

REPORTER



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PROJECT Z: THE UNDEAD CHRONICLES

A FIRST-PERSON ACCOUNT DEPICTING THE HVZ MANIA SWEEPING RIT

THE INCONVENIENT ALTERNATIVES

WHY THE SWITCH TO CLEAN ENERGY ISN'T LIKELY TO BE SMOOTH

SHUTTING OUT THE RED DRAGONS

RIT FACES OFF WITH SUNY CORTLAND

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EDITOR'S NOTE

SINK OR SWIM

Some things you learn on the fly. It's kind of like that time my swimming coach literally threw me into the deep end of the pool when I was six. I thrashed and splashed, doing whatever was necessary to stay afloat and get to the nearest end. No, it wasn't a pleasant experience, and it definitely reinforced the idea that I was not cut out for sports. However, it did serve its purpose.

I had perfected swimming back and forth in the shallow end – a mere three feet of water. When you know you can always just stand up, it's not much of a challenge. But when you can't see where the bottom of the pool is, that's a completely different story. My introduction to the features editor was somewhat similar but far less dramatic.

When that first draft hit my desk, I didn't know what to do with it. I rephrased a couple of sentences, corrected a few typos, added a punctuation or two, and then passed it up the chain. I continued what I call the “glorified copy editing” phase for several weeks, leaving the real work – if there was any – to the “powers that be” above me. Then, I found myself in a real pickle.

You never forget that first article you have to send back. It isn't particularly bad – all the information is in there. It just needs some reorganizing and another sweep through. You realize that if you make the changes yourself, then you would be changing too much. Not only would that be taking away the voice and effort of the original writer, but it would also mean hours of work on your part. Sometimes the process is painless; other times it can be a very trying experience. Whichever it is, that's when you begin to figure out what exactly you're supposed to be looking for when you're editing, but you're not quite there yet.

For me, the week of Brick City Homecoming 2008 wasn't just about Jimmy Fallon and meeting alums at a Reporter reunion. That weekend, the feature fell through three days before it was due, and I had to scramble to fill the space. I changed the article line-up about four times in the process. In the end, the cover, though visually interesting, ended up not representing anything in the issue, and the subfeature didn't end up being related to the feature.

To my advantage, a former editor in chief was writing the subfeature, which became the feature for that week. To my disadvantage, she wanted feedback throughout the entire writing process and wouldn't take “it looks good to me” for an answer. She forced me to really analyze her writing, and, after tossing that article back and forth several times, learn how to read it like it was the very first time, every time. I didn't know it then, but that's when everything changed. I only realized it while I was sitting in one of the journalism workshop's sessions this past weekend.

I can't say that I've mastered being an editor. I'm quite far from it. There's still so much that I can still improve upon, and that's the beauty of the weekly college publication. We're all still learning, and there's always room to try something new. There's always the opportunity to make it better.

Madeleine Villavicencio
EDITOR IN CHIEF

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TABLE OF CONTENTS

10 01 10 | VOLUME 60 | ISSUE 05

NEWS

4 NEWS DESK

Improving SIS. Creating a Self-Publication Policy. Redeeming IE.

7 FORECAST

You might pick up a good book if you take a good look.

LEISURE

8 REVIEWS

Another weapon for your arsenal.

9 AT YOUR LEISURE

The photo editor tried to kill me.

10 THE APPEAL OF THE LOGIC PUZZLE

Helping you put those sticky notes to good use.

13 RIOT IN THE FACTORY

An unusual gig with an unusual story.

FEATURES

16 PROJECT Z: THE UNDEAD CHRONICLES

A first-person account depicting the HvZ mania sweeping RIT.

20 THE INCONVENIENT ALTERNATIVES

Why the switch to clean energy isn't likely to be smooth.

SPORTS

25 SHUTTING OUT THE RED DRAGONS

RIT faces off with SUNY Cortland.

VIEWS

28 WORD ON THE STREET

What's your favorite zombie flick?

30 RINGS

Caught streaking?

31 AN ODE TO “DUNGEONS AND DRAGONS”

More than a geek thing.

Todd Gaulocher (right), a third year computer science student, heads the ball as his teammate, Dom Colaprete, a fourth year metals and jewelry design student, and SUNY Cortland's Gabriel Morales await the play. | photograph by Michael Conti

Cover photograph by Chris Langer

RIT NEWS

by David Keith Gasser and James Arn | illustration by Griffin Moore

CHANGES COMING TO SIS

The Student Information System (SIS), which serves as the access point for every RIT student's scheduling, graduation and financial services, is scheduled for a major upgrade and renovation over the next few years. Luke Auburn, the communications specialist for the new SIS project, says that one of the major goals behind the creation of this state-of-the-art system (entitled GeneSIS) is to give the academic institute the "opportunity to increase support for students' academic success throughout the student lifecycle."

One of the major complaints students have about the current SIS is the seemingly unnecessary number of separate online portals and domains for different parts of the system. To this end, Auburn states, "[The] new SIS will unify many of RIT's student services under one system." In addition to simplifying the student interaction with the system, this unification will allow different departments throughout RIT to more efficiently communicate and work towards one overarching goal: increased student success.

The project will be implemented alongside the conversion to the semester system, with the first stages of the implementation beginning in fall of 2012. The new system will possess enhanced advising and progress-tracking abilities, which are touted as being crucial tools in protecting students from falling behind due to the semester conversion. The idea of retrofitting the current SIS for semesters was also considered, but ultimately abandoned as it became clear that the project would cost millions without improving on any practices or functionality of the old system.

The first elements of the new system to be released will likely go unnoticed by current RIT students as they center on enrollment, admissions and recruitment. However, the remainder of the new SIS will be brought live over the course of a year after initial release, into the beginning of the 2013 school year.

CREATION OF SELF-PUBLISHING POLICY

Rhonda Laskoski of the Academic Senate's Academic Support Committee presented the committee's work to date on a new policy that would limit the royalties that instructors would be allowed to receive from any self-published materials. Though the policy is still in the planning stages, it stirred much debate amongst the senate. Senate Vice Chair Tim Engström expressed concern with faculty earning any profit from self-published books. "I'd like to see us remove desire for profit entirely from our relationships with students," said Engström. Golisano College of Computing and Information Sciences (GCCIS) Senator Elizabeth Lawley agreed, opining that, by forcing students to pay for materials published by their professors, "we are treading on very, very shaky ethical ground."

CALENDAR CONVERSION UPDATE

In *Reporter's* September 17 "Semester Conversion Update" article, we incorrectly cited Dr. Anne Wahl, director of Student Learning Outcome Assessment, as the leader of the calendar conversion committee. In fact, J. Fernando Naveda, formerly the chair of software engineering in GCCIS, is the leader of this effort as the calendar conversion director for Academic Affairs.

Naveda spoke at length with the Academic Senate regarding various specifics of the upcoming change to the semester calendar system. One of the major talking points was the inclusion of non-three-credit-hour courses. Under the new semester system, three-credit-hour courses would be the standard. According to Naveda, Provost Jeremy Haefner has approved the first batch of requests for four credit hour courses. Currently, the status of courses that would require fewer than three credit hours is unclear. Tom Policano, NTID senator, expressed concern and asked that the issue be resolved as soon as possible.

Another important question was the maximum number of credit hours that any student would be allowed to take in a given semester. Currently, the plan allows for students to take an unlimited number of credit hours without any increase in tuition. The idea behind this would be to allow extremely motivated students to get ahead without incurring a financial penalty. There was concern that some students could play the system by registering for too many classes and dropping them by Week Two or Three. This would pose the problem of taking seats away from students who were truly interested in taking a given class.



WORLD NEWS

compiled by Christina Belisle

MICROSOFT ANNOUNCES INTERNET EXPLORER 9 BETA

Microsoft announced on September 15 that its newest web browser, Internet Explorer 9 (IE9), was entering an open beta testing phase. Within 48 hours of the announcement, over two million people across the globe downloaded the trial version. IE9 supports the newest set of web development standards including CSS3, HTML5 and the Web Open Font Format. The download is available for free, but only works on Windows 7 and Windows Vista with Service Pack 2. Both 32- and 64-bit versions of these operating systems are supported.

