

# REPORTER

03.25.11 [reportermag.com](http://reportermag.com)



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## IN MEMORIAM

With RIT's fan base ripped between two arenas, last Saturday ended a dream season for both the women's and men's hockey teams. (See "More Than Just Another Game: Women's Hockey Takes Second Place in NCAA Championship" on page 20 and "RIT Hockey Comes Close to Victory in the AHA Finals" on page 22.) But the double losses don't erase the entire season or the effect that one sport had on a tech school.

About a year ago today, the men's hockey team had just won the Atlantic Hockey Championship against the University of New Hampshire Wildcats, earning a spot in the Frozen Four. As a result, my first issue as editor-in-chief had the privilege of showcasing one of the most memorable covers in Reporter history.

Since that trip to Detroit, Mich., I've seen a change within the student body, a glimmer of hope in a usually apathetic and occasionally whiny bunch. (Yes, we RIT students do like to complain.) I've noticed a few more orange RIT hoodies on the quarter mile, and seen a slight increase in attendance for athletics events outside of men's hockey. There have been even more proactive attempts to raise school spirit.

The truth is, most universities rely on their athletics programs to fuel spirit. As an institution that focuses mostly on academics, RIT's athletic programs haven't exactly been the most remarkable. That is, until recently. We're still growing into it. Don't lose faith, RIT. There's always next season.

Madeleine Villavicencio

EDITOR IN CHIEF

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| photograph by Jonathan Foster

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cover illustration by Joanna Eberts



# MISSING STUDENT

by Madeleine Villavicencio | photograph courtesy of RIT

## New York State Police are still looking for a missing RIT student after days of searching.

George Delany, 21, was last seen on the afternoon of Saturday, March 12 in Chili, where he lives with other RIT students. According to police, he left his home, saying he would be back. His roommates thought he might have headed home to Frederick, Md.

On Sunday, March 13, Delany's red 2002 Toyota Echo was found 20 feet from Ward Road in Wayland, Steuben County, which is about 50 miles south of Rochester. Delany was officially reported missing Tuesday, March 15.

RIT Public Safety was notified of the situation Tuesday morning by Delany's mother, according to Dawn Soufleris, assistant vice president of Student Affairs. Earlier that morning, Mr. Delany had received a voicemail notifying him that a car registered to him was being towed. Although the message was dated Monday, March 14, Mr. Delany was out of the office. State Troopers suggested Delany's parents contact RIT because their son had been using the vehicle at school.

Delany's father visited his son in Rochester on Friday morning but has not heard from Delany since that evening.

Mrs. Delany says her son, who had recently changed majors to political science, was stressed out with school. She suspects he might have been driving home because Ward Road becomes U.S. Route 15, which eventually leads to Frederick. Delany has made weekend trips home on short notice before.

Phone records indicate that Delany's cell phone last pinged from a tower located 3 miles away from his care near County Road 92 at about 7:40 p.m. Delany had called a friend from high school who lives in Long Island, NY. When the friend didn't answer, he left a voicemail detailing his frustrations with school and his roommates, and his plans to drop out.

According to New York State Police spokesperson Mark O'Donnell, witnesses reported seeing Delany attempting to move his car from a ditch on Sunday, March 13. Authorities state that there is no reason to believe that Delany has been injured, either by himself or by others.

Delany may have longer hair than depicted in the photograph with possible facial hair. He is a white male, approximately 5'10" tall and weighs about 150 pounds. He has sandy-reddish hair and was last seen wearing a brown, light-weight jacket.

Anyone with information about Delany's whereabouts is asked to call State Police at 585.398.4100. 📞



Reporter will continue to monitor this story as more information becomes available. To read the latest updates, visit <http://reportermag.com>.

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## IN TSUNAMI'S WAKE, CLUBS FIND SOBER PURPOSE

by Chris Zubak-Skees | photograph by Neal Danis



Japanese Student Association President Haruna Hiyouchi describes how to support the crisis in Japan to a packed room of students.

“This is our most important meeting in the history of the JSA.”  
Haruna Hiyouchi

On the afternoon of Friday, March 11, a tectonic fault off the Japanese coast ruptured, sending seismic shock waves rippling through the island nation. Not far behind the earthquake — the fourth largest in a century — followed a massive second punch: a wall of water that swept cars, houses and entire towns away.

By Tuesday, March 15, Japan was digging itself out, while the world stood transfixed, as four tsunami-damaged nuclear reactors threatened to pour radiation on a fresh wound. By then, police had counted 3,373 bodies — a grim tally that would later top 6,400 — while thousands were reported missing and tens of thousands sheltered inland.

That was the news as the Japanese Student Association (JSA) began their weekly meeting at 5 p.m. that same day in a Campus Center conference room. Normally, the 15 members would deal with club business, and then play a Japanese-language game, perhaps on a rare occasion eat at a Japanese restaurant. Their only mission was to promote Japanese culture, their only fundraising was the \$100 they collected for their “own fun purpose.”

The earthquake changed that. “This is our most important meeting in the history of the JSA,” said club President Haruna Miyouchi, a Service Leadership and Innovation graduate student from Osaka, Japan. Fortunately, she said, the families of the 10 Japanese students at RIT she knows are unharmed. But, the country’s situation was nonetheless devastating.

Miyouchi herself, who stayed upbeat as she led the meeting, said later that she had been in contact with her sister and the rest of her family in Osaka. Though parts of the country have been hit hard and there was constant drama on television, in Osaka and other parts of the country, she said, life went on normally.

After establishing that no RIT families were directly harmed, the next logical step was to navigate the tricky logistics of raising money for victims, a task begun earlier in the day by the Asian Culture Society. ACS members set up a table in the Student Alumni Union, someone sent a Message Center announcement, and soon donors filled their

glass jar with dollar bills and an occasional 20. By 5 p.m., they counted \$485 in donations to the American Red Cross, a member told the JSA meeting — a success they hope will continue.

“I’m really hoping we raise a lot of money in the coming months and weeks,” said ACS Vice President Yokai Ro, a third year Physics major and native of New York, who helped out at the table. “I know it’s going to be a long task.”

The JSA planned to solicit donations the next day, March 16, near the tiger statue and the Gleason Circle bus shelter. The 30 students at the meeting, double the usual number, sipped juice and ate cookies while they signed up for time slots and pasted paper signs onto collection boxes bearing the slogan “Pray for Japan” — a rallying cry for relief efforts.

They also discussed strategy: where to store the collected money? How would time slots work? Could the less timid members make announcements in their classes? Did anyone have a Japanese flag? (Yes, as it turned out, a 4 foot by 5 foot one, obtained from a friend who got it from the Study Abroad office, never mind how.)

Jeff Cox, director of International Student Services, offered the JSA any help his office could provide, including suggestions on fundraising. “A lot of times people don’t have cash, because everybody has swipe cards,” he said. He suggested directing people to donate online.

Tempering his suggestion, on March 14, Information Security sent a message warning campus to be wary of online relief scams. Donate directly to reputable organizations, the message advised, rather than middlemen.

Like ACS, the JSA plans to raise funds for some time, because they know the devastation won’t be reversed soon. “We didn’t really decide the time we’re going to stop,” said Miyouchi. ■

*The Japanese Red Cross Society asks U.S. citizens to donate to the American Red Cross. You can donate online at <http://redcross.org>.*

## 34th RIT Spring Juggle-In April 2nd, 7:30 pm

Public Show featuring special guests from Sweden!

Ingle Auditorium  
\$15 door, \$8 RIT Student ID

# Trying to be Casual



RIT Juggling Club

[www.rit.edu/sg/jugglingclub](http://www.rit.edu/sg/jugglingclub)

## BEYOND THE BRICKS

compiled by Emily Mohlmann | illustration by Melissa Huang

### PROTESTERS RALLY AGAINST IMMIGRATION LAW

Protestors gathered outside the Indiana Statehouse on March 15 to show their opposition to an immigration bill making its way through state legislature.

