuil was the coolest part of a cold? Where you could painlessly coast through an illness in the blissful, spaced-out half-coma it provided? If you've felt that NyQuil in recent years just isn't cutting it, you're not alone. In 2006, NyQuil was reformulated to remove the *pseudoephedrine*, a powerful decongestant, in order to maintain its over-the-counter status. Unfortunately, it was that exact reaction of pseudoephedrine and the cocktail of other chemicals that was putting you on cloud nine. But fret not: Vicks has recently brought back the original formula, in all its meth-precursorey goodness, under the name NyQuil D. The catch — you need to ask for it at the counter, as well as provide ID.

STREAM OF FACTS

Aribica beans are most popular type of coffee beans, comprising 70 percent of **COFFEE** consumption.

The **COFFEE** Mill and Tobacco Roll, opened in 1657 in London, helped spread the popularity of **CHOCOLATE** among nobles.

The fried **CHOCOLATE** sandwich introduced in 2004 by the Ramada Jarvis Hotel in Scotland contains over 1,000 **GALORIES**.

Cannabis smokers consume 25 to 40 percent more **CALORIES** than most others, according to a 2001 study by the University at Buffalo; nonetheless, they maintain a **LOWER** body mass index.

A prayer movement intended to **LOWER** gas prices, *Pray at the Pump*, was founded in D.C. as a decidedly alternative method of coping with **HIGH** gas prices.

An all time **HIGH** temperature for Earth, the thermometer climbed to 136 degrees Fahrenheit in Al'Aziziyah, Libya on September 13, 1922.

Triskaidekaphobia, a fear of the number 13, is **COMMON** in superstition and folklore.

Dreams involving falling — one of the most **COMMON** dreams — are said to signify insecurity.

SUDOKU

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

Difficulty Rating: Super Hard

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Artist | Indie/Alternative | Pomplamoose.com
Pomplamoose



Pomplamoose is not your typical indie band. Oh you've heard that one before? Well, this time it's for real. Seriously. The group, comprised solely of Jack Conte and Nataly Dawn, have performed a grand total of two live shows ever. Like so many others, the pair has garnered their fame from YouTube and MySpace. The difference here is that these folks are superbly talented. Between the two of them, Conte and Dawn perform all the parts on every track. Everything you hear was created the old fashioned, analog way, with no computer generated effects. Check them out on YouTube to see for yourself. "Pomplamoose VideoSongs," the group's first album, was released last year on iTunes. The album consists entirely of original tracks and really

showcases the backgrounds of both artists. Conte hails from the land of electronic rock, whereas Dawn has a history with soft pop; together they create a wonderfully unique amalgamation of the two genres. As a whole, the album is very cohesive and feels complete. Last month, Pomplamoose released their second album, a collection of their best covers entitled "Tribute to Famous People." The scope of this album is huge. Covers range from Lady Gaga's "Telephone," to Earth, Wind and Fire's "September," to "My Favorite Things" from "The Sound of Music." Each cover is clearly crafted with great care towards the original, but that doesn't mean Pomplamoose is afraid to play with the very foundations of the pieces. For example, in "My Favorite Things,"

the duo changes up the time signature during the verses, giving this song you've heard a bajillion times a new, interesting and awesome twist. If you already dig the indie/alternative scene, I suggest diving straight into "VideoSongs." But if you're looking to ease yourself into some Pomplamoose lovin', you should start out with the cover album. Oh and since you're wondering: Pomplamoose is a take on everybody's favorite French word "pamplemousse," meaning grapefruit. It doesn't get any more awesome than that. **R**

BY JAMES ARN



Album | Pop | 40 mins
"Go"
 Jónsi



In his debut album as a solo artist, Jónsi creates an otherworldly place where everything is epic and upbeat. Jón "Jónsi" Thor Birgisson, the lead singer from Icelandic group Sigur Rós, is noted for his falsetto voice and ambient, textured guitar (courtesy of a cello bow). His solo album follows the band's departure from ethereal to a transition into a more "pop" sound, as seen on their last album. Jónsi's first single and album opener, "Go Do," starts with layers of flute, electronic sounds and piano with heavy drums, adding a strong beat to the lighter music. It creates a

