

REPORTER

10.14.11 | reportermag.com



REPORTER

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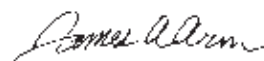
VISIONARIES

Last week the world lost one of its great visionaries. Steve Jobs' tremendous foresight and vision changed the world. There's no question about it, the vestiges of his impact on modern life are all around us. The small company he started in his garage all those years ago has become on the of largest consumer electronics manufacturers in the world and pioneered products that are so ubiquitous today that their absence is nearly unfathomable to us. From the personal computer to the desktop mouse to the iPod, iPhone and iPad, even to the practice of putting "i"s before every word, the world is filled with one man's visions made real.

The magazine in your hands right now was produced on a computer that Jobs helped forge. You probably have an iPod Touch in your pocket right now. (For some creative ways to use it, see "Dr. Jackson and the Exer-Games" on page 22.) For years Apple has prided itself on its top-notch products that combine cutting technological innovations with simple, intuitive interfaces. In many ways that defining characteristic was the effort of one man.

Now Apple has lost its visionary and many people have been speculating that that event marked the beginning of the end for Apple: the moment when its great success will begin to crumble until the company collapses on itself. I don't think it's going to happen like that. That isn't to say that I don't think Steve Jobs has been the lynchpin to Apple's success over the past decade, but I believe that Steve Jobs was a true visionary, and true visionaries don't keep their visions to themselves..

Anyone can have a few great ideas. Most people are perfectly content to keep them to themselves. But the world doesn't remember these people. The world remembers Isaac Newton, Thomas Jefferson and Steve Jobs: people who had great ideas and shared them: people's whose visions have become their legacies. Because it's not the vision the makes a visionary, it's what they do with it that matters.



James Arn

EDITOR IN CHIEF

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Dr. William Destler appears at Rochester Institute of Technology's radio station WITR 89.7 FM. Destler was interviewed by RIT student and DJ Mistah J (third year Computer Engineering major Josaphat Valdivia) at 5 p.m. October 5, 2011. | photograph by William Ingalls

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cover photograph by Neal Danis

R·I·T

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LORRAINE JUSTICE Takes Over as CIAS Dean

by Danielle Delp | photograph by Juan Madrid

The vacant position of Dean of the College of Imaging Arts and Sciences was recently filled by Dr. Lorraine Justice. She comes to RIT after a seven-year stint as the dean of the School of Design at the Hong Kong Polytechnic Institute. Prior to that, Justice worked at Georgia Institute of Technology as the director of the Industrial Design program. Her long career in the fields of design and imaging sciences, together with her experience as an administrator, have helped her settle in to the new position at RIT, which she officially took over on August 1.

Justice came to RIT after hearing about the open position from a friend, and remembered it from a visit that she made nearly ten years ago. She was attracted to CIAS for the wide range of programs and facilities available, as well as the energetic students, faculty and senior administration. The people around campus and the cooperation between faculty and students played a large role in her decision to take the position. She was also impressed by the joint research programs carried out by faculty across the different colleges and felt that it was "very rewarding to see the great atmosphere on campus, and to see people working on programs to bring students together."

Justice has been very busy over the past few months trying to meet everyone in her college and the rest of the Institute. CIAS's programs cover a diverse series of disciplines, and she readily admits that she



has a lot to learn about how things work. She has had to work particularly hard with the rest of her college's faculty to test the new semester curricula, which are approaching completion. Mock class schedules and exercises are being used to make sure that the new system will work well for the students. Justice is also overseeing work to implement new software into many of the courses, which will increase online interaction between students after the semester conversion. She explained that every effort has been made to ensure the transition is a smooth one.

Justice is enjoying her new position thus far and has very high hopes for the future of CIAS. She wants to see the programs available through the college become the best they can be, and to see the its curriculum become one of the best available for instructing students in the diverse fields of imaging science. She also wishes to see the college become more international in scope and draw in more students from other countries. More locally, Justice hoped to make CIAS and its programs more open and available to students in other colleges at RIT and the surrounding community. Her goal is to see her college become a place where "people interested in how to make a ceramic pot, people who want to see glass blown, people who want to learn how to make prints ... all of them can come visit, no matter what college they belong to." **R**

BEYOND THE BRICKS

compiled by Christina Belisle | illustration by Camille Kornacki



STEVE JOBS DIES AT 56

Steve Jobs, one of Apple Inc.'s co-founders and strongest visionaries has passed away. News of his passing broke the night of October 5. His death is believed to have been from natural causes. Jobs went under the knife for pancreatic cancer in 2004, and received a liver transplant in 2009. Jobs resigned as Apple CEO in August due to health concerns, but remained chairman of the Apple board of directors.

Jobs attended Reed College for less than two semesters before dropping out and went on to become a game designer at a new firm called Atari. Jobs and his older friend Stephen Wozniak would play games while Jobs worked at night. The two worked together to build single-board computers and founded Apple Computer, Inc in 1976. Together with "The Woz," Jobs lead Apple to become the technological titan it is today. Jobs was also a founder and member of the board of directors of Pixar Animation Studios.