The bill is similar to one that Arizona passed in 2010. Sponsored by Republican Senate representative Mike Delph, it would punish businesses that hire illegal immigrants as well as permit law enforcement to ask a person for proof of their immigration status if suspicion arises.

Delph said, "We take the handcuffs off law enforcement and allow them to help federal law enforcement with enforcing the law."

Protestors of the bill disagree. They feel the law will result in racial profiling and a hostile environment.

The bill was passed by the Senate and is now in the House.

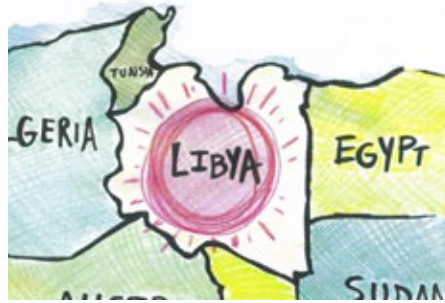
### ADOBE GIVES IN TO APPLE

On March 8, Adobe announced Wallaby — an experimental tool for developers that will allow them to drag and drop Flash files to have them converted to HTML5. For now Wallaby is only able to convert animated Flash banners, and does not support ActionScript, movies or sound.

Since 1980, relations between Adobe Systems Inc. and Apple have not been the most amiable. Most notably is Apple's refusal to put Adobe's Flash on its mobile devices. Flash is largely used to create interactive websites, as well as adding video and animation.

Apple offers a YouTube dedicated app, which converts the videos to a viewer-friendly format. Many websites that have not created an iOS mobile version still have blank spaces when accessed on the iPad, iPhone or iPod Touch.

Adobe has been pushing Apple to adopt Flash, but Apple has maintained their stance, citing its overall poor performance on Mac computers. But now, Apple will never hear Adobe's pleas again; Adobe has finally given in.



### U.N. CONSIDERS NO-FLY ZONE IN LIBYA

On March 17, the United Nations voted to protect the citizens of Libya. The 10-0 vote calls for an immediate cease-fire and sanctioned the use of a no-fly zone. Five members of the Security Council abstained from voting.

This resolution comes several weeks after much debate over the issue. There was initial support within the council for economic and political sanctions, and the delivery of food and supplies; but many questions remained about the no-fly zone.

India's ambassador, Hardeep Singh Puri, questioned, "Who will implement the no-fly zone? Who would provide assets for it?"

Part of the reluctance arose from the Arab League's statement that there should be "no foreign intervention" regarding the no-fly zone. The council held to this, approving the use of anything aside from "foreign occupation" to end attacks on heavily populated civilian areas.

The zone is intended to protect civilians; however, French Foreign Minister Alain Juppe said events on the ground might have made the zone irrelevant. Lebanon's U.N. ambassador responded with "nothing is too late, but may not be enough."

### COMPANIES OFFER FREE COMMUNICATION TO JAPAN

On March 14, AT&T and Verizon both announced they would allow free calling and text messaging to Japan in the wake of the recent earthquake. This applies to both landline and cell phones. Wireless customers will not be billed, but customers calling on an AT&T landline are required to contact customer service in order to receive the credit on their bill.

AT&T will honor this retroactively from March 11 through the end of the month, while Verizon is extending the free service until April 10.

Shortly after the phone giants made their announcements, other telecommunication companies began to follow suit, offering free calling, texting and JapanTV. Sprint, T-Mobile, Cricket, Comcast, Dish Networks, and Cox Communications have all jumped on board.

In a press release, AT&T Mobility and Consumer Markets Senior Vice President of Voice and Data Products Mark Collins said, "Connecting with family and friends is most important at times like this — we want to make it as easy and worry-free as possible for our customers."



## SG UPDATE

by Madeleine Villavicencio

### WITR REQUESTS FUNDS FOR STUDIO X

WITR came before Student Government (SG) March 18 to request a contribution of funds towards the planning and construction of its new studio. If approved, the funds would help cover the architectural drawing fee of \$17,400.

The new studio, dubbed Studio X, will become WITR's main broadcast area and will be located within the Student Alumni Union lobby in the space next to Nathan's Soups and Salads, formerly used for the Candy Counter. Studio X's design includes an open glass front that would allow passersby to watch DJs perform. The construction of Studio X is part of an effort to make the broadcasting process more transparent to students.

At the moment, WITR can only allot \$9,000 towards the drawing fee. After a contribution from the Center for Campus Life, WITR still needs \$5,400. This amount must be paid in order to draft up the site's blueprints and move forward with the process.

The projected total cost for Studio X is \$206,900. This sum includes the cost of planning the site, the demolition of the remains of the Candy Counter and the construction of the studio. (See table.)

SG unanimously approved the request for funds, but has yet to decide on an amount.

#### ESTIMATED COST FOR STUDIO X

DEMOLITION		NEW CONSTRUCTION	
Remove counter	500	HM window and frame in conc. wall	900
Remove coiling door	500	HM door frame	1,600
Remove ceiling	900	Double pane window in GWP partition	1,300
Remove walls	1,200	Aluminum entrance and door	7,500
Remove door and frame	400	Disc Jockey workstation	29,000
Remove flooring	1,200	Editing workstation	7,500
Remove concrete for new door and window	1,700	Wall graphics	4,500
Provide opening for new window	1,700	Shelves and display	3,000
Remove concrete knee wall	800	Carpet flooring	4,000
Remove cabinets and shelving	800	Paint	9,800
Remove electrical	2,200	Electric distribution	34,000
Remove HVAC	1,800	Specialty lighting	12,000
		HVAC	28,000
		Data	3,500
		Signage	8,500
		SAU flooring repair	2,200
	Sub-total	13,700	
			Sub-total
			157,300
			Construction total
			171,000
			Contingency
			18,500
			Sub-total
			189,500
			Design fee
			17,400
			Project total
			206,900

## FORECAST

by Christina Belisle

### FRIDAY 25

#### Eastman Wind Ensemble

Ingle Auditorium, SAU. 8-10 p.m.

The Eastman Wind Orchestra revisits RIT with Kent Kennan's Trumpet Sonata and The Planets by Gustav Holst. Conducted by Mark Scatterday.

Cost: \$5 for students; \$10 for faculty and staff; \$15 for others.

### MONDAY 28

#### Karaoke with Walt O'Brien

Flipside Bar & Grill, 2001 E. Main St. 9 p.m.

Enjoy some food before taking your chance at the mic. Not brave enough to go it alone? Bring your friends and get a whole band going.

Cost: Free.

### THURSDAY 31

#### Glass Flower Sale

SAU Lobby. 9 a.m. - 5 p.m.

Handmade flowers will be sold to raise funds for the Glass Guild.

Cost: Free to look.

### SATURDAY 26

#### Disney's "The Lion King"

Auditorium Theatre, 885 E. Main St.

2 p.m. and 8 p.m.

What better way to spend a Saturday night than to see the world-famous Broadway show in Rochester? Relive this childhood movie with singing, dancing and puppetry.

Cost: \$22.50-\$132.50.

### TUESDAY 29

#### Mark Viavattine

Bistro 135, 135 W. Commercial St.,

East Rochester. 6 - 9 p.m.

See Viavattine, a local Jazz musician, perform at the Bistro. All you have to do is sit back, relax and enjoy the music.

Cost: Free.

### SUNDAY 27

#### Baroque Organ Showcase

Memorial Art Gallery, 500 University Ave.

5:30 p.m.

Listen to moving orchestration and compositions performed by cathedral organists.

Cost: \$7 for students; \$10 for others.

### WEDNESDAY 30

#### Spring Career Fair

Gordon Field House. 11 a.m. - 4 p.m.

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# AT YOUR LEISURE 03.25.11

by James Arn

**QUOTE**

*"Christmas to a child is the first terrible proof that to travel hopefully is better than to arrive."*  
- Stephen Fry

**WORD OF THE WEEK**

**obstreperous** *adj.* - Marked by unruly or aggressive noisiness.

The professor angrily walked out on the **obstreperous** class.