cheerful sound, especially when accompanied with Jónsi's airy voice, almost forcing you to smile while listening. The album is mostly in English, a definite departure from his Sigur Rós days, when he sang primarily in Icelandic and his own made up language, Hopelandic. Jónsi's English lyrics take away from the beauty of the music because it is no longer only about the aesthetics. He relies frequently on clichés, like "we should all be in love," found on "Animal Arithmetic." Language aside, the music on "Go" is varied and beautiful. Its upbeat nature is refreshing. "Sinking Friendships" has a blend

of oddity, falsetto and musical depth. "Around Us" provides a mix of electronic and orchestral strings while maintaining Jónsi's distinct style. "Growing Till Tall" ventures towards the ethereal, which may appease Sigur Rós fans. The song's build up is a compliment to the previously fast paced songs, and it also showcases Jónsi's unusual voice. As a whole, "Go" is an admirable debut and the perfect way to lift your spirits, especially if you're in need of creative inspiration or if you want your walk to class to be a bit more epic. **R**

BY EMILY BOGLE



Album | Post-Rock | 44 mins.
"Magic Chairs"
 Efterklang



After a three-year hiatus, Efterklang returns with their third album, "Magic Chairs." Sadly, the Danish quintet's third full-length release leaves something to be desired.

Efterklang burst onto the Scandinavian music scene in 2004 with "Tripper," a watershed glitch beat album that sounded as if it took its cues from an oddly melodic broken CD. The group made their real breakthrough, however, with 2007's "Parades," an organic, orchestral gem that blurred the lines between classical and rock. Although it continues in the same vein as "Parades," "Magic Chairs" carves its own mark in Efterklang's history. The album kicks off with "Modern Drift," an ambient number where warm vocal harmonies shine through lilting swaths of piano work. Though it is only the first track, the production makes clear that

this album will be a definite departure from the roughness that won the band acclaim in its formative stages. Somewhat oddly, it works. The rest of the album follows this same format, with lofty guitars wafting over airy, heavily accented vocals reminiscent of the band's Danish heritage. Highlights include the melodic "I Was Playing Drums," the gentle resolve of "The Soft Beating," and the pensive, contemplative album closer, "Natural Tune." The album reaches its climax during "Raincoats," a vibrant and experimental number that draws definite parallels to fellow experimental rockers The Dirty Projectors.

Despite these highlights, "Magic Chairs" is ultimately a disappointment. Although "Raincoats" alone is worth the price of admission, in a way, the album is too perfect. There's very little variation, making for an album of homogenous monotony. Diehard fans will surely consider this album a must, but newcomers would be better off starting with "Tripper" or "Parades."

Recommended for fans of the Dirty Projectors.

R

BY ALEX ROGALA



AT YOUR LEISURE
 comic
 by Jamie Douglas



REPORTER

Word List

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DROPS, HOPS, AND HEADSPINS

by Evan Williams
photograph by Amanda Berg

During a period of open dance, Eugene Cleveland practices a head spin at the Technical Grounds three-on-three break dancing competition.

Ever walk into a room and get the feeling that you're just not cool enough to be there? Well, that's exactly the vibe I got upon entering the Clark Gym on March 26 for the first annual Technical Grounds three-on-three break dancing competition. Sponsored by the RIT RIThym Crew, the College Activities Board and Red Bull, the b-boy/b-girl battle had completely revamped the atmosphere of the usually docile gymnasium. The scent of free Red Bull was so thick in the air that it clung to the insides of your nostrils, and the thunderous hip-hop beats pounded so hard you could feel them from your chest to your toes. Chicago's DJ Franco De Leon reigned over the crowd from up on stage, warming them up for the show, but the real spectacle was down on the floor.

Anytime you see someone doing handstand pushups on their fingertips for a warm-up, you know it's going to be a good show. Over a dozen

three-man/woman crews from RIT, the Rochester area and across New York state took to the floor to battle for over \$250 in gift cards, a five pound Hershey bar and — most importantly — bragging rights.

A three judge panel that included RIThym Crew president Brian "Mistavio" Douangradty, a fourth year Mechanical Engineering Technology major, picked which crews would advance from round to round. But this wasn't like Ellen Degeneres judging American Idol. All three judges were proven b-boys and knew exactly what they were looking for from the competitors. Words like "foundation," "style" and "explosiveness" were used to give the dancers some criteria. After an opening routine from Velocity, RIT's hip hop dance team, the battle was on.