POSSIBLE FACEBOOK SMARTPHONE

On September 19, technology blog TechCrunch released a claim stating that Facebook was secretly working with a third party to produce a mobile phone. Facebook would provide the software, while the third party would manufacture the hardware. TechCrunch stated that the project is being kept so under wraps that most of Facebook's staff was still unaware of it.

The next day, Facebook CEO and Founder Mark Zuckerberg invited the writers to the social media giant's Palo Alto, Calif. headquarters to discuss the phone.

"Our whole strategy is not to build any specific device or integration or anything like that," Zuckerberg said, "because we're not trying to compete with Apple or the Droid or any other hardware manufacturer for that matter." What Facebook is planning is to work with, not against, those who make applications, operating systems and hardware in order to have social networking become an integral part of phones.

Last year, TechCrunch broke the news that Google was working on its own phone, which turned out to be the Nexus One, a device manufactured by HTC which runs Google's own Android operating system. Microsoft created a heavily social network-based phone called the Kin, though that project was killed merely weeks after the phone's release.

RECESSION ENDED LAST YEAR, ACCORDING TO THE NBER

Americans rejoiced when the National Bureau of Economic Research (NBER) announced that the economic recession had officially ended. However, many were surprised that it had ended technically in June 2009. According to the Business Cycle Dating Committee of the NBER, the recession started in December 2007 and lasted a total of 18 months. Though unemployment has continued to rise into 2010, the NBER cites rising GDP as the indicator of the official end of the recession.

At 18 months, this was the longest postwar recession; previously, the longest recession lasted 16 months in the early 1980s. The past recession was the worst since the Great Depression regarding the number of jobs lost in the U.S.

PLAYSTATION 3 MOVE RELEASED

Entertainment giant Sony released its PlayStation 3 Move on September 17. The peripheral, which consists of the Sony Eye camera and the Sony Move motion controller, works by using the camera to track a lighting ball on the track of the controller. On-board software tracks the ball on a 2-D plane, and can judge how far away it is from the camera based on the size of the ball. Accelerometers in the controller also track rotations. Move will allow players to interact with the console without the use of traditional controllers.

Move is similar to the Nintendo Wii, which uses only accelerometers to track motion, and the Xbox Kinect, which uses a camera to track the player without a special controller.

Move was released in Europe on September 15 and will be released in Japan on October 21.



<http://www.videogamesetc.com/>

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RIT

Forecast

ROC

compiled by James Arn

FRIDAY 1

COMEDY TROUPE FALL SHOW

Ingle Auditorium. 8 - 10 p.m. In need of a good laugh? Watch as RIT's very own improv and stand-up group, The Comedy Troupe, puts on a side-splitting performance. Cost: Free.

SATURDAY 2

THIS LAN IS YOUR LAN

Clark Gym. 10 a.m. - 3 p.m. This LAN party is any gamer's dream. For almost 30 hours, the Electronic Gaming Society (EGS) will be hosting a 200-man LAN party including tournaments, prizes and open gaming. Cost: \$10 for EGS members, \$15 for non-members.

SUNDAY 3

MEN'S SOCCER VERSUS UTICA

RIT Field. 1 - 3 p.m. Cheer on the RIT Men's Soccer Team as they go head-to-head against Utica College. Cost: Free.

MONDAY 4

TEXAS INSTRUMENTS ON-CAMPUS INTERVIEWS

Bausch and Lomb Center. 9 a.m. - 4:30 p.m. Yes, the same company that makes those fancy calculators is coming to RIT to look for students just like you. Sign up for an interview to find out about prospective career or co-op opportunities. Cost: Free.

TUESDAY 5

GOLISANO COLLEGE MINORS FAIR

GOL Atrium. 11:30 a.m. - 1 p.m. Interested in a minor that is offered by the Golisano College of Computing and Information Sciences? Stop by to talk to faculty members and advisors to learn more about a specific minor. You might be surprised by how many they offer. Cost: Free.

WEDNESDAY 6

USING ENDNOTE WEB

Wallace Library. 12 - 1 p.m. If you can't seem to get a handle on APA or MLA citations, EndNote may just be your saving grace. Come to this tutorial of EndNote, the citation management program provided by the Wallace Center, to find out more. Don't forget to register at <http://wallacecenter.rit.edu/events/>. Cost: Free.

THURSDAY 7

THURSDAY NIGHT CINEMA: CROSSING OVER

Ingle Auditorium. 10 - 11:30 p.m. October is National Hispanic History Month. Celebrate it with the showing of "Crossing Over," a film about immigrants in America. Cost: Free.

FRIDAY 1

KARMA VINYASA YOGA

Victor Yoga Studio, 23 East Main St. 6:45 - 7:45 p.m. Participate in an hour of relaxation as you practice karma vinyasa yoga for only the cost of a donation. All donations will be given to the humane society at Lollypop Farm. Cost: \$10 to \$15 suggested donation.

SATURDAY 2

MARIE ANTOINETTE: THE COLOR OF FLESH

Blackfriars Theatre, 795 East Main St. 8 p.m. Set during the French Revolution, this fictitious historical play captures the chaos in the home of Marie Antoinette as she is wrapped up in a confusing love triangle. Cost: \$15 to \$27.

SUNDAY 3

LIVE IRISH MUSIC

Temple Bar and Grille, 109 East Ave. 7 p.m. Expand your musical horizon by getting yourself downtown to hear live Irish folk music, brought straight to your ears by local musicians. Cost: Free.

MONDAY 4

BIG BOOK SALE

Brighton Memorial Library, 2300 Elmwood Ave. 10 a.m. - 12 p.m. The fourth is the last day of the Brighton Memorial Library book sale, and all books will be selling for three dollars per bag. Cost: Number of bags you can fill times three.

TUESDAY 5

WESTSIDE MARKET

St. Monica Parish, 831 Genesee St. 4 - 7:30 p.m. Add some color to your diet with locally-grown fruits and vegetables at this week's Westside Market. In addition to the produce, there will be performances by local dance and music groups. Cost: Free.

WEDNESDAY 6

ZUMBA

The Evocative Woman Dance and Fitness Studio, 1727 Canandaigua Rd. in Macedon. 5:45 - 6:30 p.m. Dance your way to health with this upbeat fitness program. Zumba's Latin dance music turns a boring aerobic workout into something fun. Cost: \$5.

THURSDAY 7

EASTMAN SCHOOL OF MUSIC: CHAMBER JAZZ

Kilbourn Hall, 26 Gibbs St. 8 p.m. Head downtown to Kilbourn Hall to get your fill of the local jazz talent. Cost: Free.

REVIEWS

STRENGTH "MIND-READER"



ALBUM | ALTERNATIVE | 24 MINS.
by Matt Herrington

Strength burst onto the Portland, Ore. music scene in mid-2006, garnering critical acclaim with the release of their debut album, "Going Strong." Known for their over-the-top stage shows along the West Coast and in Europe, their recorded output has been lacking. After a long wait, the trio premiered "Mind-Reader," their second album, on September 3. Funky bass, synthesized melodies and smooth vocals are steady throughout the eight track compilation.

The trio sets the mood for the album with "Metal," a very catchy opener. The second song follows this stylistic template with "Brandy," an R&B tune not unlike Beck's "I Wanna Get With You." There's not much about this tongue-in-cheek song that the lyric "Let me rub you down with brandy" doesn't say. There are a few misses; despite some potential, "Marianne" is plagued by a slow tempo and lyrics borrowed from any 1980s power ballad. However, the album recovers to finish strong. "Overheat" introduces a smooth and spacey rhythm that continues into the final song on the album, "Radio Back."