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

**HAIKU**

Spring is all around,  
Hike to class in new flip-flops,  
Break out the bro disk.

**REPORTER RECOMMENDS**

*Paper Airplanes*

As the quarter grinds on and the seemingly endless workload mounts, the mind can become clogged to the point of dysfunction. What you need is something that will both clear your mind and keep you entertained as you watch spring roll in. What you need is to rediscover your childhood love of the paper airplane.

The creation of these flimsy fliers has many of the famed concentration-aiding powers of the Japanese art of origami. Taking a few minutes to carefully crease each fold and crimp every corner can bring about a surprising sense of clarity and calm. Plus, when you're done, you'll have a perfectly functional flying machine at your disposal.

**STREAM OF FACTS**

Denver, Colo., has the nation's largest city park system with over 200 parks within the city limits and another 20,000 acres of parkland in the nearby **MOUNTAIN** ranges.

The **MOUNTAIN** beaver is not especially prone to life in the mountains, nor does it make a dam as most beavers do. Instead, it makes its home by **BURROWING** into the ground of the Pacific Northwest.

The **BURROWING** owl, an endangered species found in central Canada, differs from most of its brethren in that it lives in holes in the ground rather than holes in **TREES**.

Oak **TREES** do not produce any acorns until they are at least 50 **YEARS** old.

100 **YEARS** ago on March 25, a massive fire broke out at the Triangle Shirtwaist Factory. The death of 146 factory workers prompted **FIRE** safety regulations that are still in place today.

Contrary to popular urban legend, the Great Chicago **FIRE** of 1871 was not actually caused by a cow kicking over a lit lantern. **B**

**CARTOON** by Will Lawson



**OVERSEEN AND OVERHEARD**



- RIT decided that the Week of Women was actually unnecessary.

Send your *Overseen and Overheard* entries to [leisure@reportermag.com](mailto:leisure@reportermag.com) with "Overseen and Overheard" in the subject line, or tweet with #OnO to @reportermag.

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# REVIEWS

# 03.25.11



"WOUNDED RHYMES" BY LYKKE LI  
 Album | Indie | 40 mins.  
 Rating: Dig It!  
 by Patrick Ogbeide

Lykke Li is very much the sweetheart who can do absolutely no wrong. She entered our hearts with 2008's "Youth Novels" and proceeded to melt them with her soft, adorable voice. Between her energetic singles — "I'm Good, I'm Gone" and "Little Bit" — and quirky tracks like "Let It Fall," Lykke Li's debut expressed a naiveté that we all experienced and yearn to be able to express. After three years out of the musical spotlight, Lykke Li returns, much older and much colder than in her joyful beginnings.

Her new album, "Wounded Rhymes," is very different from "Youth Novels." It abandons her typically optimistic sounds and opts for a much more sinister vibe. The intro track, "Youth Knows No Pain," embodies the new sound as its rebellious feeling resonates perfectly with Lykke Li's haunting melody and boisterous lyrics. Other tracks, most notably the single, "I Follow Rivers," is less brooding

and more exotic. Production throughout the album is cold; the restless sound accentuating Li's lyrics never lets up, ultimately creating a hazy path for the listener to stroll along.

What is perhaps the biggest strength of the album is Lykke Li's voice. A strong contrast from the singing on "Youth Novels," "Wounded Rhymes" contains a powerful and spine-chilling voice that wails out the pain plaguing Li, but maintains a shred of hope that things will improve. "Silent My Song," the album's closing track, exudes a confined force begging to be freed as the lyrics — "You silent my song/No fist is needed when you call" — echoes to end the chorus, and the album, on a strong note.

"Wounded Rhymes" is a worthy sophomore follow-up that shows a focused, grown and sharp Lykke Li. She embodies her emotion in every track, and is now rewarded with a cohesive album that freezes the heart while warming the soul.

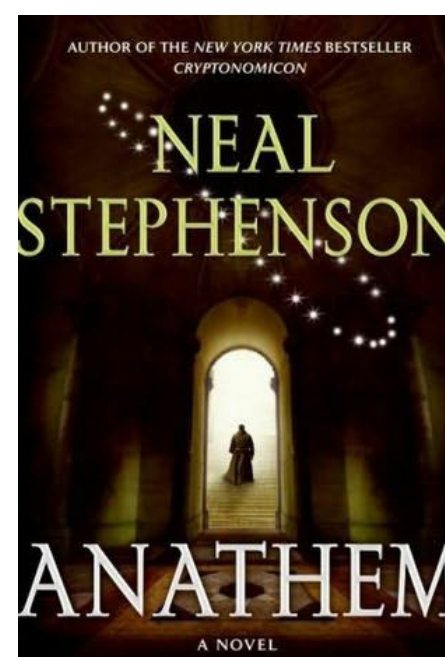
# WITR fest

**saturday**  
**26**  
**march**  
**8:30PM**

FEATURING  
**Dave & Marissa**  
**Pajama People**  
**The Rodeo Church**  
**MRS. SKANNOTTO**  
 AND MORE!

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streaming live @ WITR.RIT.EDU | call or text requests to 585.475.2271 | Instant Message: WITRDJ



"ANATHEM" BY NEAL STEPHENSON  
 Novel | Science Fiction | 932 pages  
 Rating: Dig It!  
 by James Arn

"Anathem" is long, it is dense, and it might just be the best bit of speculative science fiction this past decade. In his classic and formidable style, Neal Stephenson has managed to create a masterpiece that combines some of the grandest, most breathtaking adventures with equally engrossing examinations of history, philosophy and human nature.

The book follows the story of a young man named Erasmus, an inhabitant of the Earth-like world of Arbre. There he lives, with thousands of his peers, in a convent for scientists and mathematicians that has existed for thousands of years. Inside, he remains protected from the corrupting influence of the outside world. After a series of eye-opening events, Erasmus must depart his comfortable surroundings and venture forth on one of the most epic adventures ever written.

One of the greatest joys of "Anathem" is discovering the subtle, enlightening

examinations of modern human existence, something Stephenson conveys through carefully worded descriptions of how Erasmus perceives his world. Another is the puzzle-like challenge of matching Arbre's histories, traditions, religions and scientific principles to their Earthly counterparts. The depth of cultural and historic knowledge that Stephenson draws from is so vast that it would be impossible to pick up on it all, even on a 10th reading.

"Anathem" is not for the faint of heart. If you're looking for a novelization of the popcorn sci-fi schlock playing at Movies 10, this is not the book for you. But if you have an appreciation for true science fiction — the kind of rousing story that speaks with passion and conviction about the truth of the human condition — "Anathem" is a can't-miss classic.

A parting word of wisdom: Stephenson included a timeline and glossary for a reason; don't be afraid to make use of them. **R**



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## HORRIBLENESS

RIT PLAYERS PUT ON "DOCTOR HORRIBLE"

by Adam Watts | photograph by Neal Danis

Back in 2008, at the height of the writer's strike, Joss Whedon got together a bunch of actors with nothing better to do and created "Doctor Horrible's Sing-Along Blog." The three-act tragicomedy was released for free on the internet to much critical and popular acclaim. March 18 – 20, the RIT Players presented their own version, adapted for the stage. During the four showings Doctor Horrible, Captain Hammer and Penny played out their tragic story on the stage of Webb Auditorium.

Doctor Horrible (also known as Billy) is an aspiring super villain trying to join the ranks of the Evil League of Evil, which is led by the notorious "Thoroughbred of Sin," Bad Horse. To get in, he has to perform a major act of evil, such as a heist or a murder. Unfortunately, standing in his way is his nemesis, the amazingly egotistical superhero Captain Hammer. Things take a turn for the worse when Doctor Horrible's dream girl, Penny, starts dating Captain Hammer after the Captain appears to have saved her life. Death rays are built, songs are sung, Penny does her best to help the homeless of the city, and despite all the jokes and humor, the whole thing ends in tears.