In a battle, attitude is everything. The comedians, the acrobats, the crowd pleasers — every b-boy has their own personality and letting that uniqueness shine is what wins over the crowd and the judges. But the best dancers focus on one thing: their opponent. The playful combativeness between teams was almost like watching a swagger tug of war; you went this hard, so I have to go that much harder. Some breakers taunted and mocked their opponents, sometimes even mimicking them mid-routine to say, "Yeah I can do that

too, what else you got?" Yet there was never any malice afterwards. The handshakes and hugs after each contest were a testament to the strong sense of community between the performers.

The best example of the camaraderie that defined the event took place between rounds. As the judges deliberated, the dancers quickly took to the floor and started a cypher, the name given to a group of breakers who circle up and perform quick sets in the center one-by-one. The cypher is where you get to truly see the diversity and creativity of this insanely talented group. From head spins to floor work, to a kid who put his leg over his head and slid himself across the floor, almost every element of street dance was covered. It was like watching Cirque du Soleil with a better soundtrack. Some brave audience members even hopped in the mix. With smiles all around, the cypher demonstrated the passion and unity of this group of individuals. Yet even with the camaraderie of the scene, only one crew could walk away victorious.

The finals came down to a decision between crews DFC and Jedi Knights. Citing their high energy and willingness to take chances, Douangradty made the final call. The Jedi Knights were crowned tournament champions, walking away with a slick prize pack and the respect of everyone in the room. **R**

Trash Talk or Violent Language in Online Multiplayer Video Games

by Ory Ballenger | photograph by Joi Ong

Unwinding after a long day of classes, I boot up “Halo 3” for some much-needed *R and R*. Dodging bullets left and right, I score a solid kill for my team. My opponent’s response is swift and vocal: “Fucking nigger bitch!”

In online multiplayer video games, occurrences like this are almost passé. The internet creates the perfect storm of social interaction and anonymity. Phrases that would never be uttered aloud in polite company find their way into microphones on a regular basis. This “trash talk” is certainly nothing new; every gamer has heard it, and most have probably dealt out their fair share. It has become as much a part of the online gaming subculture as *capture the flag*. But when does the language used move out of the realm of trash talk and become directed hate speech?

“It’s generally the younger audience, I feel, at least according to their voices,” said Ben Saxe, a second year Game Design and Development major. “They sound like 12-year-old boys, just ranting on, and you just want them to shut up.” Saxe, who is half Chinese, is an avid gamer on the PC and PlayStation 3. According to him, it is much more rare to encounter racist language on the PS3, but certainly not unheard of.

For some, like David Keyworth, a third year Game Design and Development major, the language used is no big deal. Keyworth, primarily a PC gamer, finds that he rarely runs into such abusive behavior, but when he does, he doesn’t let it bother him.

Actions by a few individuals can hinder game play for the entire gaming community. “The number of times that I’ve heard hate speech on the PC is very infinitesimal,” said Keyworth.

“Mostly [they’re] just bullies looking to get a reaction from people.” If he encounters someone who is being too abusive, he’ll either mute the player or leave to play on another server completely. Similarly, Saxe said that he simply mutes everyone when he gets into a game so he never has to deal with it, which consequently removes the social aspect almost completely.

Abdoul Diaw, a first year Electrical Engineering major, finds that such offensive behavior ruins the experience. Originally from West Africa, he hadn’t encountered such hateful language until coming to the United States three years ago. Diaw sees the language of multiplayer games as hurtful and frustrating. “For me, playing is about getting away from books and papers and relaxing, but when you see those kinds of things it stresses you more,” said Diaw. As a result, he has quit playing CounterStrike on the PC, and now almost exclusively games on the PS3.

There are safeguards against abusive behavior online, but the level of enforcement depends on the game and the network being played on. Xbox Live, the networking service for the Xbox 360, employs a full-time team of moderators who monitor the behavior of players and can issue suspensions from the service or even ban people entirely

for abusive language and behavior. They also have a report feature that’s accessible from any game, allowing players to call the moderators’ attention to disruptive players. However, a moderator is about as good as a trooper on the Interstate 90: they can only cover so much ground, and no matter how many violators you catch, people are still going to speed.

On the PC, safeguards vary from game to game. Most games don’t have global moderators or administrators, but Keyworth finds that most of the servers he plays on do a decent job of self-policing — the regular players drive off the hateful ones. For ones that aren’t, there are server administrators who can be contacted about disruptive players. Unfortunately, that doesn’t always work.