Strength manages to weave its influences into its act without sounding trite or derivative. For instance, many fans have made a comparison between lead vocalist Bailey Winters and the King of Pop. Not only does Winters perform a crotch grab maneuver on stage, but his group has filled this album with thumping rhythms sure to have you moonwalking down the quarter mile. One such anthem is "Blood," a vampire-themed song reminiscent of "Thriller." The song "Disaster" breaks from the established format, and bears a similarity to the "Power Rangers" theme. "Wilderness" shares a groove similar to indie rock band Ratatat's hit instrumental, "Wildcat."

Though not for everyone, their sound is likely to please fans of bands such as Fujiya & Miyagi, Chromeo and Vitalic. Clocking in at a mere 24 minutes, "Mind-Reader" may be short, but this collection of thoughtfully-composed songs is a great addition to your music library, whether you are looking to throw a legendary dance party, or just want to introduce a little retro-inspired magic to your ears.

NERF RECON CS-6



TOY | NERF GUN | \$19.99
by Brendan Cahill

Whether you're preparing for Humans versus Zombies or are simply wishing to take advantage of RIT's spacious campus, there is one thing that you will undoubtedly need: a good, sturdy Nerf gun. Enterprising Nerf novices will find that the Recon CS-6 offers a level of versatility and reliability that few other dart guns on the market today offer.

The Recon, which is available for less than \$20 from most retailers, is a magazine-fed, spring-loaded gun. It's a relatively no-frills device; you pull the slide back to engage the mechanism, and pull the trigger to fire. The Recon is designed as an entry-level gun; those looking to pack some extra punch should look elsewhere. It does come with a few perks, however. The weapon's small pistol size is perfect for stashing in a backpack, providing advanced portability. But when extra range or stability is needed, the package also includes a detachable barrel extension and buttstock. Also included are a sight and a light, which mount to rails on the gun.

All in all, the gun performs solidly. It rarely jams, and the magazine system makes reloading a snap. But to say that your \$20 is buying you dart-shooting perfection would be an overstatement. Kinks or imperfections in darts can cause the gun to jam, forcing you to constantly replace darts as they become used and worn. And since the gun only comes with six darts, you'll have to buy new ones as soon as you take it out of the box. Furthermore, the gun only comes with one magazine, which all but eliminates the convenience of the magazine system. The stock, however, does make aiming easier, and if you are willing to spend a little extra on darts and magazines, the Recon could just make you king of the battlefield. **R**

AT YOUR LEISURE

10.01.10

by Alex Rogala

QUOTE "Man is free at the moment he wishes to be."

- VOLTAIRE

HAIKU

IF THERE IS SOMEONE HANGING ONTO YOUR CAR DOOR, PLEASE DON'T HIT THE GAS.

REPORTER RECOMMENDS

THE MONSTER ENGINE

The magic that surrounds childhood is a once in a lifetime experience. Monsters rise out of everyday objects and a general sense of awe hangs over everything as imagination runs wild. As life progresses, these daydreams slowly become all too quickly the providence of memories.

Fortunately, someone out there hasn't forgotten. Dave Devries, an artist from New Jersey, uses his artistic experience to makes these doodles into something more. The formula is simple: Devries projects children's drawings onto a canvas, then re-imagines them as the most realistic drawing he can. The result? Slightly spooky, completely awesome flashbacks to childhood.

Check out the Monster Engine for yourself at <http://themonsterengine.com>. **R**

WORD OF THE WEEK

PARIAH n. - an outcast; any person or animal that is generally despised or avoided.

Johnny's disturbing penchant for nailing pancakes to his forehead made him a **PARIAH** in the eyes of many. Definition taken from <http://merriam-webster.com>.

OVERSEEN AND OVERHEARD

"I feel like I could never have a conversation with you."
- Male student to female student in Frank E. Gannett Hall.

"There's nothing sexier than uniform data."
- Student in Thomas Gosnell Hall

President Destler's driving gaffe.

Send your Overseen and Overheard entries with the phrase "Overseen and Overheard" in the subject line to leisure@reportermag.com. Or submit them via Twitter by directing submissions to [@reportermag](https://twitter.com/reportermag) with #OnO. Now accepting cell phone pics!



SUDOKU DIFFICULTY RATING: EXTREME

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

STREAM OF FACTS

During the mid-1980s, Zimbabweans could be imprisoned for **RIDICULING** President Canaan Banana's name.

A recent study in England concluded the best way to combat terrorism may be by **RIDICULING** it. The researchers say satire may help to **STRIP** the radicalism of its mystique and allure.

In 2005, a Boise, Idaho **STRIP** club attempted to bypass an anti-nudity law by handing patrons pencils and paper in a **PROMOTION** dubbed "art night."

A "bring in your Rottweiler" **PROMOTION** at an Auckland, New Zealand pet store went awry last June when one of the **DOGS** ripped open the face of a store employee.

According to a 2006 study, **DOGS** can detect certain types of cancer by smelling the breath of **PATIENTS**.

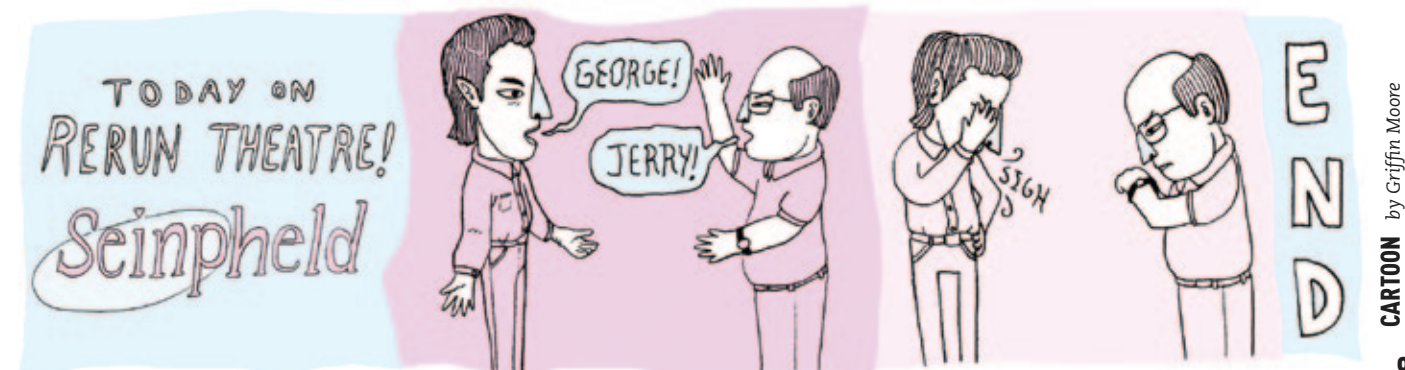
Of all the surgical instruments accidentally left in **PATIENTS**, sponges are the most common, making up one half to two-thirds of **INCIDENTS**.

Started in 1994, **INCIDENTS** of *Santarchy* - when unruly mobs of people dressed as **SANTA** Claus raid a city - have become increasingly popular in recent years.

The Dongxiang language, also known as the **SANTA** language, is an oral language spoken by the Dongxiang ethnic group in northwestern **CHINA**.

Despite their name, **CHINA** dolls were named for the porcelain used in manufacturing them; the first china **DOLLS** were actually manufactured during the 1840s in Germany.

In 2001, an Australian designer jokingly introduced a line of **DOLLS** named "Invisible Jim." Intended as a critique to consumerist culture, the box contained no toy and encouraged kids to use their imagination.



CARTOON by Griffin Moore

The Appeal of the Logic Puzzle

by Steven Markowitz | illustration by Stephen Kelly

Logic puzzles exist everywhere in today's society due to their varied appeal and addicting nature. Simply, a logic puzzle is any puzzle deriving from the mathematical field of deduction. Such a broad definition incorporates everything from Sudoku, to the Rubik's Cube, to Tetris.

The earliest logic puzzles date back many centuries. Leonardo Fibonacci (circa 1170 to circa 1250), creator of the famous Fibonacci sequence, was an early inventor of logic puzzles, with some showing up as early as 1202. It is Charles Dodgson, however, better

known by his pseudonym Lewis Carroll, who is credited as the father of logic puzzles. Through his novel "The Game of Logic," and supported by his numerous other works on symbolic logic and mathematical theory, Dodgson popularized a type of logic puzzle known as the syllogism.