PUTIN PROPOSES EURASIAN UNION

Russian Prime Minister Vladimir Putin has hopes of forming a "Eurasian Union" of countries that were once part of the Soviet Union. He says that this would be a way to "integrate" the countries for economic and political purposes. Russia, Belarus and Kazakhstan have already created an economic alliance.

Putin denies that this is a way to rebuild the Soviet Empire, the destruction of which he has called the "greatest geopolitical catastrophe of the 20th century."

NOBEL PRIZE WINNERS ANNOUNCED

On October 3, the recipients of this year's Nobel Prizes began to be announced.

The award for chemistry was given to Dan Shechtman, of the Israel Institute of Technology, for the discovery of quasicrystals. Shechtman's studies found that the matter in his crystal samples was arranged in a unique, non-repeating pattern. Previously, scientists believed that solid matter could only be composed of regular patterns.

The award for physics was given to Saul Perlmutter, Brian P. Schmidt and Adam G Reiss for the discovery of the accelerating expansion of the universe through observations of distant supernovae. They discovered that the universe's expansion is accelerating, meaning that the end of the universe could come when all of the heat in the universe is gone and atoms are frozen in place, a theory known as "heat death."

The award for physiology or medicine was granted to Bruce A. Beutler, Jules A. Hoffman and Ralph M. Steinman for their discoveries in activating innate immunity and adaptive immunity. They were given the award for discovering how immunity can be "turned on" during the early and late steps of development.

AMANDA KNOX RULING OVERTURNED

There are new developments in the four-year-long legal battle of Amanda Knox. In November 2007, Meredith Kercher was found dead in her apartment in Italy. Her roommate was American exchange student Amanda Knox. Four days later, Knox and her boyfriend Raffaele Sollecito were arrested.

On October 28, 2008, both were indicted on counts of murder and sexual assault. The trial opened in January 2009 and ended that December, when Knox was sentenced to 26 years in prison, and Sollecito 25.

Knox's time in court was not yet over as she found herself back on the stand in November 2010, charged with slander against the police. During her original trial, she had claimed the police had beaten her into giving false testimony. That same month, an appeals trial began for her and Sollecito's original case. In December 2010, Italy's highest court upheld the original conviction. However, this summer forensic reports demonstrated the DNA evidence used to convict both Knox and Sollecito to be unreliable.

October 3, 2011, saw the overruling of the conviction of both Knox and Sollecito. Knox arrived home in Seattle, Washington the next day. Kercher's family is "disappointed" that the truth of the murder is still unknown.

SG UPDATE: DOWNTOWN BUS PILOT APPROVED

by Alex Rogala

On Friday, October 7, the Student Government Senate resumed a September 30 discussion of potential bus route expansions.

Previously, the Senate agreed to expand the weekend bus programs to cover Rochester's East End in a pilot program lasting from January to May 2012. The route would run on Saturday nights from approximately 9 p.m. to 2 a.m. and would encourage safe transportation between RIT and the Rochester nightlife.

While the Senate agreed on providing transportation to the East End, they were divided over creating a new route or adding stops to the RIT weekend shuttle, which runs between RIT and Henrietta's local shopping district. While adding stops to the shuttle would displace certain stops during night hours, it would eliminate the \$20,000 cost to use a separate bus for the test run.

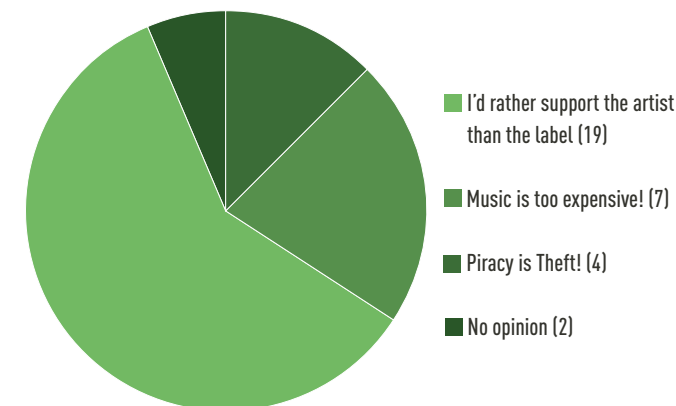
College of Science Senator Wesley Wander expressed concerns that changes to the weekend shuttle could impact student workers at Marketplace Mall, who may be dependent on the route. Wander stated that a route used by student workers should take precedence over a "party bus," saying, "A bus running that late would be specifically for drinking; nothing else is open [that late] in downtown Rochester."

Conversely, College of Applied Science and Technology Senator Christian Fortuna expressed concern over where funding for the pilot would originate. SG President Greg Pollock responded, saying RIT has money allocated for various programs like this. However, he also stated that if the test were successful, SG would need to discuss where funding for the permanent route would come from.

In order to decide which option to pursue, SG held two votes. The first was to determine whether RIT should expand bus systems to cover Rochester's East End, while the second was to decide if a new route should be created instead of amending the weekend shuttle route. Both passed unanimously.