“The worst is when it’s actually one of the owners of the server [making racist comments], so there’s no one demanding they calm down; that’s when you know you need to be going someplace else,” said Keyworth. Despite these complaints, Keyworth doesn’t feel there is really any need for stricter controls.

Saxe and Diaw, however, disagree. For Diaw, the lack of punishments on the PC feeds into his frustration. “Someone needs to come up with something ... to just ban them all,” said Diaw.

Saxe, on the other hand, thinks companies need to develop an anti-hate mechanism for dealing with players, by rewarding players who don’t engage in that type of behavior and punishing those who do. “We need to work on some sort of system to get these people,” said Saxe.

“Even when they can’t see the person, it still hurts,” said Diaw. “Try and step into the shoes of the people being cursed at, and see if you were them if you’d like it.” **R**

Hate Speech?





Revengineers, (clockwise from left) Jim DeWitt, B.C. Mostyn, Nick Maynard and Kolbe Resnick.

Revengineers and the 8-bit Revolution

by John Howard | photograph by Meron Menghistab

“It’s a fun sound that you can do a lot with ... It’s definitely nostalgic,” said musician Jim DeWitt, a graduate of RIT’s Information Sciences and Technology program and current RIT web developer. DeWitt is the bass player in Revengineers, an instrumental electronic rock band new to the Rochester indie scene. The band’s unique sound that he is referring to comes not from a guitar or a bass, but from the inner workings of a handheld videogame console: a Nintendo Game Boy.

Such an abstract musical addition might deliver images of floormates beeping buttons in unison in a sweaty Computer Science floor lounge, but these guys aren’t fooling around. Though “Nintendo rock” is a simple tag that the Revengineers use, they also are self-described as basically, pop influenced rock with an upbeat tempo. Their music has surprising depth, layered in sheets of bold guitars and thumping synth beats that move. “We’re not just making music with it [a Game Boy]. We’re making music with an element of it,” said DeWitt.

DeWitt sat alongside two of his guitarists, Nick Maynard, a Music Education graduate of SUNY Fredonia, and B.C. Mostyn, an MCC student studying Graphic Design, trying to figure out the words that would describe their style. Sporting tattoos and Marvel T-shirts, they seem a perfect blend of tech, punk and indie. Along with his contributions on the bass, DeWitt assists with the electronic components of live show appearances at venues like Bug Jar. Kolbe Resnick, a Political Science major at University of Rochester, rounds out the four-piece unit on drums. Each with good-sized histories already under their belts, the band found its way together through the common interests in musical approaches of DeWitt and Maynard.

Though it’s a group effort when it comes time to write new material, Maynard handles a lot of the programming responsibilities on the Game

Boy. For complicated riffs, notes must be chosen from a screen-sized inventory and laid in one at a time.

The device itself — a modified original Nintendo Game Boy (circa 1989) — essentially acts as a portable, pocket-sized synthesizer. However, the amount of effort that went into pimping this gadget out is easily recognizable by the way Maynard cradles it. A fresh paint job and a new screen were a must, due to the age of the machine. Illuminating the screen is a custom backlight that glows a full red; a nice change from the sickly green blur that these devices are known for, and a necessity for playing live shows on dark stages.

The most important part is the audio. According to the group, the audio capacity of a Game Boy can be broken down into four

sound channels. Two of these channels account for the “normal synths” — the reason Mario has a theme song. A WAV channel is available for loading and writing samples and the last channel is white noise, which can be used for a snare drum or symbol-type sounds. Though the limitation to only three tonal instruments at a time could be seen as an obstacle, the band sees it as a source of inspiration to become more creative. In order to channel that creativity properly, DeWitt and Maynard installed a professional audio output and rewired the electrical components of the Game Boy to bypass the factory installed default.

“The original sound output that’s on it is... it sounds awful,” said Maynard. “You install this [the new output] and it sounds a lot louder. It’s clearer; the tone is bassier. It sounds like a professional synthesizer.”

To write their music, Revengineers use software specifically designed for the Game Boy, known as Little Sound DJ (LSDJ for short). The software is recorded onto a writable game cartridge that loads with the Game Boy’s “on” switch (the same way original Tetris does). With the use of this software at their fingertips — literally — the band can log an entire song as if producing sheet music for immediate playback and even play live using control combos.