There are many different categories of logic puzzles, and there is no one correct method of classification. Outlined below are just three examples of the many different types of logic puzzles.

Logic Grid Puzzles

Logic grid puzzles are problems in which the reader is given a scenario, restrictions, clues and a goal. Then, they must create a grid with this information to discover the solution. The most famous of these puzzles is the zebra puzzle, purportedly invented by Albert Einstein. The scenario is that "there are five houses, each of which is painted a different color, and their inhabitants are of different national extractions, own different pets, drink different beverages, and smoke different brands of American cigarettes."

Given the 15 clues, written below as they were first published in "Life International" in 1962, determine who drinks water and who owns the zebra.

1. There are five houses.
2. The Englishman lives in the red house.
3. The Spaniard owns the dog.
4. Coffee is drunk in the green house.
5. The Ukrainian drinks tea.
6. The green house is immediately to the right of the ivory house.
7. The Old Gold smoker owns snails.
8. Kools are smoked in the yellow house.
9. Milk is drunk in the middle house.
10. The Norwegian lives in the first house.
11. The man who smokes Chesterfields lives in the house next to the man with the fox.
12. Kools are smoked in the house next to the house where the horse is kept.
13. The Lucky Strike smoker drinks orange juice.
14. The Japanese smokes Parliaments.
15. The Norwegian lives next to the blue house.

Were you able to solve the puzzle? If so, congratulations, because according to Einstein you are part of only 2 percent of the world's population that can.

Syllogism

Created originally by Aristotle, it was Dodgson who made the syllogism popular. A syllogism is a type of puzzle in which a conclusion is drawn from two premises. The premises are in the form of "all A are B," "some A are B," "no A are B" or "some A are not B." Completing a syllogism requires good deductive reasoning and the ability to construct and evaluate deductive arguments.

Here is an example:

Major premise: All mortals die.

Minor premise: All men are mortals.

Conclusion (solution): All men die.

Another example, this one a popular example from Dodgson's "Alice's Adventures in Wonderland", goes:

"No fat creatures run well"

"Some greyhounds run well"

Therefore "some greyhounds are not fat"

Knights and Knaves

Invented by Raymond Smullyan, knights and knaves is a popular verbal logic puzzle in which there are two characters on a fictional island: a knight who always tells the truth, and the knave, who always lies. The goal of the game is to determine which character is which from their statements. These puzzles can be solved by using Boolean algebra, a form of algebra involving real numbers, truth values and logic truth tables.

An example of this puzzle is:

John and Bill are two inhabitants of the island of knights and knaves. John says, "We are both knaves." Which person is the knight and which is the knave? The solution is that John is the knave and Bill the knight, because if John were a knight, he would not be able to say that he was a knave since he would be lying. John being a knave makes the statement "both John and Bill are knaves" false. Since John cannot be a knight, Bill must be a knight for the statement to hold. Knights and knaves was an inspiration for George Boolos's philosophy article titled "The Hardest Logic Puzzle Ever."

The puzzle is as follows:

"Three gods — A, B and C — are called, in some order, True, False, and Random. True always speaks truly, False always speaks falsely, but whether Random speaks truly or falsely is a completely random matter. Your task is to determine the identities of A, B and C by asking three yes-no questions. Each question must be put to exactly one god. The gods understand English, but will answer all questions in their own language, in which the words for yes and no are 'da' and 'ja', in some order. You do not know which word means which."

In addition, Boolos provided the following clarifications:

-It could be that some god gets asked more than one question (and hence that some god is not asked any question at all).

-What the second question is, and to which god it is put, may depend on the answer to the first question. (And, of course, similarly for the third question.)

-Whether Random speaks truly or not should be thought of as depending on the flip of a coin hidden in his brain: If the coin comes down heads, he speaks truly; if tails, falsely.

-Random will answer 'da' or 'ja' when asked any yes-no question.

We won't be providing the solution for this one; the goal of a puzzle is, after all, to solve it. If you're feeling up to the challenge, try and tackle the "Hardest Logic Puzzle Ever."





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Rocking the Factory

by Alex Pagliaro

About an hour east of Rochester lies the small city of Geneva, N.Y., where, like much of upstate New York, there is a small main street and stretches of homes surrounded by farms. Nestled in this town is an aging brick-walled factory that, up until recently, sat abandoned. Drive down the road from this factory and you'll find yourself in front of a peach orchard. The factory was recently renovated into a new apartment, which the owners moved out of in order to let some friends stay for a few months.

Those friends happened to collectively be the members of Ra Ra Riot, a four-year-old band founded at Syracuse University. And so, it was that the band took a break from their rigorous touring schedule to write their latest album. It's titled "The Orchard," after the very place where the album was written: a private, laid-back sanctuary where the band could relax and make music together.

Bassist Mathieu Santos remembers the experience fondly, mainly because the band became "really immersed in the whole thing." In doing so, they were able to take an extremely collaborative approach to writing. Santos notes that many songs started with a chord progression or a vocal melody as the skeleton; then, the rest of the band members filled in their parts around that. He emphasized that most have a "sick bass line".

After writing all the songs and laying out a few demos, the band went into a studio to finish the recording process. This album is the much-anticipated follow-up to their debut success, "The Rhumb Line," which was released by independent label Barsuk Records, a label that has signed such artists as Death Cab for Cutie and Rilo Kiley. Ra Ra Riot released this album with the same label and the band is currently touring in support of their latest release.

While touring for the new album, the band found themselves back in Geneva where it all began. In addition to being renovated as an apartment, the family who owned the peach orchard is hoping to repurpose the factory into a cultural hub for artists and performers. The goal is to attract new audiences and businesses to the area. To renovate the space, they founded a non-profit organization called Three Stories. As a way of saying thanks and showing appreciation for their time spent on the orchard, Ra Ra Riot headlined a performance at the factory on September 18. All proceeds went to charity and the show was streamed live over the radio and the internet by WEOS, a public radio station aired in Geneva.

It began with a pair of kids sitting outside the venue, but the crowd had grown to about a hundred by the time the doors opened. And what was a modest crowd for the opening group, Phantogram, became an energetic swarm by the time Ra Ra Riot took the stage. The set was filled with tracks from both albums, and they received a universally positive response. The most noticeable thing was how happy the members appeared to be while playing. The thrill on their faces and the passion with which they played their instruments passed through the audience like electricity, igniting the crowd into a swell of music and energy. Crowd favorites from "The Rhumb Line," such as "St. Peter's Day Festival," "Dying is Fine," and "Oh, La," lit up the room. Even though the band likely plays these songs frequently, it was clear that they enjoyed the songs just as much as the crowd. Tracks from "The Orchard" were also well-received considering how recently it was released. Fans were shouting out and singing along - they wouldn't let the band go without an encore.

After the show, the entire band came out to sell merchandise and talk to their fans. They might have a small following compared to some groups, but their fan base is growing and is quite devoted, at that. Seeing this band in concert is what really sells it; you will never see a performing band that loves what they do any more than Ra Ra Riot. **R**



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PROJECT Z:

THE

UNDEAD

CHRONICLES

BY STEFANO SANSONE

PHOTOGRAPHY BY CHRIS LANGER



Humans leave the bottom of the Frank Ritter Ice Arena towards the second extraction point on the baseball fields on Friday, September 24.



Wes Chapman, a first year computer hardware engineering major, heads up the stairs to scout nearby hordes of zombies in the area. This six-person group traveled through the tunnels and exited this door near The Commons.

I WOKE UP WITH FEAR IN MY HEART. WILL I MAKE IT PAST TODAY? WILL MY FRIENDS?

My roommate has already left for class and I won't see him again until later tonight. We can only hope for each other's safety and that we both remain human. I carry my trusty maverick, a few socks and a last-resort weapon: a tiny single-shot Nerf pistol.