Translating a movie into a play is a tricky feat, but the RIT Players pulled it off. The script of the play stayed delightfully true to the original, with only a few minor changes, mostly in the delivery of certain lines and the re-imagining of some technically infeasible aspects of the show — death-ray lasers and the like. The Friday night showing played to a packed house full of eager students.

The show itself bore out the audience's expectations. The acting was, for the most part, quite good. Some lines were a little stiff, others were delivered a little too quickly, and there was at least one that was momentarily forgotten, but overall the actors performed well. That being said, the acting wasn't quite as good as the music, but that says more about the quality of the music than it does the aptitude of the actors. The orchestra successfully reproduced the synth tones of the original soundtrack using a very small collection of instruments, and the members didn't miss a note as far as I could tell. The singing was likewise excellent, with the groupies and the cowboy messengers of Bad Horse stealing the show.

It was here, though, that the ugly beast known as "technical difficulties" raised its head. Microphones cut out at the wrong times, the music overpowered the vocals, and the levels were off for a large portion of the



Isaac Robinson and Matthew Liptak perform in front of a full auditorium Friday, March 18.

performance. This was particularly apparent in the song "So They Say," where almost half the lines were muffled to the point of being inaudible. Admittedly, that was probably the most complicated song in the show, with no less than six distinct groups singing different parts at different times, but it still put a damper on what was otherwise an excellent performance by all involved. To be fair, this was opening night, and it was said that many of those issues were fixed by the next day's performance.

Doctor Horrible was awkward and driven; his nemesis Captain Hammer was appropriately hammy and over-the-top; and their mutual love interest Penny was genuinely optimistic despite everything that was happening to her. All the supporting actors brought an impressive level of gusto to their roles. Bad Horse's cowboys especially made an impression with their sudden appearances and disappearances, and the superhero and super villain groupies were unsettlingly obsessed to a perfect degree. The sets, while minimal, adequately communicated the setting of each scene and the props were all well made. I especially liked the courier van that was robbed by Doctor Horrible during act one, if only because of the way it was used to handle Captain Hammer's entrance. In the movie, Captain Hammer falls from the sky onto the roof of the van, not something easily translated without special effects. I was watching the sides of the stage, waiting for Hammer to sprint on stage and was taken by surprise when he burst right through the side of the van.

After the show, I walked away satisfied with what I had seen. The RIT Players' rendition of "Doctor Horrible" was a solid performance of a much-loved comedic and tragic masterpiece, performed by skilled actors and musicians. Can't ask for more than that. 📺



# CAFFEINE and Health

by Alex Rogala | photographs by Katie Thompson

**HIS FRIENDS SHOULD HAVE SEEN IT COMING.** Last November, Michael Lee Bedford was at a party in Mansfield, England, when they saw the 23-year-old swallow two teaspoons of white powder. Minutes later Bedford collapsed, vomiting, upon the floor. Shortly afterward, he was dead.

What Bedford had consumed was perfectly legal: caffeine. He had overdosed, ingesting the equivalent of nearly 70 energy drinks.

For many, it's a familiar drug, one of the most popular stimulants in the world. While caffeine may help consumers remain awake, heavy use comes with several great risks. There's no dispute over the benefits of caffeine use. But do these benefits outweigh the risk?

## FIGHT OR FLIGHT

To understand the risks and benefits of caffeine, it's important to understand how it works on a chemical level. Caffeine is a central nervous system stimulant that prevents the absorption of *adenosine*, a neurotransmitter that helps regulate sleep, and leads to the release of *epinephrine* — also known as adrenaline — and *norepinephrine*. It also releases cortisol, the brain chemical that produces feelings of stress or anxiety. Caffeine intake also leads to the release of the pleasure-creating *dopamine*, responsible for the “buzz” commonly associated with that first cup of morning coffee.

Much of the caffeine experience depends on usage. According to Nancy Valentage, the associate director of RIT's Physician Assistant program, there are three types of caffeine users: mild (approximately 1-2 cups daily), moderate (3-4 cups) and heavy (above 4 cups). While mild users reap more benefits, heavy usage is tied to numerous problems.

However, these dosages themselves may vary per consumer. A user's reaction is also influenced by genetics. “It all comes down to gene mapping,” Valentage says. There are two primary gene types: fast absorbers and slow absorbers. She explains, “If you can get rid of caffeine quicker than I can because of your genotype, you can probably consume more caffeine with [fewer] side effects.”

## FEELIN' ALIVE

Many benefits of caffeine are familiar. For example, that all-nighter is far easier and staying awake during that 8 a.m. class is no longer a Herculean task.

For mild to moderate users, caffeine can help increase energy, alertness and concentration. In several recent randomized trials, including one by the Cochrane Database of Systematic Reviews, caffeine reduced shift workers' mistakes considerably more than a placebo.

This alertness comes at a surprisingly low cost. Bill Brewer, director of RIT's Exercise Science program, agrees, saying that caffeine allows people to stay on task “without a lot of



foggy effects on decision-making,” a benefit uncommon with many other drugs.

But caffeine does more than simply increase alertness; it also improves athletic performance. While it doesn't increase muscular force, it enhances stamina. It works so well, in fact, that caffeine is registered as a controlled substance with the International Olympic Committee. To compete, athletes are restricted to a blood caffeine level of 2 micrograms per liter — the amount in 3 to 6 cups of coffee.

Caffeine also is often used as a migraine cure; it's the main ingredient in Excedrin. “If I don't have a pill right at hand, I'll tell someone to drink a Coke really quick,” says Valentage.

## CRAVINGS AND SLEEPLESS NIGHTS

While caffeine may be touted as a wonder drug, its benefits can come at a steep price. Jittery nerves, irritability and sleeplessness are familiar to anyone who's ever quaffed a cup. “It makes us more alert, but we might not be as pleasant to be around,” says Valentage.

As with many drugs, users may begin to build a tolerance, requiring more caffeine to achieve the same state of alertness. This leads to a chemical dependency, as users must continue to consume caffeine to reach this level. Without this caffeine, users experience withdrawal, the groggy state that many people experience before that first cup of the day.

As consumption increases beyond moderate use, these problems become more serious. The DSM-IV, a standard diagnostic manual for mental disorders, lists several related issues, including caffeine-induced intoxication, anxiety and sleep disorders.

Caffeine has a profound effect on sleep. With a half-life — the time it takes for the substance to lose half of its effectiveness — of approximately three to four hours, even one cup of coffee at night can disturb sleep. As caffeine absorption varies by individual, some

users may experience even more dramatic results. For over-the-counter pills, such as No Doz, this half-life increases to five to 10 hours. For pregnant women, it's even longer and has more serious consequences. Says Valentage, “If mom's taking a cup of coffee in the morning and the baby hasn't even had 12 hours to clear ... that baby's in a chronic [caffeinated] state.”

Another concern is the recent trend towards highly caffeinated energy drinks, which encourage caffeine abuse. This excessive consumption can lead to dangerous *arrhythmias* or abnormal heart rhythms. In rare cases, the use of energy drinks can even result in overdose, sometimes leading to death.

## LIFE AFTER CAFFEINE?

For Brewer, what it comes down to is moderation. “I think caffeine works its magic for people at the right dose,” he says.

As a health educator, Brewer recognizes the negative effects of caffeine use, but feels focusing on moderate use is “misguided.” Between smoking, heavy drinking and drug use, caffeine becomes “the least of our worries,” he says.

Brewer acknowledges the fact that caffeine use can become disruptive, especially for moderate or heavy users. One potential alternative, he advises, is exercise. Physical activity triggers many of the same responses as caffeine. As he's quick to remind, it's better to slowly lower caffeine use rather than cut it off abruptly. “Cut your caffeine back and increase your activity,” he says.