The band incorporates a modified computer keyboard with link cable attachment as a remote for the Game Boy. The device can also be operated

through DeWitt’s laptop, which is always on stage running the show for their live performances. When it comes time for writing songs, though, the band links the same technology through a Super Nintendo Entertainment System for output to a larger, group-friendly screen.

“It’s a crazy thing when you’re writing music on it and then it reminds you of a game ... It can sound just like that one level or that one part in a game,” said Mostyn.

Despite such a unique approach to musical interpretation, the Revengineers weren’t in the dark when they started making Nintendo-produced music. The band’s style is part of a sub-genre of electronic music known as 8-bit, pulling its name from the 8-bit era of architecture in computer and gaming consoles. According to DeWitt and the rest of the band, the community within 8-bit music has a strong following, especially in San Francisco and New York, and it is very supportive and encouraging of new talent.

“It’s just such a cool scene for it online,” said Maynard. “It’s like this Venn diagram that overlaps between people who are independent musicians, people who are pseudo-computer programmers, and people who are into electrical engineering.”

Among the bands Revengineers look up to in the 8-bit community is a New York City based band called Anamanaguchi. With a similar sound and ensemble approach that the Revengineers take, the band, according to the website, “makes loud, fast music with a hacked NES [Nintendo Entertainment System] from 1985.” With Anamanaguchi providing the score for a new Scott Pilgrim-based video game that is set to drop soon, it seems that the influence games have on the 8-bit world has come full circle.

Looking ahead for the Revengineers, the band continues to progress, toying with the idea of adding vocals to their tracks and possibly including a projected visual aspect to their performances. Maynard has even

considered starting up a video game instruction program for newcomers to the 8-bit genre interested in electronic music. Meanwhile, the band is planning out their next live performance

and working on their first record. Futuristic-nostalgia may be uncharted territory for most musicians, but these artists are focused on creating new sounds, turning heads, and getting them to move to the beat. **R**

For more information on 8-bit music, check out <http://8bitcollective.com> and <http://chipmusic.org>. To follow the Revengineers on Tumblr, go to <http://revengineers.tumblr.com>.





THE RISE OF THE "WOMEN GAMERS"

by Alex Rogala | illustration by Stu Barnes

It

all began with an Atari. Jessica Bayliss' family had always played board games; in search of a new means of entertainment, the video game console seemed a natural extension to them. After her family brought it home, Bayliss picked up the controller and hasn't put it down since. Decades later, Dr. Bayliss is an assistant professor in RIT's Game Design and Development program and considers herself to be an avid gamer.

And she's not alone; Dr. Bayliss is among a steadily rising minority in the video game world. Realizing an untapped potential, game developers began designing and marketing games for women. With the new market, the number of female gamers has increased substantially in the past 15 years.

PLAYING THE GAME

Although the video game market is predominately male, the tides are turning — and fast. According to the 2006 Nielsen "Active Gamer Benchmark" study, while only 30 percent of overall gamers are female, women currently make up about two-thirds of the online gamer community.

Eloise Oyzon, a Fine Arts and Animation professor involved in the Game Design and Development program, got her start with text based games. After a period of disinterest, a slew of bizarre and innovative releases caught her eye.

"I got invigorated in the last four years by other things like DDR, Pikmin — of all things — and Katamari," says Oyzon. For her, the attraction to gaming deals with the interactivity it provides. "What I do like about gaming that I do not get from television is a sense of causality, that I'm making stuff happen."

WOMEN AT WORK

Bayliss, an ardent gamer, had never considered a career in gaming. Entering college as a Music major, she switched to engineering before finally deciding on computer science. As a professor in RIT's Computer Science department, she began to incorporate gaming into the program's first year curriculum as part of the Reality and Programming Together (RAPT) pilot program. Eventually, the project garnered the attention of Microsoft, receiving a grant. When the project succeeded, Bayliss went to aid RIT's fledgling newly-formed game design program.

But if there is a shortage of women gamers, there's even more of a shortage of women developers. According to the International Game Developers Association, only 11.5 percent of game developers are female. Many speculate that this deficit is the reason games often do not cater to women's interests.