MONDAY

As I was leaving my dorm for class, there were no zombies in sight. There was a pack of humans heading to class, so I joined them. It's best not to travel alone.

Eventually, we saw a lone zombie, but we were able to keep him at bay. There was no need to waste ammo. Another group arrived and they showed us a path through the ice arena. We took this path underground all the way to George Eastman Hall and exited on the east side heading to Frank E. Gannett Hall. The walk between the buildings was only about 50 feet, enough for us to sprint, followed by another 50-foot sprint to James E. Gleason Hall.

I was safe, and that's what mattered to me.

After class, I had to make the difficult trek all the way back to my dorm. I met up with a group of 30 people who all had to return to the dorms. On the way, we saw one zombie. We could have easily taken him out if we wanted to, but we felt it would just be a waste of ammo. Instead, we continued on.

We noticed him calling for reinforcements, so we bolted to The Commons before the other zombies found us. From there, we were all able to traverse the tunnels back to our dorms.

Our mission for the night was to escort four citizens, three surveyors and one scavenger around campus. The surveyors were tasked with mapping out certain buildings while the scavenger searched for various supplies. Groups of different sizes were formed to complete a number of objectives, some to protect the citizens, others for special missions. I assigned to the defensive operation. Our base was at Gracie's and I was guarding the eastern door. Throughout the night, we received reports of comrades being zombified.

Then the big news hit.

Word came that one of the larger groups protecting a surveyor was completely decimated. Very few made it. It became known as the "Infinity Quad Massacre." I feel terrible for all those people, but I am thankful that I could live another day.

TUESDAY

With the human population decreasing, I was terrified to go outside. I couldn't trust anyone. When I went to go to my first class, I couldn't

see any humans. Thankfully, there weren't any zombies in sight, either.

In order to avoid zombies, I took a huge detour to get to my next class. On the way, I ran into David Kahrs, another survivor who happened to be in the class I was heading to. He told me about his adventures during Monday's mission. "I was walking home from rehearsal when I saw about four zombies," said Kahrs, "so I ran into the tunnels where I saw a group of 30 other humans. I told them I was just trying to get home and they said, 'So are we.'"

On the way home, I traveled the same route as yesterday. It seems that the zombies aren't aware of this route yet. Hiding my gun in my vest definitely helped me keep from enemy's notice. When I returned home, I discovered that my roommate was now a zombie. Now, I have to live with the enemy.

Tonight, our mission was to gather supplies stationed around campus. In order to salvage the materials that we needed, we formed squads to head out into the different target areas. I was assigned to the defensive team yet again. It was a boring job, but a safe one.

When the mission began, a large horde of zombies waited outside. I had no idea what they were waiting for. Eventually, they left and headed toward the Gordon Field House, although a few of them merely stayed to taunt us.

We completed our mission without any massacres, but our numbers are still decreasing. More than half of the human population has become zombies.

WEDNESDAY

The rain seemed to deter the zombies this morning. I met back up with Kahrs, who was still a human. We decided to stick together to get to our next class, using the underground tunnels as much as we could.

As we were heading back to our dorms after class, we saw a lone human taking out a few zombies. He didn't seem to need our help, so we continued on. As the human walked away, a zombie sprinted at him from behind, but the human reacted quickly; he spun around and, with a shot to the gut, took the zombie out.

We found a group of about 15 humans at the Infinity Quad. They were all headed towards the dorms. We joined them as they made the trek home. A group of zombies had gathered nearby but, fortunately, we outnumbered them greatly. We took a few of them out as they tried to rush us and, upon seeing this, the remaining zombies gave up. We decided the best route back was to

cross D-Lot and walk along Andrews Memorial Drive to Lyndon B. Johnson Hall.

Tonight's mission was complicated because we had to demolish certain areas with "Nerfsplosives" and construct barricades in others. I went with a group of eight other humans into the woods behind Gracie's. Two calm zombies appeared. We held our formation, stuck to the mission, and continued on.

Suddenly, a horde of about fifteen zombies started running towards us from behind the original two. We knew we stood no chance against them, so we split up. We ran back into the forest and headed towards Gracie's, where we spent some time in safety.

As soon as we were about to head out again, we discovered that the mission was canceled due to complications with the website. At least I was safe — albeit tired from running — and about 40 percent of the players were still human.

THURSDAY

At this point, hopelessness began to settle and I almost wanted to give up. I thought of just walking down the quarter mile and taking out as many zombies as possible. But my survival instincts kicked in, and I decided against it. Zombies had yet to confront me on my route to class.

After class, I met up with some humans in the Infinity Quad. There was a group of zombies protecting something near a tree. One of the other humans told me about the Twinkie side mission. For bragging rights, humans could try to run to the tree and grab a Twinkie, but that would put them face-to-face with the zombies guarding it.

I abandoned the Twinkie mission and proceeded to class. I was released early, which meant fewer zombies would be out and about on my way back. I was nervous that zombies might start jumping out of the trees because I know that, if I were a zombie, that would have been my strategy. Fortunately, no zombies appeared.

In the game, my brain has been my most effective weapon. Planning ways to avoid zombies entirely is the best way for survival.

This night's mission involved bringing a beacon to a location on campus and holding it there for a whole minute. There were twelve possible locations, and we needed to complete eight. After much planning, my group decided to go for the one by the turf field. We reached the Frank Ritter Ice Arena without any trouble. We then took the tunnels to the Digital Den and we were going to head to the library when 20 zombies pushed us back inside. The standoff

lasted an hour. We taunted the zombies to distract them as we sent three people on a different route to complete our objective.

Trying to go return the way we came was impossible. Another standoff occurred in front of the ice arena. Instead of trying to push on, a friend and I took the tunnels to the Student Alumni Union. Thinking it was clear, we exited through one of the south doors with the intention of going through the woods to Gracie's. Our plan was foiled when a zombie spotted us, and screeching "HUMANS!!"

We ran back inside the SAU where we ran into other humans were hoping to go through the same exit. We informed them it was impossible. After wandering the SAU for a while, we passed through another south exit and ran onto the southern part of Andrews Memorial Drive. From there, we followed the road all the way around the woods. As soon as we spotted Nathaniel Rochester Hall, we sprinted inside.

FRIDAY

The game has become routine. My route to class must be perfect as, yet again, no zombies were on it.

All day, I couldn't think of anything but the extraction mission. Many students greeted me in the halls. "Good luck today," they said. It was nice to have support. Up until this point, my survival relied on sheer luck, and luck alone would not get me through extraction.

It was finally time for the last mission: extraction. This was probably the simplest — yet most difficult — mission to complete. We had to go to the bus stop outside of the library and pick up several small black tubes, then bring them to one of the four safe zones. The zones were open at different times for 30 minutes each. My group began in Gracie's and took the south part of Andrews Memorial Drive. As we neared the library, a group of zombies appeared from the woods. We took most of them out and the rest followed us at a safe distance.

We needed to reach one of the safe zones. The first was already closed and the second had just opened up, but time left us aiming for the third at the field near M-Lot. We saw a group of what we thought were humans but, as it turned out, they were zombies. By the time we realized, it was too late; that was the end of us. I managed to take out three, but one snuck up behind me. My Nerf gun jammed and all hope was lost.

A mixed feeling of disappointment and relief fell over me. I was liberated from the worry of being chased and hunted. The paranoia that came with the increasing zombie numbers

subsided and was replaced by hunger. I was ready to hunt for some brains.

With our numbers, it was easy to defend the safe zone. Even so, one human, Brendan Turner, sprinted past everyone and was extracted.

"I was just a zombie with everyone else when my antivirus kicked in, so I sprinted into the safe zone," said Turner. Turner was the only one to be extracted from this location.

The last safe zone was located behind Gracie's. The back of the safe zone was facing the woods so zombies were constantly watching it for humans. As the clock wound down, a few humans attempted to break through but ultimately failed. The clock struck 9 p.m., and it was all over. The

zombies successfully defended the safe zones. In the end, only 16 humans were extracted.