In small doses, caffeine can work wonders. For larger doses, especially those in energy drinks, its use can have serious consequences. Despite these risks, however, caffeine plays an important role in culture, and for now, it's here to stay. “It's so ubiquitously present in our society — why should we think it wouldn't work?” says Brewer. **R**



# In Search of the Perfect Cup

by Michelle Spoto | illustrations by Joanna Eberts

*With the various types of both natural and artificial creamers, sugars and flavors, everyone has their own coffee preferences. While this can be confusing enough, some connoisseurs even argue over which brewing process creates the best cup of coffee.*

## **The Percolator**

After the invention of the drip method in the early 1900's, the percolator has largely fallen out of popularity despite the impressive cup of joe it can brew. A percolator can either be heated on the stove or modern versions can simply be plugged in. There are five main components to a percolator: the pot, stem, filter basket, basket cover and pot lid.

The filter basket, which holds the grounds, sits on the stem, which runs the entire length of the pot and rests at the bottom. After the grounds are added to the filter basket, a perforated lid is placed on top. Finally, resting on top of the basket cover is the pot lid, which is usually equipped with a clear knob at the top so brewers can see the color of their coffee. When the water boils, it travels up through the stem and over the grounds several times before the coffee is finished. While this particular method breaks one of the cardinal rules of coffee brewing — never pass water through the grounds more than once — some say this technique makes a better, stronger and more aromatic cup.

## **The French Press**

While the French press was invented during the 19th century, it has recently been repopularized for the supreme cup of coffee that it makes. A French press is a simple device consisting of a cylindrical body and a plunger fitting snugly inside. Coffee grounds are added to the French press and then hot — but not boiling — water is poured in. The coffee is steeped for about four minutes before the plunger is pressed down, trapping the coffee grounds to the bottom of the press. Coffee connoisseurs hail this as a superb brewing method as it allows the water to mingle with the coffee instead of simply passing through it, creating a more flavorful drink. The only downside to this method, however, is that the coffee must be consumed shortly after it is brewed, as the French press lacks a storage carafe.

*The auto-drip coffee machine, where hot water passes through freshly ground coffee ... can be found in most homes and offices.*

## **The Drip**

This particular method of brewing coffee is one most Americans are familiar with. The auto-drip coffee machine, where hot water passes through freshly ground coffee to make a quick and easy pot, can be found in most homes and offices. The benefit of this method is its no-nonsense design; just measure out the desired amount of grounds into a paper filter and press “on.” Unlike the percolator, water only passes through the grounds once.

## **The Moka Pot**

The moka pot creates a strong coffee similar to an espresso, but made on the stove instead of with a machine. In the bottom chamber, water is heated to a high temperature and steam pressure pushes the water into the top chamber where the coffee grounds rest. The water is collected in the top chamber where it mingles with the coffee grounds. The water is never passed through the grounds more than once. This method produces an extremely strong, flavorful cup of joe.

*While everyone has their own particular style of coffee brewing, connoisseurs can agree on a few things: brew with cold, fresh water, use freshly ground beans, and never, ever allow your coffee to boil. While there might not be one “best” type of brewing method, you’re certain to find which one creates **your** perfect cup. **R***



# MORE THAN JUST ANOTHER GAME: WOMEN'S HOCKEY TAKES SECOND PLACE IN NCAA CHAMPIONSHIP

by Chris Zubak-Skees | photographs by Chris Langer

Mary-Beth Cooper, senior vice president for Student Affairs, doesn't know if you know this, but when you win the NCAA Championship, you get wristwatches. Come Saturday night's Championship Final, she told the RIT women's hockey team, "You're all going to get watches."

Coach Scott McDonald had a similar, if more vague, promise of success after following Cooper on stage at a well-attended pep rally in the team's honor the Wednesday before the tournament.

"I think we're going to do very well this weekend," he told a reporter as students and staff swarmed around the rally's free

food table, but, he said, he was telling the team it was just another game. "Just to keep them grounded," he explained, "[To] keep them focused on the game instead of all the distractions outside of the arena."

He would leave the braggadocio, the bluster, to the Student Affairs administrator. It wasn't productive for his aim, which was to get the team into the mindset to actually win. And, besides, he's Canadian.

Friday, March 18 brought the Division III Women's Semifinal, a faceoff between RIT's Tigers and Middlebury College's Panthers. Fans streamed into Frank Ritter Ice Arena, some late from attending the earlier men's game downtown, to watch the match in relative quiet.

Although the momentum swung back and forth between the teams, the Panthers couldn't convert a wealth of opportunities, including a 3-on-5 power play in their favor. Laura Chamberlain (#35), a first year Business Administration major, blocked 34 shots, and virtually shut down the Panthers.

The Tigers, on the other hand, managed time and again to penetrate the Panthers' defenses with seemingly little effort. RIT defenseman Traci Galbraith (#24), a fourth year Marketing and Public Relations major, scored twice. As the game progressed, the Tigers shot past the Panthers three more times, for a total of 5 goals to Middlebury's 2.

With a big win, the Tigers advanced to the final game, fought against the Norwich University's Cadets the next day.

Looking back, it was over almost before it began, but you wouldn't have known watching it. The stands were crowded, the pep band was in harmony, and the Corner Crew started a rolling chant of "R-I-T, R-I-T" that swept across the orange mass.

Then, just over a minute in, Norwich forward Melissa Rundlett (#25), a third year majoring in Business Management, slipped the puck into RIT's goal.

It was on.

Play quickened as RIT tried to avenge the early wound. Then, at 2:48, Rundlett did it again. The puck was shot past Chamberlain and into the net. Only, at first, the referees weren't sure. The lights flashed, but the horn didn't sound, and play continued. "No goal," yelled someone in the RIT section of the stands, joining others in expressing their relief, but it was to be short-lived. Officials stopped play for an eternal minute as they conferred with the goal judge to determine that it had, in fact, gone in. The crowd from Norwich found their voice in an approving roar. Two nothing.

"Two nothing before the game even starts, it felt like," RIT coach Scott McDonald would later tell reporters, crediting that early deficit with putting the Tigers in a hole they could not climb out of.

The play, which had started physical, got even rougher. A Tiger got her stick caught



Above: Fans in the Corner Crew at Ritter Arena cheer after the Star Spangled Banner on March 19.

on a Cadet, another went into the penalty box for hitting after a whistle, and a Cadet went in at the same time for slashing.

When commentators want to distinguish between the gendered teams, sometimes you hear these women called the "Lady Tigers." That implies a certain delicacy, a daintiness and predisposition for little cakes they lacked on the ice. Maybe Tigresses would be more accurate.

The clock kept halting as the referees sorted it out. "Come on, play the game!" someone shouted.

The Tigers' attack brought the game to equilibrium as the offense swapped sides. And eight minutes in, a scrum at the Cadet's goal ended with Hannah Epstein (#7), a first year Marketing major, putting the Tigers on the board, RIT 1 to Norwich's 2.

Not long after, however, Rundlett scored, unassisted, putting Norwich two points ahead.

Cadets went into the penalty box, leaving three remaining Cadets and a goalie to swat at five angry Tigers. Kourtney Kunichika (#26), first year Packaging Science, came away from this power play with a score that ended the first period. RIT 2, Norwich 3 — an open game.

"I think RIT showed a lot of nerves," said David "Big Goon" Fass, after inciting the Corner Crew into a cheer. "They're starting to come back."

The second period was a blur, but it became clear that they weren't coming back. The Tigers would get in advances, but the Cadets proved canny at sending it back down the other way. Then, at 11 minutes in, out of nowhere, Norwich forward Sophie Leclerc (#9), a fourth year Physical

Education major, dropped the puck in past Chamberlain.

The RIT stands began to take a glum cast, a contrast to Norwich fans' increasing good cheer, but the pace on the ice never slackened.

The final nail in the coffin came at three minutes into the third period, when Leclerc struck a second time. RIT 2 to Norwich's 5.

RIT took a time out, and came back with an empty net, momentarily trading a goalie for a forward, forcing the Cadets on the defensive. The Tigers' defense, operating far forward, took turns trying to get a clear shot.

Despite the last, best effort, the Championship was sealed. The Cadet bench streamed out onto the rink, tossing red gear into the air as they celebrated victory.