PIRACY POLL RESULTS

Last week on our online poll we asked you what you thought of digital music piracy. Here's what you said:



To vote in this week's poll head to <http://reportermag.com>

FORECAST

compiled by Michael Roppolo

14 RIT Comedy Troupe Presents: A Warm, Steamy Welcome

FRIDAY
Ingle Auditorium. 6:30 - 7:45 p.m.
Love improv comedy? Come laugh at RIT's particular brand with its very own Comedy Troupe. Free gum will be provided.
Cost: Free.

15 Horton Distinguished Speaker: Michael J. Fox

SATURDAY
Gordon Field House (GOR, 24). 2 - 3 p.m.
With credits such as "Back to the Future," "Family Ties" and "Spin City," Michael J. Fox is one of the most notable actors in modern cinema history.
Cost: Students: \$10, others: \$15.

16 Brick City 5K Fun Run & Walk

SUNDAY
Enjoy one lap around the Brick City with your family. Registration begins at 8:30 a.m.
Cost: Free.

17 Eastman Wind Ensemble

MONDAY
Kilbourn Hall, Eastman School of Music, 26 Gibbs Street. 8 p.m.
Listen to one of the country's leading wind ensembles. Led by Mark Davis Scatterday, 50 graduates and undergraduates will perform music from the 17th to the 21st centuries.
Cost: Free.

18 Volleyball vs. St. John Fisher

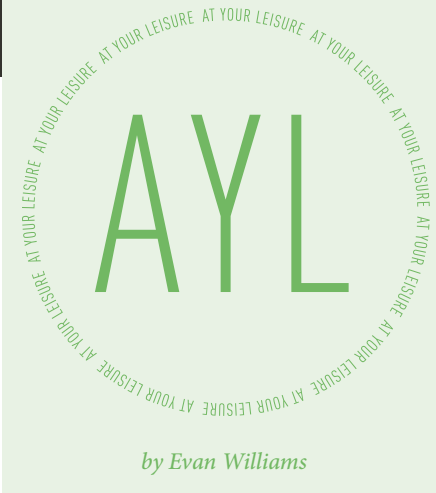
TUESDAY
George H. Clark Gymnasium (CLK, 03). 7 - 9 p.m.
Come and show your Tiger pride! Cheer the home team on against St. John Fisher College.
Cost: Free.

19 Tiger Hockey Kick-off Event

WEDNESDAY
Fireside Lounge. 5 - 8 p.m.
Alpha Phi Omega, with the Office of Development and the Center for Campus Life, will be hosting a fundraiser for Power Play, the new ice arena project. There will be food, music and free stuff.
Cost: Free.

20 Hockey Viewing Party vs. Canisius

THURSDAY
RITZ SportsZone. 6:30 - 11:00 p.m.
Watch the RIT Tigers play against Canisius on television... LIVE! Free pizza for the first 200 people.
Cost: Free.



REPORTER RECOMMENDS

Basic Cable Spook Shows

Television. It's like a vampire. It's charming on the outside, but once you invite it into your life, it sucks you dry of your time and energy. That and they both hate being doused with holy water. Perhaps the only way to fight evil is with evil. With the resurrection of AMC's wildly popular "Walking Dead" series, MTV's surprisingly virile "Death Valley" and the sadistic seduction of FX's "American Horror Story," there's an impressive fresh batch of new blood on the basic cable horror series circuit.

Judging from AMC's recent track record, it was no surprise that their epic zombie drama "The Walking Dead" found so much success. Set in Georgia, just after the undead apocalypse, the show centers on a group of survivors fighting to stay alive. While the subject matter is nothing new, the character relationships and writing make it a hellish good time. Season two starts October 16 at 9 p.m.

MTV sucks. But for once they got it right with "Death Valley," a tongue-in-cheek faux reality show in the vein of "Cops" that follows the "Undead Task Force" as they hunt down zombies, vampires and werewolves in California's San Fernando Valley. Impressive special effects accent the comedic performances and well-realized characters. Check it out Mondays at 10:30 p.m.

"American Horror Story" on FX focuses on a damaged family moving into a haunted house in Los Angeles. Think "Desperate Housewives" meets "The Shining." The show focuses more on atmospheric chills and sexual tension than jump scares, and explores the family dynamic of the miscarrying wife, the adulterous husband and the self-harming daughter. Plus there's a gimp. Catch it Wednesdays at 10 p.m.



COMIC

by Amber Gartung

WORD OF THE WEEK

basorexian. - An overwhelming desire to kiss.

The whiff Frankie's cologne threw Martha into a fit of **basorexia**.

HAIKU

Brick City Weekend.
Your parents are coming up.
Hide the contraband.

OVERSEEN & OVERHEARD

"Episode IV' comes first. That's just good parenting."

- Student on how to keep children from the Dark Side.

"Male seahorses have babies? Who knew that?"

"Everyone who's passed the 3rd grade."

- Marine Biology lessons in Java Wally's

QUOTE

"Remembering that you are going to die is the best way I know to avoid the trap of thinking you have something to lose. You are already naked. There is no reason not to follow your heart."

- Steve Jobs

STREAM OF FACTS

85 year old Tony Bennett recently became the oldest living person to top the U.S. albums chart with his record "Duets II". It is the first number one record of his 60 year **CAREER**.

The highest number of field goals made in a professional football playoff **CAREER** is 42 and is held by Adam Vinatieri of the New England Patriots and the Indianapolis Colts. The record was set over the **COURSE** of 23 postseason games.