FINAL THOUGHTS

As HvZ came to an end, the mindset of "don't travel alone or the quarter mile is death" slowly faded. The bond that was formed between players during HvZ will be all that remains. There were countless instances when I passed other humans who I didn't know in the hallway and we saluted each other, then swapped info about certain areas of campus. My only regret is that I didn't become a zombie earlier in the game; I, too, wanted to hunt down some humans during class. **R**



A small group of humans is attacked by a horde of zombies on Friday's final extraction mission.

THE INCONVENIENT ALTERNATIVES

Why the Switch to Clean Energy Isn't Likely to be Smooth

by Michael Conti

Since 2007, no major scientific organization of national or international reputation opposes the basic findings linking human influence to global warming. When leading climatologists are predicting deadly climate change within the next 30 to 70 years, humanity will be entering survival mode, and denial is becoming terribly unsexy.

For those who need a refresher, global warming is a result of the greenhouse effect, when atmospheric gases absorb heat energy leaving the earth. Most notable of these gasses is carbon dioxide (CO₂), produced from burning "fossil fuels" like oil. Lowering the parts per million (ppm) of CO₂ in the atmosphere has become the latest crusade of environmentalists, many who have calculated that 350 ppm is the highest possible amount of CO₂ we can have while still avoiding significant climate change. Changing what we use for fuel — to power everything from cars to computers — changes how much CO₂ we put in the atmosphere.

The current carbon total is around 390 ppm and is expected to grow exponentially. The Copenhagen 15 Climate

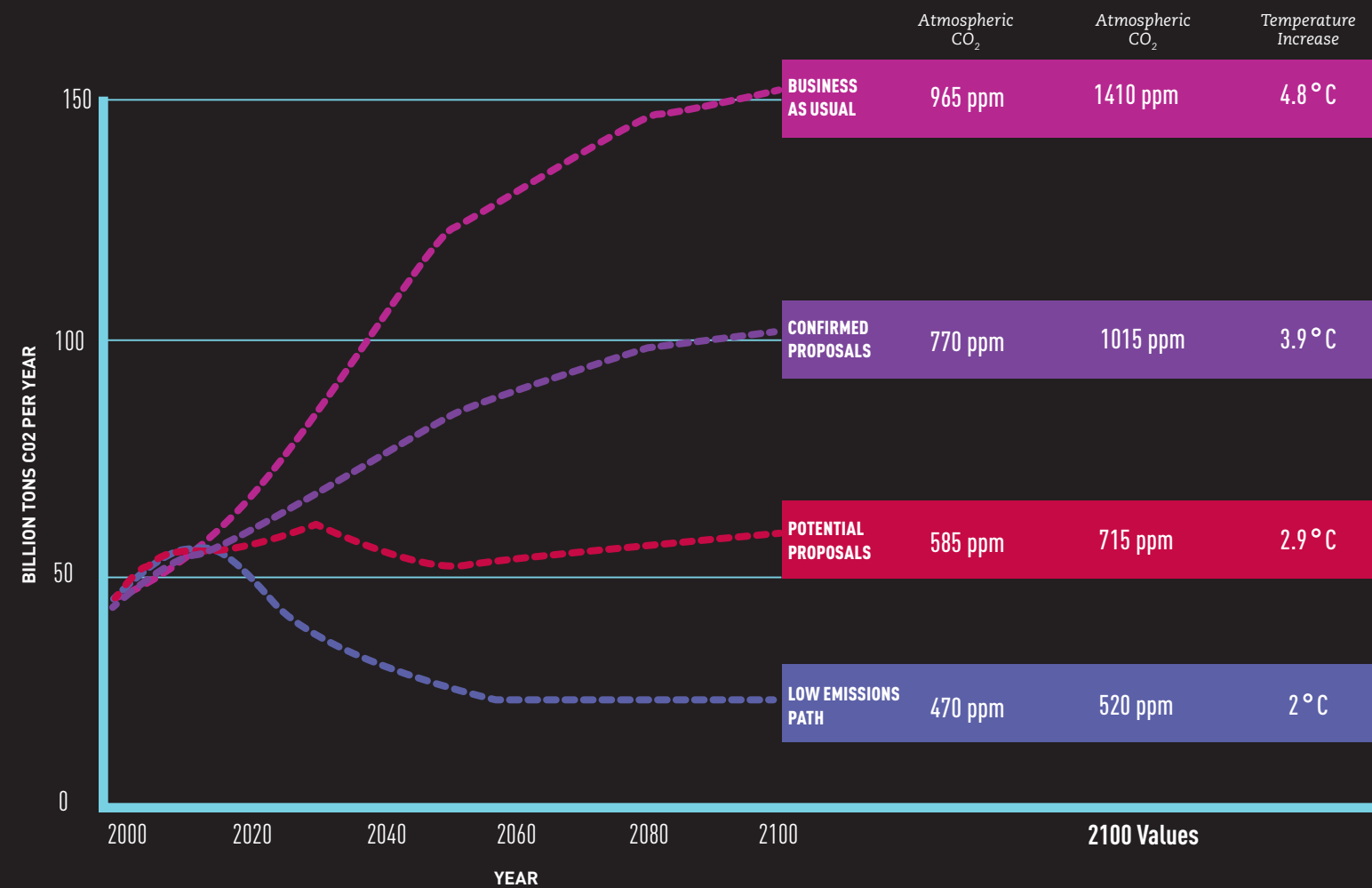
Conference held in December 2009 resulted in a series of confirmed pledges to limit carbon in the atmosphere to a peachy 770 ppm by 2100, which is believed to be a safe measurement for that time period. Bill McKibben, author of "Deep Economy" and "Eaarth," and the founder of the organization 350.org, has declared the reforms a "fiasco in the first order."

"Even if you erred on the side of insane optimism ... we'd live if not in hell, then in some place with a very similar temperature," McKibben writes in "Eaarth."

Considering that "insane optimism" comes pretty easily for us Americans, people will continue to talk about energy alternatives: ways to keep our economy moving without burning ourselves up in the process. These alternatives, however, generally are not

ready to be used in a large-scale way, either because of a natural limitation (windmills are only useful when the wind is blowing) or because of a lack of infrastructure to deliver it to the population. The first mass experimentation with an oil substitute, corn-ethanol fuel, contributed to the 2008 food crisis, making 40 million new people (more than the population of California) "at risk of hunger." Like anything else in this world, the switch from oil to something better is a gradual, experimental process.

In the coming decade, we're likely to see many proposals regarding the future of fuel. Some are promising; others will surely be smoke and mirrors. Knowing the details, the information behind trending technologies will help us reach a workable solution.



THE INCONVENIENT ALTERNATIVES

UNDERSTANDING THE INFORMATION

There are terms that can help us better evaluate if an alternative form of energy can reduce the amount of carbon we put into the atmosphere and power our possessions on a large scale.

To help figure this out, each fuel source is described by its emission factor, or “carbon footprint,” which is determined by the amount of CO₂ produced during a kilowatt-hour. Also listed is the energy return on investment, or EROI. This is a ratio of how much energy we get from a source compared to the amount of energy expended to extract, refine and distribute the source. For example, if I burn twice as many calories to hunt a fish than I receive from eating the fish, I am a net energy loser of 1:2.


Energy companies typically like to flaunt their shift to “green,” showing rolling hills of windmills, or rows of solar panels. But the truth is, 83 percent of the United States’ energy is from burning trapped carbon, in the form of petroleum, natural gas and coal. The world is not ready for the end of the carbon age. Many alternatives sound good on paper, but can’t beat the behemoth that burning carbon is. Americans have two choices: either power down and limit how much energy they consume, relying on local production and carbon-free technology, or burn up in an age of droughts and food wars that will change the world’s landscape forever.

THE FINE PRINT

Corn ethanol was not listed as an alternative because of its truly pathetic 1:1 EROI rating. Shale oil gas, “clean coal” technology and tar sands were ignored because of the enormous amount of CO₂ that would be produced. EROI is not an exact figure, and is calculated through no agreed standard of determining what goes into the amount of energy expended. Carbon footprint, or emissions factor, was based on studies conducted by the University of Sydney, as described in “Life-Cycle Energy Balance and Greenhouse Gas Emissions of Nuclear Energy in Australia.”