Among the programs created to address this gender imbalance is Sony Online Entertainment's "The Gamers in Real Life" (G.I.R.L.), a scholarship program that aims to convince girl gamers to enter the world of professional game development. The program is only in its third year, but it's hoped that students become more interested as it continues to grow.

TRIBULATIONS

Seeking to eliminate the social stigma that has been attached to gaming, video game companies have begun to explore new ways of marketing games to audiences that aren't already playing.

Nintendo's Wii was among these, with its unorthodox, remote-shaped controller and unique library of games. In 2007, Nintendo started a "Wii Ambassadors" program, aimed at promoting the Wii to middle aged women. In the program, "ambassadors" host parties focused around the Wii.

With the increasing the number of female gamers, game companies have encountered several pronounced challenges. There's a stigma attached to gaming, and girl gamers are no exception.

"I used to play [World of Warcraft], and I was definitely embarrassed to tell people that," said Christine Stone, a fifth year Electrical Engineering major. She notes that many girls who play may be singled out for it.

Male gamers tend to view their female counterparts with a sense of curiosity, and perhaps even admiration. "I was playing 'Left 4 Dead' the other night, and I went into an online game — a quick match — and I was only voice activated in a second round and people were like, 'Wait, are you a girl? You don't really see that in here,'" said Lauren Stockli, a second year International Relations major.

But for her and Stone, this has never led to any particular problems. "I never was really bothered by being the only girl," said Stone, "I just wanted everyone else to treat me as an equal." **R**

FOOTBALL RETURNS TO RIT

by Sam Angarita
photographs by Michael Conti

PICK-UP TEAM GROWS IN NUMBERS

The running track in the Gordon Field House does not a merry football field make — even for the less aggressive sport of flag football. Don't believe it? Go there on a Thursday night at 9 and listen for the sound of porous jersey grazing against the rough polyurethane ground. This is

the sound of a member of the RIT flag football team taking a painful dive.

It is atop this synthetic surface that the team practices, even if it's not the ideal place for dives. They're trying to get as much playing time in as possible before their April 10 tournament against five other schools.

Gideon Boateng, second year Mechanical Engineering Technology Management major, sits with me on the sideline, eyeing his teammates in practice, half in conversation, half in analysis of the plays they are making. In helpless distraction, he attempts to explain to me how this whole thing got started.

Though the team was only formally recognized last year, the members were playing together well before before Student Government

(SG) sanctioned them as a club sport. Boateng and his then-roommate Elvis Herrera, a second year Mechanical Engineering Technology major and the club's vice president, started throwing a football in the fields outside the residence halls with a few other current members.

Boateng remembers: "After a while, I thought, 'why not start a team?'"

And so it began; the talk of making it a club sport, the search for an advisor, the implicit talk (or "dream goal," as the team puts it) of bringing football back to RIT.

Though the group had been playing tackle football, the rough nature of the sport held many liabilities for the Institute. "SG told us that if we wanted to play football, we had to start as a flag [football] team," says Boateng.

So, flag it was, and with the green-light from SG, the team was formed in the fall quarter of 2009.

"That's when the real hard work started," says Boateng. "At first, anybody would just show up and play."

The team put together a board of members to set rules and meeting times. But as the quarter wore on, people stopped showing up. In the hopes of keeping the team going, they held their own trials toward the end of fall quarter.



Eric Longville, a second year Game Design and Development major, hauls in a sharp pass from quarterback RJ Pollard during a Sunday afternoon outdoor practice. Longville is among the 16-man roster that will be vying for Rochester area bragging rights in the upcoming Flag Football tournament on April 10.

"We were there for two hours," says Boateng. "It was really chilly, but you could tell the whiners from the athletes."

They had players to spare showing up.

Boateng starts laughing as he remembers the long night arguing about who should make it or not — he claims that's what he wanted, though — and after the few escaped laughs: "We were there past 1 a.m." he says. "Some of the best players didn't make it. We were looking for commitment. About one-third of the guys there were not ready by that fall. That was our one rule — consistency over talent."

Just before winter break, the team played their first outside opponents: the University of Rochester. The game was held on the turf field, covered in a small layer of snow. Though the team lost the game (UR won by one touchdown), the team was excited once again.

"That was a great experience for us," says Boateng. "It was a good boost for the players. It wasn't just practice."