"A horse is a horse of **COURSE** of course, and no one can talk to a horse of course. That is, of course, unless the horse is the famous Mister **ED**."

ED of the show "Ed, Edd and Eddy" was voiced by Matt **HILL** over the course of 10 years as a part of the show.

"Silent **HILL** Revelation 3D", the sequel to the 2006 film "Silent Hill" was originally to be penned by writer Roger Avery before Avery was sent to jail for gross vehicular manslaughter and two counts of causing bodily harm while intoxicated. **B**



"PAN AM"

TV Show | Historical Drama | ABC

RATING: **SKIP IT!**

by James Arn

ABC has put "Pan Am" in the unfortunate position of being directly compared to AMC's wildly popular historical drama "Mad Men." That's a real shame because despite an entertaining premise and some solid production value, "Pan Am" isn't even playing in the same ballpark.

Both series are set in the iconic early 1960's, and follow a group of young professionals — airline crews and advertising executives — living their lives. Where "Mad Men" excels is with its gritty reality and impressive character depth. AMC created a world full of complex people who have their own ambitions and flaws, trying their best to fit into a world obsessed with the perfect outward image. In comparison, "Pan Am" falls woefully flat by putting one-dimensional characters and stale plotlines in a sterile, perfect universe.

In some places, you can see where ABC tried to add complexity and life to its characters.

There's the runaway bride, the jilted lover and the wannabe spy; but these all come off as cheap gimmicks — fancy façades that mask the same cardboard characters we've come to expect from bad network television. The characters aren't the only things that look like cheap façades, either. While ABC went to great lengths to create a (largely digital) recreation of Pan Am's magnificent Worldport terminal, the world of "Pan Am" feels very set-like. Everything is a little too clean, too perfect and too small; nothing feels lived-in or real.

If "Pan Am" had been made five or six years ago, it might have been taken a bit more seriously. But since that time, TV viewers have come to expect more. Shows like "Lost," "Mad Men," "Justified," and "Breaking Bad" have brought TV to a new level with episodes that feel more like hour long films than weekly episodes. Unfortunately, despite its fun premise and daring production design, "Pan Am" is just not at that level. **B**



SPOTIFY

Application | Music | Subscription-based

RATING: **DIG IT!**

by William Hirsh

Ever wonder what it's like to have millions of songs and artists just a mouse click away? Spotify, a U.K.-based streaming service, executes this dream adequately but only in the short term.

Created as a legal alternative to music piracy, Spotify touts an impressive catalogue of music, with access divided into three membership levels: Free, Unlimited, and Premium. Free, the default status, gives you access to most music with 15 - 30 second advertisements thrown in every 3 - 4 songs. Additionally, six months after you create your account streaming becomes limited, allowing only five plays per song and 10 hours of music streaming per month. From an entry-level standpoint, it's jarring that such extensive limits are implemented, but not everything in life is free. The next step up, Unlimited, costs \$5 a month and only removes paid advertisements, making me wish they included at least mobile online streaming as

another incentive. The top membership level, Premium, costs a hefty \$10 a month but gives subscribers unrestricted music streaming, priority listening to the latest albums, the ability to sync playlists for offline listening, and access to a mobile app.

Aside from some inconveniences, what Spotify offers is remarkable. The massive library of music available really brings into question whether we actually need to own music to enjoy it. Streaming is quick and I've never noticed buffering between tracks. Songs can also be starred and replayed in the starred playlist, and it can be a treat to shuffle old favorites and new discoveries I've encountered on my music binge. With added Facebook functionality that lets your friends know what you're listening to and the ability to share songs you've found with people you know, Spotify is a great opportunity to try the opposite side of the music spectrum. I only wish it was as favorable in the long term. **B**

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BRICK CITY PREVIEW

by Ali Coladonato

OCTOBER FRI.14

MEN'S HOCKEY

Meet and Greet

Barnes and Nobles
7:00 pm – 8:30 pm. Free.

Fans can meet their favorite players in the second floor meeting room of Barnes & Noble while watching highlights from the 2010 – 2011 season on the big screen. Refreshments will be provided courtesy of Brick City Catering and all attendees will be entered in a gift basket giveaway. Need more reason to stop by? A \$1 donation will score a 2011 – 2012 team photo while supplies last. Fans may also be interested in a silent auction of autographed memorabilia including away and home jerseys, a hockey stick, and a puck. All proceeds will benefit Hockey Coaches Care.

Both events are free and open to the public.

OCTOBER FRI.14

KEVIN HART

Comedian

Gordon Field House and Activity Center (GOR)
9:00 pm- 11:00 pm. \$15 for students, \$30 for others.

At 5' 4 1/2", Kevin Hart is "A Grown Little Man." Coming off his nationwide "Laugh at My Pain" tour, comedian Kevin Hart will be performing at the Gordon Field House. Hart has performed to sold-out theaters across the country and his comedy specials have garnered high-ratings as well, making him the number one comedian on Ticketmaster. The show may contain adult content not suitable for all ages.

All seating is general admission. Doors open at 8:00 p.m.