KEY

 **EMISSIONS FACTOR (CARBON FOOTPRINT):** the amount of CO₂ produced during a kilowatt-hour (EACH FOOTPRINT REPRESENTS 100)

 **ENERGY RETURN ON INVESTMENT:** a ratio of how much energy we get from a source compared to the amount of energy expended to extract, refine and distribute the source

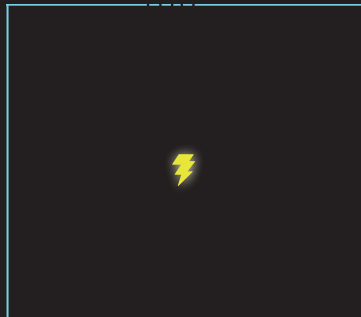


OIL

EMISSIONS FACTOR 893



ENERGY RETURN 20:1



THE REALITY

WE'RE RUNNING OUT

Oil isn't exactly an alternative, except that many consider it to be one. While American supplies have long since peaked, and Middle Eastern resources are rumored to be in a decline, we're still burning black gold like it's 1999. Squeezing it from sand, tearing up Canada for “shale oil,” and undersea drilling may give us more oil, but it will dramatically reduce the EROI ratio, costing more energy to extract it from remote locations. And remember, as population rich Asian countries grow wealthier, we'll need to find six new Saudi Arabias every year to keep up with growing demand.



SOLAR

EMISSIONS FACTOR 106



ENERGY RETURN 8:1



THE REALITY

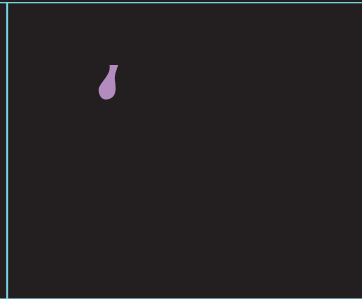
NOT AVAILABLE 24/7

Solar is considered one of the most promising “alternatives.” Its main detractors cite a low amount of energy that can be withdrawn from existing technology. While this is changing rapidly as more countries become invested in the sale of photovoltaics and concentrated solar power, it remains to be seen whether solar energy can take fossil fuels' place.

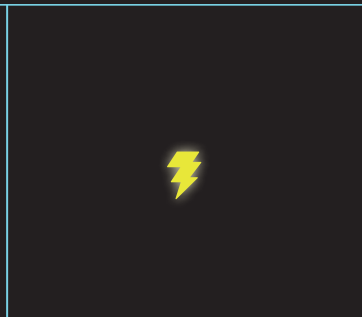


WIND

EMISSIONS FACTOR 21



ENERGY RETURN 18:1



THE REALITY

LIMITED BY GEOGRAPHY

Because windmills depend on wind (and changing weather patterns), these turbines will not be the be-all end-all power source. The capital investment and environmental damage present in the materials to build and maintain the structure is significant but, overall, the technology remains a highly viable energy producer.

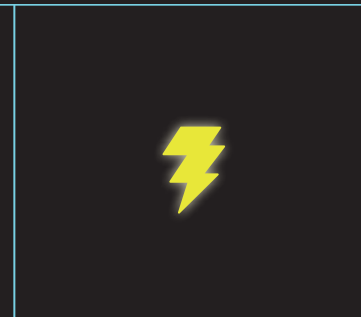


NATURAL GAS

EMISSIONS FACTOR 599



ENERGY RETURN 10:1



THE REALITY

FINITE, DANGEROUS FOSSIL FUEL

Many investors, including former oil executive T. Boone Pickens, see natural gas as the next choice for powering America. Natural gas production in the U.S. is also declining, and dependence on it would result in our dependence on nations like Russia and Turkmenistan. Natural gas is shipped in compressed, highly explosive liquefied form, posing safety risks. Lastly, it is still a fossil fuel, resulting in an extremely high carbon output when compared to other choices.



NUCLEAR

EMISSIONS FACTOR 60



ENERGY RETURN 5:1



THE REALITY

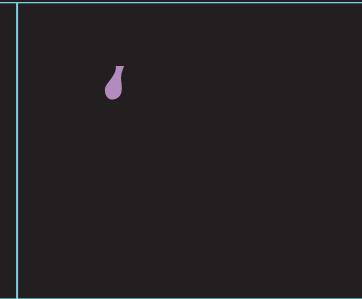
EXPENSIVE INVESTMENT

Nuclear power was once vilified, but is now increasingly considered a necessary measure to produce massive amounts of energy and cut carbon. True tree huggers have done a 180-degree turn, knowing that if a nuclear reactor is operated according to protocol, it is an extremely clean way to generate power. The only problem is that there is currently not enough uranium in production to power reactors to meet energy demand globally. Reactors also cost billions of dollars to build and years to construct and secure. Thanks to years of post-Chernobyl fear, inaction has stunted the potential of this resource.



HYDROGEN

EMISSIONS FACTOR 15



ENERGY RETURN 1.25:1



THE REALITY

FALLEN SHORT ON PROMISE

The Obama administration has already decided to “cut off funds” to hydrogen fuel cell research because the technology has not delivered on its promise in the short amount of time that is necessary. According to U.S. Energy Secretary Steven Chu, hydrogen vehicles “will not be practical over the next 10 to 20 years,” as the infrastructure necessary to distribute hydrogen fuel has not been developed. While RIT researchers have experimented with ways to generate hydrogen fuel through algae growth, hydrogen technology is significantly unprepared to take on the task of powering the world.

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-GHANDI

SHUTTING OUT THE RED DRAGONS

by Jeff McKinzie | photographs by Michael Conti





The conditions were not auspicious. It had rained all day, and the outlook for the Tigers was anything but bright. The weather seemed to reflect the mood coming into the afternoon: The Tigers had just come off two tough losses to St. Lawrence and Clarkson over the weekend. Although the recent defeats might have affected the team’s hopes, the spectators would have never suspected the team’s worries. RIT brought their game to the turf and fought hard. It was only a matter of time before the future started looking brighter. All it took was 38 minutes and, by then, all the clouds of the morning seemed to have blown away.

Two and done — that was the story as the men’s soccer team defeated the SUNY Cortland Red Dragons in a non-conference game Tuesday, September 21. The Tigers, who lost the following Friday and Saturday with scores of 0-2 and 1-2, seemed eager to put their recent offensive struggles aside early, as they scored two first half goals against a sluggish start from the Red Dragons’s defense and improved their overall record to 5-2-1. The feeling in the stands half-full with Tigers fans was invigorating when the first goal came rather quickly, as back/midfielder Donnie Maguire, a third year mechanical engineering technology major, fired a shot in the sixth minute. The second goal came in as a free kick from about twenty yards out 32 minutes later, by team captain Jake Yates, a fifth year mechanical engineering major. Each player was congratulated in turn by teammates with a fraternal chest-bump, as the crowd erupted in cheers. The two goals were the first and second of the season for Maguire and Yates, respectively.

Despite their resounding success in the first half, the Tigers would lose their offensive spark in the second as the Red Dragons tightened their defense and shut down the RIT soccer squad that attacked so hard so early. While RIT was allowed nine shots on goal, the Cortland defense forced them to miss every single one. Said first year engineering major Jimmy

Forbes afterwards, “I thought [the game] was good. We played well in the first half, but missed a lot of scoring chances. For the next game, we’ll have to work at improving our chances of scoring.”

Head coach Bill Garno, now in his fifteenth season with RIT, agreed. “We had a rough weekend, but 2-0 in the first half was good. I was kind of hoping that we would come out the same way in the second half, but we’ll definitely have to improve our chances of scoring.” RIT currently holds a 157-71 shot advantage over its opponents, scoring 15 while allowing only six.