Digging a little deeper, other flag teams surfaced; Monroe Community

College, St. John Fisher, SUNY Brockport and

Medaille all had teams that met the criteria

to ensure a fair game for both sides. Of course, something had to be done to engage all these teams in a competition.

And so the April 10 "RIT Brick Ball Tournament" was dreamt up. Of the eight teams they invited, five have signed up for the day-long tournament on Saturday.

But what's a spectacle without spectators?

Right now, that is the biggest concern for the team.

"We need people at this tournament; we need this to convince the administration," says Eric Longville, a second year Game Design and Development major and the club's treasurer. "We want to get as many students as we can cheer us on ... We want to just have fun, play football and just go back to that dream goal. We're just trying to get people behind it and say like, 'hey, this could happen on a much bigger scale.'" 

"We're just trying to get people behind it and say like, 'hey, this could happen on a much bigger scale'"



The RIT men's lacrosse team prepares for the game on March 31. Coming into the game, defending national champion SUNY Cortland was ranked fourth nationally among Div. III schools. It was a home game, and the air was thick with tension as the Tigers awaited a highly touted Red Dragons team.

LACROSSE DEFEATED BY CORTLAND IN OVERTIME

photographs by Chris Langer



Though the Red Dragons dominated the first quarter, 4-1, the Tigers made a strong comeback in the second, scoring an additional six times.



(Above) Devin Lamb, #25, and Elliott Cowburn, #39, celebrate after each point.



(Left) RIT Lacrosse players celebrate after scoring in the fourth quarter bringing RIT into a tie against University of Cortland.

(Top) Dan MacRae, #16, runs towards the goal in the second quarter of the game against University of Cortland. Mac Rae had the opportunity to break the tie, but was thwarted by a timely Cortland save.

(Below) Coach Jake Coon talks to his players during a timeout during overtime.





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WORD ON THE STREET

WHAT ARE YOUR PRE-GAME SUPERSTITIONS?

photographs by Robert Bredvad



- 1> TYLER MAZZEI, #19**
 Third Year
 Business Management
"NO ONE CAN TOUCH MY STICK."
- 2> JEFF SMITH, #21**
 First Year
 General Science Exploration
"I PUT MY RIGHT GEAR ON BEFORE MY LEFT."
- 3> JARED DEMICHEL, #33**
 Fourth Year
 Business Management
"NOT TOO SUPERSTITIOUS. I'LL LISTEN TO MUSIC. PUT SOME TECHNO ON."
- 4> SHANE MADOLORA, #1**
 First Year
 Business Management
"I TOUCH THE CENTER DOT ON THE ICE WITH MY STICK."
- 5> CAMERON BURT, #18**
 Second Year
 Finance
"I WARM UP IN SANDALS, NOT GYM SHOES."



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PZ MYERS OFFENDS FIRST, REASONS LATER

An Ineffective Approach to Convince a Catholic There is No God

by Joe McLaughlin | illustration by Jamie Douglas

Editor's note: The author is Grand Knight of the RIT Knights of Columbus Council, #14336.

By the end of this piece, I hope to have convinced you to agree with me about religion. I hope to use this space to push my belief on you: that people shouldn't be jerks to each other about religion.

On April 1, I attended a talk given by Dr. Paul Zachary Myers of the University of Minnesota Morris. Myers, who was hosted by the RIT Skeptics Association and the Rochester Atheists, is an evolutionary biologist mainly famous for his work debating and refuting proponents of Intelligent Design (ID). He came to RIT to speak on "The Incompatibility of Science and Religion." The self-proclaimed "mean atheist" gave a logically inconsistent tirade, and the Skeptics should rethink inviting similar guest speakers in the future.

I'm a pretty devout Catholic. Furthermore, I'm the Grand Knight of the Knights of Columbus Council here at RIT. The Knights are a worldwide Catholic service organization, and "Grand Knight" means I'm the president of the local group. My Council does community service events (such as a recent fish fry that raised almost \$400 to buy malaria nets for children in Africa) and brotherhood events (like video game night). But ultimately, we encourage each other to be better Catholic gentlemen.

This isn't a criticism of Myers because he's an atheist, or because he believes in evolution. For the record, Myers, myself, and the Catholic Church have essentially the same position on evolution: the scientific evidence we have now points to it. That may change in the future, but until it does, evolution should



be taught in schools.