OCTOBER SAT.15

MICHAEL J. FOX

Student Government, Horton Distinguished Speaker

Gordon Field House and Activity Center (GOR)
2:00 pm -3:00 pm. \$10 for students, \$15 for public.

This year's Student Government Horton Distinguished Speaker, Michael J. Fox has plenty to talk about. With five Emmy awards, four Golden Globes, A People's Choice Award, and two SAG awards, Fox is well recognized for his work. Diagnosed with Parkinson's disease at 39, he began The Michael J. Fox Foundation for Parkinson's Research in 2000. His charity work has earned him numerous humanitarian awards and he was appointed an Officer of the Order of Canada in 2011.

All seating is general admission. Doors open at 1:00 p.m.

CREATE YOUR OWN WEBSITE OR BLOG WITH WORDPRESS

Friday October, 14. Wallace Center (WAL), VIA Lab (2nd Floor) 1:00 pm – 2:30 pm. Free.

Come learn how to create a fully functioning website or blog using Wordpress.org. All participants will leave the workshop with a fully operational site.

SCHOOL OF FILM AND ANIMATION HONOR SHOW

Friday, October 14. Carlson Hall (CAR), Auditorium Room 1125, 2:30 pm- 5:30 pm. Free.

23 student films and videos showcase the brightest undergraduate and graduate work from the past year.

PUMPKIN CHUNKIN'

Saturday, October 15. Club Field Northeast of L Lot. 11:00 am – 1:00pm. Free.

Students from the College of Applied Science and Technology use human-powered machines to launch pumpkins as targets across the field.

RIT KALEIDOSCOPE CONCERT

Saturday, October 15. Ingle Auditorium
3:30 pm - 5:30 pm. Free.

Come enjoy the sweet sounds of RIT's various musical performance groups, featuring RIT singers, Eight Beat Measure, Brick City Singers, Encore, Surround Sound, Vocal Accent, World Music Ensemble, RIT Orchestra, RIT Concert band, and the RIT Jazz Ensemble.

RIT MUSEUM EXHIBIT: CELEBRATE HOCKEY

Sunday, October 16. Wallace Library (WAL), 3rd Floor
11:00 am. Free.

This RIT Museum exhibit highlights the 50 year history of RIT Men's Hockey through photographs, films and memorabilia. The all-day exhibit showcases key moments in the Division 1 team's growth through the years.

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ROSA LEE TIMM RUSSELL HARVARD



VERSA EFFECT

\$11 Admission

Friday, October 14 at 7 pm (NO CC)

Saturday, October 15 at 7 pm (CC)

Webb Auditorium (room number 1350)

@ Rochester Institute of Technology (RIT)

One Lomb Memorial Drive, Rochester, NY 14623-5603

Net proceeds to benefit the Tiger Media

Tickets/Info: Calvin Young, thetigermedia@gmail.com

Tickets will be sold at the door if available DVDs and T-shirts will be available for sale

WWW.ASLFILMS.COM

PG



CURING ANXIETY WITH GAMES

by Vasia Ivanov | illustration by Justyn Iannucci

What comes naturally to you? Waking up seems like an obvious choice. Perhaps going to class every morning? Having a conversation, maybe, or texting a friend about the latest gossip? For most, these daily activities have become a convention, something they've dealt with so often it's become second nature. Why would you need to think about the way you tie your shoes when you have homework, clubs, sports or "the future" to worry about?

However, for some, this doesn't hold true. What many view as mundane, whether it's greeting a passing friend, answering a question in class or even washing their hands, can be a daunting obstacle for those suffering with social anxiety or obsessive compulsive disorder. Scientists and researchers have been trying to determine the causes of these disorders in teens for decades, just as intently as they have tried to find effective treatments. A small team of RIT students and faculty, tucked away in a small computer lab, is attempting to combine therapy with an unexpected field: video games.

Led by Stephen Jacobs, an associate professor in the School of Interactive Games and Media (IGM), the team is working to combat anxiety disorders. To that end they've developed a video game that will help patients deal with anxiety by making them the star of their own world. Players' personal interests and problems affect game play, and game progress is matched by patient progress.

BUILDING A TEAM

While Jacobs may be leading the project, he's far from alone. Dr. Laurence Sugarman, director of the Center for Applied Psychophysiology and Self-Regulation; and Robert Rice, an assistant professor at St. John Fisher College's Mental Health Counseling Program, have contributed their knowledge on psychophysiology and therapy to the project. The faculty oversees the technical team, consisting of three Game Design and Development students working on the project as a co-op: third year Ivy Ngo, fourth year Jack McDonald, and fifth year Kenneth Stewart II, who is double majoring in Computer Science.

"I focus on, simply put, helping young people use their innate abilities to control stress and cope [with problems]," says Sugarman, lounging on a couch in the IGM offices. He is surrounded by most of his team: Stewart, quiet but focused; Ngo, cheerful and excitable; and Jacobs, a natural ringleader who heads the discussion. While the team initially does not seem complimentary, their friendly and helpful nature makes it evident they were born to work together.