The defeat was crushing, and RIT players appeared visibly shaken at the post-game press conference. The Tigers, after their first ever win of the ECAC West Championship, advanced to the national stage as a first place team with a school record number of wins; and after a hard-fought game, they left with a second place prize. Perhaps that's bittersweet, but by anyone's yardstick, still pretty impressive.

"Today was their day, it wasn't our day," said McDonald, of the Cadets. But, "One bad game isn't going to take away what [these players] did this year."

The wristwatches will have to wait, at least, one more year. **R**

Above: RIT Tigers watch as Norwich receives awards for placing first in the NCAA Division III Women's Hockey Championship game on March 19.



# RIT HOCKEY COMES CLOSE TO VICTORY IN THE AHA FINALS

by Brendan Cahill | photographs by Jonathan Foster

When a RIT player takes a tumble into the goal three minutes into the game, you get a good idea of what kind of game you're watching. When RIT scores 30 seconds later, you know what kind of game you're watching. This was the scene at the Blue Cross Arena Friday, March 18, as the Tigers managed a 4-2 win over Connecticut at the 2011 Atlantic Hockey Association (AHA) Tournament semifinals. Unfortunately, their luck ran out Saturday, March 19 as they lost 1-0 against the Air Force in a closely-fought championship game.

The first goal of Friday's game was scored a mere 3 minutes 31 seconds into the first game of the AHA conference March 18. Scott Knowles (#3),

a third year Marketing major slid the puck past the Huskies' goalie with assists from Chris Haltigin (#24), a third year Biomedical Sciences major; and Mike Janda (#23), a fourth year Marketing major. RIT kept the pressure on, scoring once more before the 10-minute mark. Ben Lynch (#15), a first year Business Management student, barely snuck the puck into the net, assisted by Trevor Eckenswillern (#26), a third year Biomedical Sciences major.

Above: Third year Business majors Tyler Brenner (#16) and Cameron Burt (#18) on the ice in during the Atlantic Hockey Championship game on Saturday, March 19.

University of Connecticut's defense pushed back, preventing RIT from scoring on a powerplay, even after both Marcello Ranallo (#20) and Sean Ambrosie (#15) of the Huskies were taken off of the ice within 30 seconds of each other. RIT's offense matched UConn's ferocity, with Sean Murphy (#17), a fourth year Civil Engineering Technology major, scoring an unassisted shorthanded goal immediately after a faceoff. Perhaps wisely, UConn chose to switch out their goalie, trading Garrett Bartus (#29) for Matt Grogan (#30). The last few minutes of the first period saw a goal for the Huskies from Cole Schneider (#24), putting the score at 3 to 1, RIT.

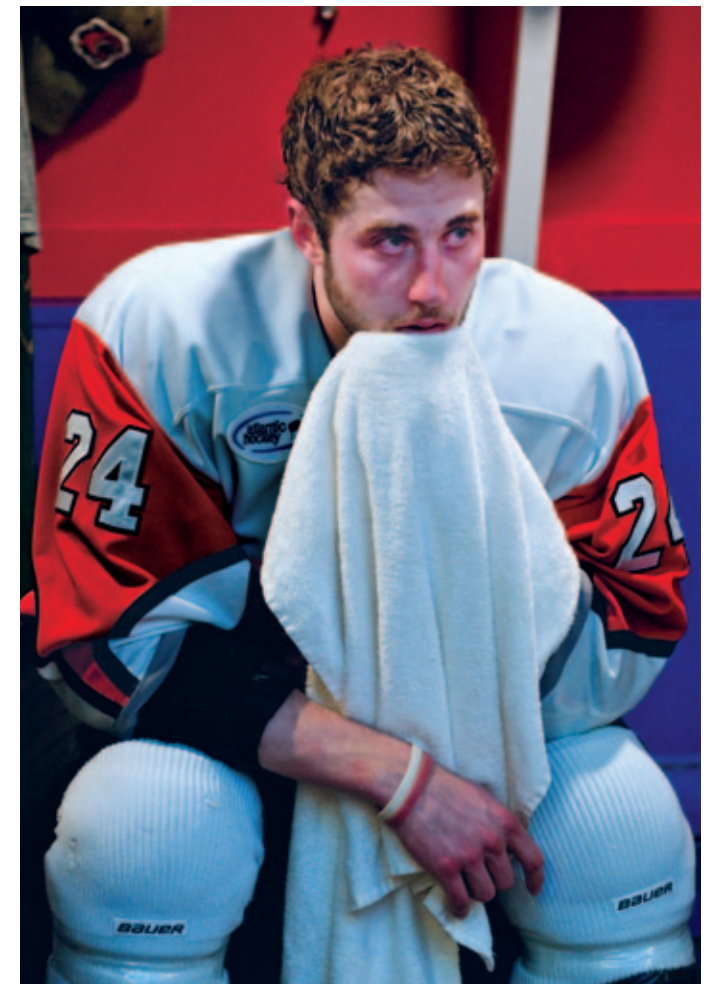
The second period brought a renewed sense of energy from the Huskies, whose offense fought ferociously, forcing RIT to pull out a strong string of defensive players. This time, a UConn player tumbled into the goal a mere minute and a half in. Both teams played rougher, resulting in at least one near fight halfway into the period after Eckenswiller (#26) lost his helmet. Penalties were numerous, reflecting the heated play; Daniel Spivak (#25), a third year Environmental Sustainability major, took a penalty for holding, charging into the melee for the puck after losing his stick. Likewise, UConn's Rui Encarnacao (#17), received a 2-minute penalty for interference after plowing through RIT goalie Shane Madolora (#1), a second year Business Management major. The Huskies scored the only goal in the period with six seconds left, with Ranallo scoring, assisted by Schneider and Miles Winter (#11).

Things slowed down in the dawn of the third period. The puck spent nearly equal amounts of time on the Tigers' and Huskies' sides of the ice. When Murphy scored RIT's fourth goal unassisted 16 minutes and 32 seconds into the period, the game reached its foregone conclusion. With a minute and 15 seconds left, the Huskies pulled out their goalie and attempted to rush the RIT goal, but they were unable to pull off the coup de grace they needed to stay in the game. To the crowd's pleasure, if not surprise, RIT would be progressing to the Atlantic Hockey Association finals.

The feel in the Blue Cross Arena on Saturday, March 19 for the championship game was very different than the day before. The RIT Tigers were the first seed, and the Air Force Academy Falcons the second. The cheers were louder, the tensions higher; this would not be a repeat of last night's game. It would be hard; it would be violent; and most of all, it would be unpredictable.

The pressure was on in the first two minutes as the Tigers charged across the ice with the puck, but physics tells us that every action comes with an equal and opposite reaction. The Air Force pushed back, and throughout the game, the puck spent equal time on Tiger and Falcon ice. Excellent puck play on both sides meant the game remained scoreless until more than halfway through the second period, when RIT's Cameron Burt (#18), a third year Finance major, went to the penalty box for hooking. The Falcons' Jaques Lamoureux (#21) took advantage of a power play, assisted by Tim Kirby (#25) and Scott Mathisn (#23), to put the Air Force Academy on the board. Despite the Falcons offering plenty of powerplay situations, the Tigers were unable to capitalize on the Falcons' weakness to get the puck past their goalie, Jason Torf (#29).

As the game wore on, the Tigers wore down. The end of the second period and the beginning of the third period lacked the ferocity RIT had shown earlier in the game. As the third period drew to a close, the crowd stood, ready to cheer on their team. Claps and chants echoed across the arena and back again, filling Blue Cross with the noise of a crowd twice the size of the one in attendance. RIT began to rally and the Tigers came back strong. With two minutes left, RIT took out their goalie and prepared for a push



Above: RIT's Chris Haltigin (#24) sits in Blue Cross Arena after Saturday's loss to the Air Force.

on the Falcons' net. What ensued were perhaps the two most emotionally draining moments in college hockey history, with tensions running high as the clock wound down. Despite several close calls, the Tigers couldn't pull off the last minute goal, and the game ended in a 1-0 loss to the Air Force Academy.