Myers isn't famous for any particular scientific discovery. The reason you can book him as a guest speaker is that he writes a biology blog. Sometimes he strays from strict biology into arguing against ID. These posts are more popular. And sometimes, he strays from there into bashing religion in general. These posts are the reason he's famous enough that the RIT Skeptics could book him as a speaker.

About a third of Myers's Wikipedia page is devoted to an incident where he solicited people to send him consecrated Communion

Hosts they had stolen from Catholic Mass so that he could desecrate them. Catholics believe in a concept called Transubstantiation, meaning that when a priest consecrates the Hosts, they are miraculously transformed into the literal Body of Christ. After receiving the Hosts, Myers ran nails through them, threw them in his garbage, and posted pictures on his blog. This is the most offensive thing you could do to a Catholic's religious sensibilities. Myers gained nothing by it. He just did it to offend Catholics.

During his talk at RIT, Myers gave his screed, and ended with "We need to stand up boldly before the faithheads and tell them 'No. Religion is snake oil and bullshit.'" He then took questions from the audience. Myers ended the engagement by saying, "it would be great if all the churchgoing people would go to church to sing and dance and leave the rest of us alone." Even if you ignore the logical inconsistency of making those two statements less than an hour apart, Myers is quite possibly the worst person in the anti-ID movement to make the second point.

Now, I have no doubt that most of the members of the RIT Skeptics Association are good people. And they should be able to invite anyone they want to speak at their events. But whether it's a good idea to invite a particular speaker depends on what their long term goals are. If they want to be an organization that goes around promoting the harassment of religious people, that's their prerogative. But if their long term goal is to promote the idea that discriminating against atheists (or against anyone) is bad and that people should be more tolerant, they can get a far better speaker than P. Z. Myers. 

SUNDAY, 2:02 A.M.

TONIGHT MY FRIEND'S FAVORITE GAME WAS TO LEAVE ME ALL ALONE AT A PARTY AND WAIT FOR CREEPERS TO HIT ON ME SO HE COULD COME TO MY RESCUE. THIS IS NOT OKAY!

(from text)

SATURDAY, 10:51 P.M.

HEY RINGS, DON'T BE TOUCHIN' MY MAMA, AND DON'T BE TOUCHIN' MY DORITOS... OH YEAH AND DON'T BE TOUCHIN' MY QUARTER SYSTEM EITHER!

(from text)

RIT RINGS
585.672.4840

compiled by Amanda Szczepanski & Moe Sedlak
All calls subject to editing and truncation. Not all calls will be run.
REPORTER reserves the right to publish all calls in any format.

FRIDAY, 8:14 P.M.

I regularly take [the Browns to the Superbowl] and use my laptop at the same time. Is this socially acceptable? Or should I keep hiding it and using remote stalls?

(from text)

MONDAY, 9:54 P.M.

Just to answer your question... I chose midnight dome and I aced that exam. Boooyal

(from text)

MONDAY, 5:18 P.M.

THE OTHER DAY I WAS SLEEPING FACE DOWN ON A COUCH IN ERDLE... AND WHEN I OPENED MY EYES FROM A GREAT NAP, I SAW A CREEPY LOOKING RED BUG CRAWLING RIGHT IN FRONT OF MY FACE. PLEASE TELL ME CRABS AREN'T RED!

(from text)

TUESDAY, 4:49 P.M.

I'M GOING TO USE THE FACT THAT I WANT TO DO NASTY THINGS TO MY PHYSICS PROFESSOR AS MOTIVATION TO STUDY AND GET GOOD GRADES IN HIS CLASS.

(from text)

FRIDAY, 3:10 A.M.

I am just a walk-in vagina at this point.

(from text)

TUESDAY, 11:57 A.M.

THE THIRD FLOOR BATHROOM IN THE LIBRARY ISN'T SKETCHY ANYMORE! NOW I CAN PEE WITHOUT HOLDING MY DICK IN ONE HAND AND A KNIFE IN THE OTHER!

(from text)

WEDNESDAY, 2:22 P.M.

Hi Rings, so I'm sitting in Writing Seminar, and I realized I'd rather masturbate with sandpaper than sit through this class for one more minute.

(from voicemail)

WEDNESDAY, 1:29 P.M.

If your friend is out-manned or too drunk to fight, you must jump in to help. Unless if in the past 48 hours you've said to yourself, "What this guy needs is a good ass whooping."

(from text)

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