Sugarman reveals that the impetus of the project was a conversation between himself and Rice, both of whom worked as pediatricians in the Easter Seals Diagnostic and Treatment Center in New York City. Sugarman's focus lies in psychophysiological self-regulation, which he defines as "the clinical work that has to do with joining your brain and your body," while Rice's focus lies in helping patients think about and externalize their problems differently. Both Sugarman and Rice were hoping to find better techniques to help their patients, as they both tended to hit the same road block: disconnect. Explains Sugarman: "My clients were looking at biofeedback screens [of themselves] that had come with this proprietary software and [were] saying, 'this doesn't really relate to my life.'"

Sugarman joined the RIT faculty towards the end of the 2009 academic year and expressed his desires for a project that could meet the needs of his therapeutic work while staying relevant to his patients' lives. Sugarman had considered turning his project into a video game, and following a meeting with Jonathan Schull, the director of RIT's Center for Student Innovation, he met Jacobs.

"I started talking to [Sugarman and Rice] about how game design starts off and I gave them some starters," recalls Jacobs, "and I had this general agreement to kind of, on the side — over however long it took — put something together [with them]." The three of them met on and off over the course of the following year, until Sugarman received a grant from RIT's Office of the Vice President for Research. Jacobs says that this "fast tracked the project, and we went to interview students."

Jacobs knew that he would need three students: Two who were technical, and one who was artistic but still had a technical background. He first approached Stewart, whom he had worked with before in class, a research fellowship and an independent study. Stewart was available, and after going through the interview process, he "came out at the top of the pack." Next, Jacobs sought his artistic team member, and so he spoke to faculty in the New Media Interactive Development department. He was pointed in Ngo's direction, and after seeing her work over her shoulder while walking through a lab, he "checked her off in my head right away." McDonald was the last member added to the team. He came entirely through the interview process and "seemed the best choice of the folks that we had interviewed."

SCULPTING A GAME

“We originally planned this out for several different settings, but right now we’re working in a school setting for kids ages eight to college age,” explains Ngo, leading the discussion of the game and its mechanics. Players control an avatar of themselves that they can customize to their heart’s content. During the game, players have an “Inner Motivational Projections,” or “imp” on either shoulder. One of theimps represents the person the player would like to become, while the other is the characterization of their problems.

Before starting the game, players set a list of their personal likes and dislikes. During gameplay, the player moves through a school hallway, the first and thus far only developed setting, interacting with assorted computer controlled non-player characters (NPCs). “And during this whole process, we’re keeping track of your breathing rate [and] your heart rate,” explains Sugarman.

When beginning, a player could put down “talking to people” on their list of dislikes. This player would be walking through the hallway, and when an NPC tried to start a conversation with them, the player’s stress level would spike. Adds Ngo, “In game, it makes it so that conversations don’t run out as well, or that you’re late to class, or just depending on what thing you’re interacting with at the time, you tend to get a worse response.”

In the same example as above, let’s say the player put down “trash cans” as something they really liked. If there was a trash can in this hallway, and an NPC approached the player for a conversation, the “problem” imp would pull them away from the NPC and towards the trashcan, while the “positive” imp would encourage them to approach the NPC. The ability to approach the NPC relates to the player’s actual breathing and skin conductance metrics. “A lot of the skills that allow you to be in control are the same things that allow you to be in control in real life,” explains Sugarman.

There is also a minigame within the game, which Ngo compares to any role-playing game. “You have stats which reflect your ability to talk to people, and playing this minigame will affect those stats.” Additionally, relationships with NPCs will carry over from session to session, making it possible to develop friendships or rivalries. “Once you have seven friends, you get



to start a food fight at lunch,” adds Ngo. “It’s one of the things we’re planning on doing.”

A repeated comment during the interview was the team’s desire to make a “serious” game over a more commercial, “entertaining” game, although they still think players will have fun with it. The team intends for the game to be used primarily in therapy sessions between doctors and their patients, but they hope to build another version to be used at home by patients between sessions. This data would then be transferred over to the therapist’s office, so their progress could be monitored.

MOVING FORWARD

The team hopes that they will have a working prototype by the end of the students’ co-op period this quarter. They expect this prototype to demonstrate the core mechanic with theimps, and hope to get feedback from Sugarman’s and Rice’s patients to know what they should add, improve or change. “In an ideal world,” says Jacobs, “we would like a polished version of the first level and maybe a second level with some of [the aforementioned] minigames before the beginning of the next academic year.” However, there are several factors that determine the possibility of

progress, primarily concerning how many more students they can find to assist the project in upcoming quarters.

The team is clearly ecstatic to be working on this project, and are completely aware of the possible positive effect this could have on the scientific community: “It makes me feel good that I am working on something that can make life easier for children,” says McDonald in an email. Adds Sugarman, “It’s always great that when something makes sense to you or feels like something you need to do is something that’s affirmed by the community.”