As Andrew Favot, a senior and Marketing major, would tell RIT Athletics, "You want to be there in the end. We had some chances late [in the game], but the goalie made some big saves and held us out." This game came down to the wire. Even the smallest of mistakes could have swayed the scoreboard one way or the other. The Tigers fought, tooth and claw, but couldn't pull off the win they needed to become Atlantic Hockey champs. **B**

# RIT PUTS ON STRONG SHOWING AT NCAA CHAMPIONSHIPS

by Michelle Spoto | photograph by Thomas Newton



Left to right: Fourth year Mechanical Engineering major Matthew Marion, second year Mechanical Engineering graduate student Nicole Varble and fourth year Mechanical Engineering major Michael Dempsey.

While being woken up by a text message at 5:30 a.m. on a Sunday would have most students cursing their phone in anger, Nicole Varble, a second year Mechanical Engineering graduate student, was “so excited” when this happened to her. The text was from her track and field coach, notifying her that she had qualified for NCAA National Championships.

On March 11 and 12, Varble headed to Columbus, Ohio, where nationals were being held, to participate in the 800-meter run. She qualified at the last possible opportunity, the Eastern Collegiate Athletic Conference, only a week before the national championships. Varble said that she “wasn’t expecting to, or even trying to, make it nationals.” While qualifying for the championship may have come as a surprise to Varble, a peek at her rigorous training schedule shows that her success is well deserved. Since the beginning of the summer, Varble has averaged 30 miles per week, putting around 1,200 miles under her belt before her race at nationals.

For many of the events, the meet was divided into two days, with

the preliminary round on day one and finals — featuring the top eight contestants — on day two. While Varble didn’t make it past the first round, placing 14th out of 15 with a time of 2:18.65, it’s important to keep her success in perspective. Just by qualifying for these championships, Varble has proven herself as one of the top 15 runners of the 800-meter in Division III.

This past winter season is Varble’s last, but it’s certainly been memorable, especially after a broken foot, mono and an upper respiratory infection kept her from competing last year. In light of her recent accomplishments, Varble thanks those who have supported her the most through her track and field career, saying, “My mom is my biggest fan; she comes to most of

my meets, from the meet at St. Lawrence to the one in New York City.”

Varble isn’t the only RIT track athlete to make it to the NCAA championships. Fourth year Mechanical Engineering majors Michael Dempsey and Matt Marion also participated in this prestigious event.

Dempsey earned All-American honors, an award given to the top eight competitors for each event, after placing fifth in pole vault. While the

Varble has averaged 30 miles per week, putting around 1,200 miles under her belt before her race at nationals.

height of 5.12 meters isn’t a personal best for Dempsey, who currently holds the school record at 5.16 meters, it’s certainly impressive, especially at a national level.

Marion participated in the pentathlon, a competition consisting of five different events — the 55-meter hurdles, long jump, shot put, high jump and the 1000-meter run. At the end of the competition, the athlete with the highest score is named the winner. Marion’s final score of 3,452 points was enough to earn him ninth in the nation, just missing All-American honors by 21 points. He also broke a national record for the 1000-meter run during a pentathlon event with a time of 2:35.18.

Marion attributes his success not only to his own hard work and dedication, but also to the support his parents and coaches have given him. As a pentathlon athlete, Marion has had the opportunity to work with four out of the five RIT track and field coaches, saying, “My parents have been really supportive. My coaches have also been important.”

While the track and field career of many of these tremendous athletes is coming to an end, both Varble and Marion plan to stay active whenever possible. Varble has plans to train for a triathlon to keep herself busy; and while Marion is still eligible to participate in outdoor track this upcoming spring season, he’s still undecided about next year. The dedication and motivation of Varble, Marion and Dempsey will surely help them find future success outside of RIT. **R**

## MCINALLY NAMED RUNNER-UP AT NCAA CHAMPIONSHIPS

by Jeff McKinzie



If you ask fourth year Industrial Design major and RIT wrestler Mike McNally about what it takes to compete at the highest level of Division III, he will tell you it’s not easy. Many have tried and failed. But not McNally. The 133-pounder has made it to the NCAA Championships three times, earning the title of runner-up twice — including this past season.

On Saturday, March 11, and Sunday, March 12, McNally competed in the NCAA Division III Wrestling Championships in Las Crosse, Wis. In the first round, McNally faced off against Johns Hopkins’ Paul Marcello, winning the match with an impressive final score of 9-3. Advancing to the quarterfinals for his weight class, McNally was pitted against Adam Sheley of Wisconsin-La Crosse, defeating Sheley by two points. The next morning, McNally faced a tough competitor, Centenary College of New Jersey’s William Livingston, who was previously undefeated. That is, until he went up against McNally, who came out of the match victorious with a final score of 4-1. Later that evening, McNally’s winning streak ended as he was defeated by Ithaca College’s Seth Ecker. Despite the loss, McNally made a strong showing, becoming the runner-up and earning his second All-American honor.

But as successful as he has been, McNally knows a little about what it’s like to struggle. Following a successful second season in 2008-2009, McNally missed most of the 2009-2010 season because of a neck injury. After consulting with a doctor, McNally was told he needed the surgery or he would never be able to wrestle again. “That wasn’t an option for me,” McNally said.

McNally finished the season at 37-4 overall, with a perfect 16-0 record in dual matches and four pins, six technical falls, and seven major decisions. But what lies ahead for McNally in his wrestling career? He plans on coaching, both for younger athletes as well as his former teammates. “I want to teach the younger ones how to prevent bad habits and show the older ones what they can avoid, tweaking their moves,” he said. **R**

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## VIDEO GAMES AS ART: The Emotional Connection

by Adam Watts | illustration by Amber Gartung

The players aren't simply watching the story... they are unfolding events with their actions.



"If a hundred artists create art for five years, how could the result not be art?" said Tycho Brahe in the popular webcomic "Penny Arcade."


If you look up the word "art" in a modern dictionary, you will find about 15 different definitions. What it amounts to, though, is this: Art is something deliberately created to affect the viewer emotionally. Roman statues and pillars lend seriousness to a location, horror stories scare and comedy entertains. In this sense, video games are art; they affect the player in a way comparable to books or movies, if not more.

There are certain games famous for creating this emotional connection with the player. Whenever the words "video games as art" are uttered, these games are presented as examples. "Shadow of the Colossus" is one of these storied games, for good reason. It is intently focused on making the player feel wonder toward the game's world and terror at the sheer size of the colossi they are fighting. It is a game where riding to the next objective does not feel like a waste of time, but rather an integral part of the experience. The player cannot help but feel a connection to the character, alone in a large and unforgiving landscape, hunting creatures that are as much a part of the earth as they are living flesh. This is where the emotional connection forms, when the player starts to care about the characters or is affected by in-game events similarly to the character. In "Shadow of the Colossus," players controls a young man, Wander, on his quest, and in doing so become the character himself.

This is the heart of the emotional connection possible with video games. The players aren't simply watching the story; they are playing it. They are unfolding events with their actions. Something that happens to the character they control isn't just happening to a character in the story, it's happening to the player as well. If done right, this creates a connection between the game and the player. If the character is riding across the minimalistic landscape of "Shadow of the Colossus," the player feels small; if they're scurrying through

the haunted corridors of "Amnesia: The Dark Descent," they feel frightened; and if they're watching a character they've come to care about die, they feel horrified and sad.

Admittedly, some games can be played without feeling a thing, just as some paintings can be viewed without evoking emotion. Either way, the experience feels somewhat lacking without the emotion behind it, and truly good artistic works are the ones that make that connection.

Video games are art. They affect us emotionally as a visual, auditory and almost living medium. They arguably have an easier time making that emotional connection through their interactive nature than traditional forms of media. A painting lets you appreciate the beauty of the form and the skill of the artist. The game lets you step into the painting. 