While RIT’s offensive performance struggled against the Dragons, they played spectacular defense. They allowed Cortland to take only ten shots the whole game, with the biggest threat coming in the mid-first half. The two teams were also at even for corner shots at six apiece. Goalie Sean Conway, a first year civil engineering major who stayed in the entire game, had five saves and the win for the Tigers, while Cortland goalies Patrick Pidgeon and Niko Martinez-Reyes had three each.

RIT will play their next game on Saturday, September 25 at 11 a.m. against the Elmira Soaring Eagles (2-2-2) in an Empire 8 Conference League game. And what should you look for by then? My gut instinct says the Tigers will have a better game all around. Here’s to hoping for a newfound win streak. **R**

Page 25: Jake Yates, a fifth year mechanical engineering major, gets under a kick. Yates scored his second goal of the season with a free kick in the 38th minute of play.

Left: Jimmy Forbes, a first year engineering student, heads the ball over Andrew Schwert of SUNY Cortland during the second half of play.

This page: Donny Maguire, a third year mechanical engineering technology student, celebrates with Dan Holowaty, a third year engineering student after Maguire’s sixth-minute goal put the Tigers up 1-0.

What is your favorite zombie movie

by Robert Shook



WORD on the STREET

1. Ashley Miller

"I don't know any zombie movies - I guess I'm a bad zombie."

General Science Exploration



1

2

2. Ben Miller-Jacobson

"I don't watch movies."

Computer Science



3

4

3. Spencer Herzog

"I haven't seen many. Only 'Zombieland,' 'Day of the Dead,' 'Night of the Living Dead,' and 'Shaun of the Dead.'"

Engineering Exploration



4. Colin Knud-Hansen

"'Young Frankenstein.' Humor, Mel Brooks and zombies go together very well."

Game Design & Development



5

6



7

8



5. John Morris

"The old school 'Dawn of the Dead' is the best. It completely fucks you up psychologically; you just don't see gore like that anymore. There's a finesse to how they get killed."

Management Information Systems

6. Brian Seifert

"'Dead Snow.' There's a ridiculous scene where this guy is being chased by zombies, runs into a tree, gets his intestines ripped out, and falls off a cliff. He then climbs up the cliff using his entrails that are still attached to the tree."

Information Security and Forensics

7. Lucas Thorsen

"For me, there are two kinds of zombie movie: serious and funny. So I have to choose two movies: 'Resident Evil' and 'Shaun of the Dead.' In 'Shaun,' the scene where the grandma goes berserk and there's a shootout is hilarious."

Information Security and Forensics

8. Dylan Bates

"George Romero redefined the genre with remakes of 'Dawn of the Dead' and 'Land of the Dead.' It's hard to choose which one of those is better. Neither one is your 'generic zombie, move slow as shit' film; now, you're really afraid."

Computer Science

RIT RINGS

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compiled by Amanda Szczepanski and Moe Sedlak | illustration by Jack Reickel

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SATURDAY, 4:07 P.M.

LAST NIGHT I WAS CAUGHT STREAKING AROUND PERKINS AND ALL PUBLIC SAFETY SAID WAS TO KEEP MY CLOTHES ON AND GO BACK INSIDE.

(from text)

SATURDAY, 3:21 P.M.

Grocery shopping on Yom Kippur was a bad idea. I've never seen so many free samples!

(from voicemail)

THURSDAY, 11:29 P.M.

I think I'm gay for Box Man.

(from text)

MONDAY, 2:02 P.M.

Percentage of RIT students playing Humans versus Zombies: 30 percent. Percentage plotting how to hit the players with paintballs, ball bearings or chloroform darts: 70 percent.

(from text)

SUNDAY, 12:12 P.M.

I WOULD HAVE MUCH RATHER WOKEN UP TO THE SOUND OF MY SCREECHING ALARM CLOCK, THAN A GROUP OF TONE-DEAF SORORITY GIRLS.

(from text)

SUNDAY, 1:43 P.M.

To the one we call Stammer Head: I don't recall what happened or what I did or what your real name is. Can you help me figure out how I wound up lost in *The Province*?

(from text)

TUESDAY, 6:04 P.M.

SINCE WE HAVE NO PARKING ON CAMPUS, THEY SHOULD JUST REPLACE THE LIBERAL ARTS HALL WITH A PARKING GARAGE.

(from text)

WEDNESDAY, 1:06 P.M.

According to Walmart, you have to show an ID if you plan on purchasing DayQuil — and that [medicinal use-only beverage] wasn't even on rollback!

(from text)

FRIDAY, 4:32 P.M.

HEY RINGS, IF YOU'RE LOOKING FOR A QUICK BITE TO EAT ON CAMPUS TRY OUT THE CTRL ALT DELI — THERE HASN'T BEEN A LINE SINCE THE RELEASE OF "HALO: REACH!"

(from text)



SATURDAY, 2:14 A.M.

I'm at a party with a girl who is drinking beer and hobbling around on crutches. I hope she doesn't get a CUI on her way home tonight.

(from text)



Dungeons and Dragons (D&D) is a thinking man's game. D&D is not trying to bewitch us with ancient pagan magic. D&D is not trying to coerce our nation's children into satanic cults. D&D is not a game played exclusively by neck-bearded man-children with an addiction to Mountain Dew and Wegmans brand cheese puffs. Instead, D&D wants us to expand our boundaries and use our imaginations to explore new worlds in the manner of our choosing.

By day, we're college students. Worker bees living in a drab brick city under (more often than not) gray Rochester skies. But sometime between dinner and breakfast, when the kitchen table sits unused and unloved, we pull out our dice, our rulebooks and our character sheets, and we prepare for the grueling life of an adventurer in a hostile land. Perhaps we have pledged our services to a king whose daughter has been captured, or we are the last line of defense against a rapidly-expanding evil, or perhaps we have decided to be the evil plaguing the countryside. We are role-players, and no matter who we are or what our objective is, we have one goal in mind: to become something we are not.

Call it escapism, if you want; it's not something we haven't heard before. I, for one, choose to exercise my mind. I play characters to get a lesson in improv acting (and give the dungeon master a hard time).

I play the dungeon master, the storyteller of the game, to exercise my skills in writing and planning, as well as to give other players a hard time. From both seats, careful use of strategy and in-depth knowledge of the rules keep the players alive and motivated, while at the same time, presents a compelling challenge that must be overcome.

So how did such a wonderful thing become such a magnate for criticism? In the early days of the game, especially in the 1980s, D&D attracted the attention of conservative Christian commentators, who decried it for attempting to teach children witchcraft or convincing them to worship Satan. In one famous example, fundamentalist comic artist Jack Chick published "Dark Dungeons," a short comic claiming that playing D&D could lead players to suicide, and it is explicitly stated that all D&D players will go to hell unless they renounce their ways, burn their D&D materials, and accept Jesus. Oftentimes, these fears were the direct result of a public uninformed about the true nature of D&D. In the case of James Egbert, a child prodigy and D&D player, his disappearance into the steam tunnels under the Michigan State University and subsequent attempt at suicide were incorrectly attributed to the game. The "Steam Tunnel Incident" quickly spread through the media, becoming an urban legend.

In response, TSR, Inc., the company that publishes D&D, removed all references to devils, demons and controversial magic from subsequent editions of the game. Public fervor began to wane, and the news cycle moved on. Now, any materials that include demons and devils make it clear that they are evil entities, and carry a "for mature audiences only" label.

And it's a good thing that the public has stopped ostracizing role-players. Imagine what would happen if people knew that Judi Dench, Vin Diesel, Stephen Colbert, Robin Williams or Matt Damon were all D&D players!

At its core, D&D is a team activity. It's a learning experience. It's good for relieving tension, and it's good for the soul. It's a chance to turn off the television and the Xbox, and have some good ol' analog fun. I think it makes a great game for families, too, and I know I won't hesitate to introduce my future kids to D&D when they hit that "12+" age on the box. Gather your friends, grab your dice, and take advantage of that kitchen table. Mountain Dew and cheese puffs are optional. **R**





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