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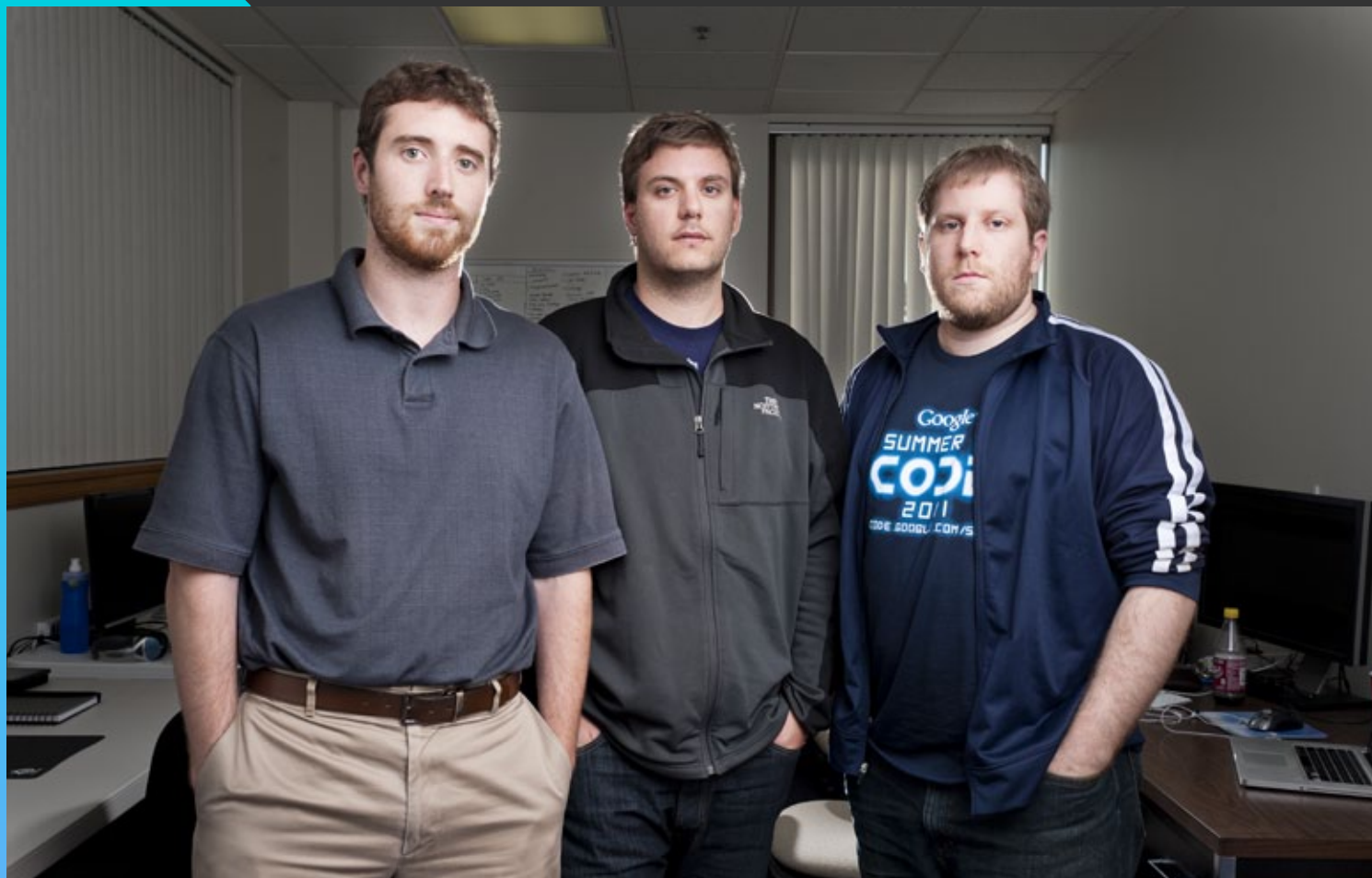
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RIT graduates Colin Doody, Matthew Mikuszewski and Brian Johnstone stand in the Darkwind Media office.

Changing Winds: The Success of

DARKWIND MEDIA

by Patrick Ogbeide | photograph by William Ingalls

You walk into Venture Creations, RIT's business incubator, completely in foreign territory. It's near campus, just off John Street, but you didn't know it existed until your GPS directed you into the parking lot. You have no idea what to expect. Other than the fact that they created a hit game, you have no idea who on Earth these people are. You take a deep breath and walk in.

When picturing a game design studio, Darkwind Media isn't what you would expect. To start with, it's very calm. Five young men sit, quietly working to meet a deadline. They step away from their task long enough to shake your hand. They're the game developers responsible for "Kona's Crate," a small game that has surpassed everyone's expectations; theirs included.

Meet the Creators

Brian Johnstone, Colin Doody and Matthew Mikuszewski are all founders of Darkwind Media. They are also all RIT graduates. Johnstone graduated in 2008 with a bachelor's in Software Engineering, Doody in 2009 with a master's in Game Design and Development, and Mikuszewski in 2007 with a bachelor's in New Media Information Technology (now New Media Interactive Development).

Johnstone, Doody and Mikuszewski all grew up like many game developers did — playing videogames. "I played everything from 'Zelda' [to] 'Mario,'" said Doody, reminiscing on his young gaming days before mentioning all the hours he spent on "Everquest," a popular massive multiplayer online game. Mikuszewski's gaming took him into the professional level, where he played the popular first-person shooter "Counter Strike."