For more in the "Video Games as Art" series, visit <http://reportermag.com>.

The opinions expressed in the Views section are solely those of the author.

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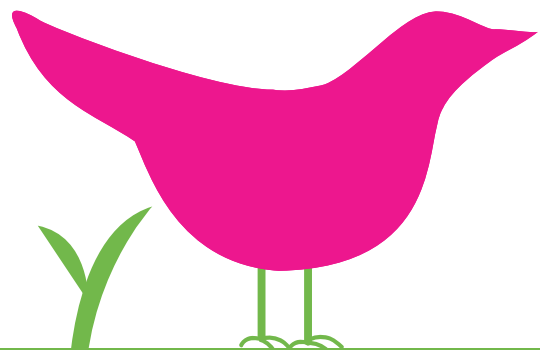
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## VIDEO GAMES AS ART: An Artistic Process

by Steven Markowitz | illustration by Amber Gartung

When viewed from the angle of a creative process, video games resemble the construction of film... almost universally accepted as an art.



As video games gain more attention in the media and entertainment industry and continue to make more money than films and novels, their existence as an art form has come into question. Traditional critics argue that video games, with continual yearly improvements and emphasis on action over narrative structure, are not art. However, the answer to the question of art depends on the definition. The previous arguments against video games judge them as a product, yet the process can also define art. When viewed from the angle of a creative process, video games resemble the construction of film, which is almost universally accepted as an art.

A film begins with an idea, and through the collaboration of hundreds of artists, businessmen, and engineers, that idea becomes a reality. This translation of an idea in someone's head to an image on a screen is the most basic process of filmmaking, and this applies to video games as well. There are many jobs and roles in filmmaking that have analogues in video game production.

Both mediums have an artistic director who builds the look and atmosphere of the world, creating continuity between characters, environments and sets. There are sound directors who spend years collecting sound effects and mixing music and audio recording. Video games present a large challenge for the sound designer due to the complete absence of diegetic sound, otherwise known as sound coming from a known source, such as footsteps or shuffling of items. Often in films, diegetic sound is recorded on set, however in a game all the sound effects must be recorded and added in manually. Along with the sound designers, both films and games have composers who write original scores with huge orchestras.

One of the most important aspects of films is lighting, since it can present motifs, build character relations and portray psychological states. Lighting is equally as important in video games. There is the added challenge of building elaborate lighting conditions in a three-dimensional space where the player can look and move freely. If not considered carefully, it's easy to break the illusion of lighting. Acting and performance, through the voice

over, are a crucial part of game design in building believable characters and a meaningful story. Casting is done for both mediums and an actor still has the opportunity to bring nuances to their role.

Some roles in filmmaking, such as set designers and cinematographers, do not exist in video games due to the nature of the medium, yet their impact is still felt. A level designer, with the help of concept artists and animators, must build levels with the same care as a set designer. He or she must consider where the gamer's eyes will be focused, how to move characters from place to place or event to event, and how to keep the authenticity of the overall world. The artist's role and jobs of the make-up artists and costume designers fall on the character animators.

In addition to the similarities between the artistic field of filmmaking and video game development, there are also many similarities in the business of creating media. Similar to films, the creative director of a game must find a publisher to financially support the game and distributors to get the game into the audience's hands. Since the largest games cost around \$100 million to produce, the publisher must reach out to their target audience and use strategic marketing to make sure the game sells. Marketing, which has become an art in itself, has expanded enormously recently with the rising competition and financial crisis, with ads for games appearing on televisions, movie theaters, websites and mysterious viral campaigns to spark curiosity.

When judged by the development process, video games, roughly three decades old, resemble the complex and highly theoretical art of filmmaking, which has been around for more than a century. As video game technology becomes more advanced and as studios across the world begin to collaborate, more dynamic and engaging experiences lie ahead for this young art form. **R**

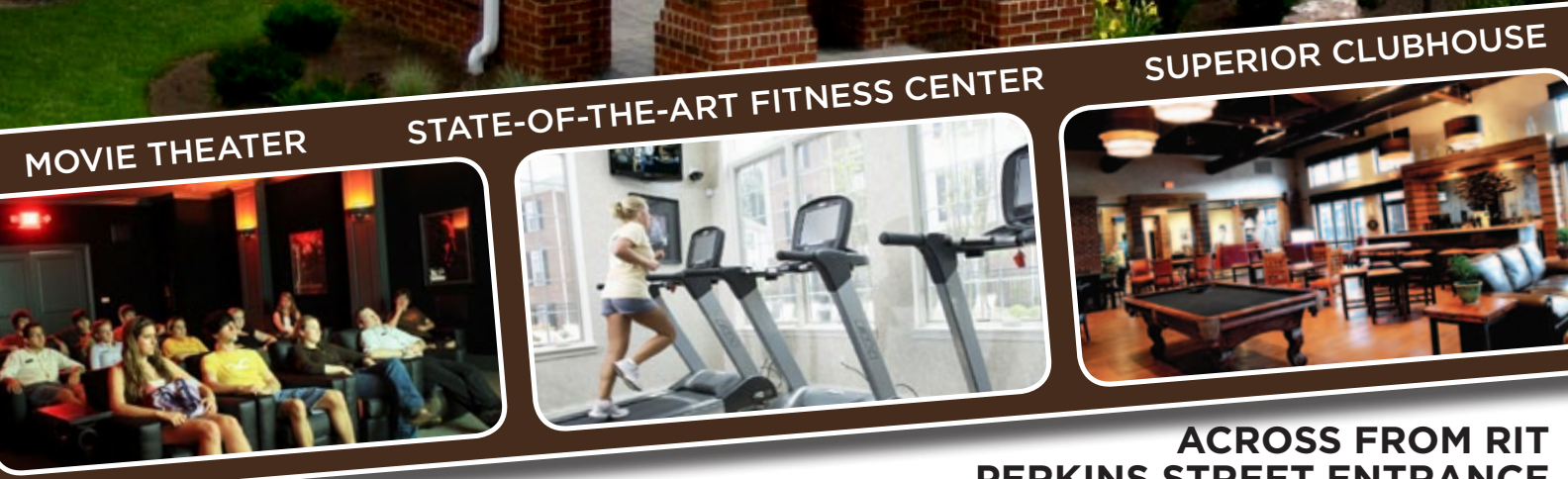
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SUNDAY, 3:15 A.M. (from voicemail)

Yo we played pong with the Zonies guy, and now we're eating Zonies. That's a win?

SUNDAY, 8:49 P.M. (from text)

My roommate really [shmoozed] the bed. Well, not so much the bed as the middle of the floor. Any advice on getting those stains out of the carpet?

TUESDAY, 1:32 P.M. (from text)

It's hard to read TextsFromLastNight in a lab without the American Apparel ads making it look like you're reading porn.

WEDNESDAY, 8:12 P.M. (from text)

My girlfriend just went out and purchased 10,000 bees. I think she's a keeper.

SUNDAY, 3:17 A.M. (from text)

IF THIS WERE A DIFFERENT SCHOOL, TWO DRUNK KIDS WITH PVC PIPES WOULDN'T MAKE ME FEAR A MISSILE ATTACK.

SUNDAY, 6:36 P.M. (from text)

I don't know about you, but when I tailgate, I bring Uncrustables.

THURSDAY, 10:06 A.M. (from text)

Just passed a guy complaining about how there's no history major here. Why would you go to a tech school for history? Must have something to do with the mountains of girls or the writhing orgies RIT is famous for.


TUESDAY, 3:20 P.M. (from text)

NTID restrooms are the best place to take a brutal dump — no one can hear you groaning, and if they do, they aren't going to think anything of it.

THURSDAY, 1:00 P.M. (from text)

As an employee of Sol's, I would like to tell The Corner Store that they do not know what they have just started.

FRIDAY, 1:36 P.M. (from text)

The guys with the "free sex" signs remind me of "free porn" — it either has a virus, lasts 10 seconds or you get trolled and it's some Japanese cow [tango]. 





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