While they all share a love for gaming, they became interested in game design for quite different reasons. Johnstone expected to work in a financial office, with gaming as a hobby. Doody's full interest started right in

10th grade. "I was playing 'Jedi Knight' in the MSN gaming room, and there was one game room open that [said], 'Do you want to make games?'" he recalled. "Of course I want to make games."

It was through RIT that Mikuszewski's interest was piqued. "I got a taste of gaming through [the New Media program] here at RIT, but I was more interested in web design." Despite different reasoning, once the trio got together, their interest became serious and in October 2007, Darkwind Media was born.

A Prize Winner

"Kona's Crate" is the product of countless hours of programming and design at Darkwind. The plot is relatively simple — the

player must simply deliver a crate to a tribal chieftan. However, getting the crate to him is challenging, as players must navigate a platform holding the crate through an elaborate maze full of obstacles.

Originally, "Kona's Crate" was originally meant for testing purposes. Johnstone thought of the creation process as "organic," saying, "We were testing some physics and what we had was fun, so we slowly turned it into a game." As the team continued development, they eventually decided to release the game on the Xbox Live Arcade Marketplace. They entered the completed game in several contests, reaching the finals in one and leading publisher IndiePub to release a mobile version of their game.

For Darkwind Media, creating "Kona's Crate" was a smooth, fun process with few problems presenting themselves. "It was cool being

"I was playing 'Jedi Knight' in the MSN gaming room, and there was one game room open that [said], 'Do you want to make games?'" he recalled. "Of course I want to make games."

able to demonstrate what turned out to be a real cool game," Doody said. Mikuszewski had similar sentiments. "We had the luxury of working in such a small team full time for many months," he said. "We had a lot of wiggle room where we could say 'Let's try this feature out,' and someone would spend half an hour making a new feature."

All the hard work on "Kona's Crate" has paid off for the Darkwind team. It has received high praise, with gaming site IGN rating it an 8.0 out of 10, something that surprised the team. "I think it was surprising because every time we made something, we're selling it to our professor or our friends," said Doody of the review. "But the internet is a cruel place. They have no reason to be nice to you. For someone like IGN to come out and say [8.0] out of 10, it's pretty cool." **R**

Darkwind Media is not currently working on any new games, but they are planning an update for "Kona's Crate" featuring a new difficulty level.

DR. JACKSON and the EXER-GAMES

by Ali Coladonato | photographs by Neal Danis



As college students, we're no strangers to distraction, and with the inordinate amounts of homework due each week, we know just how to find it. But rather than slink away to the usual haunts of Facebook and "Minecraft," Dr. Jay Alan Jackson would prescribe a different form of distraction, one that involves hitting brightly-colored exercise balls and dancing on Bosu balls to the sounds of a shekere.

Jackson, an associate professor in the School of Interactive Games and Media has brought new direction to the field of exercise games. Having found distraction to be "a powerful therapy," Jackson creates games in order to explore his own interest in making music more interactive, games more lively and distraction more productive.

"We have such an intuitive sense of space and we only improve that through movement," declares Jackson proudly. "We're just wired for this combination of mental and physical. It becomes a kind of beneficial multitasking." Knowing this, Jackson has developed games that stimulate both body and mind through a common tool: music.

Music and rhythm games have become popular recently, especially since the launch of Activision's "Guitar Hero" franchise. At first intrigued by the game's concept, Jackson was eventually disappointed by the final product, feeling there could have been "more of an experience." An avid drummer, he felt that the game limited creativity and lacked the feeling of playing music. However, the game still served as inspiration for him as he began spending more time playing games and learning about what made a good game.

One of Jackson's first experiments in game design was an app he developed for his position in the School of Interactive Games and Media. "Here there's this kind of challenge, this ambition, to make an app," he says. Armed with this goal and the desire to "do what's different," he created "Impulsive Pillow Pilates," a free iPhone app marketed as a rhythm and dexterity game. Players tilt their iPhones in one of eight directions, moving a ball towards a colored arrow in time with music. This music is selected by the player and then remixed with the sounds of a shekere, a gourdlike African percussion instrument, adding a playful element to the whole experience.

Although now a hand-held game, Jackson had a different intent when first creating "Impulsive Pillow Pilates." It was initially designed to be attached to a Bosu ball, a semi-spherical exercise ball. Creating a "Dance Dance Revolution"-like effect, this incorporated a whole new element of balance into the game. Jackson has found a particular thrill in combining music and balance, citing basic physiology as reason for the enjoyment. "When you're trying to balance, it's your inner ear that's helping you do that, that's what's getting stimulation," says Jackson. "Hearing music gives a similar stimulation, so when you combine the two the effect is just awesome."

"'Bubble Drum' looks like something out of the world of Willy Wonka, but to watch Jackson play is just as impressive as on any other drum set. Bouncing on an exercise ball as he plays, he is able to admire everything that goes into and comes out of his drumming."

After creating "Impulsive Pillow Pilates," Jackson revisited these ideas of music and balance in several other projects, most notably in "Bubble Drum." Inspired largely by the Clem Burke Drumming Project, a study that measured the fitness level of professional drummers and the amount of energy they expended while playing, Jackson found himself thinking about his drumming in a whole new light. "I can think of a lot of drawbacks to traditional

drumming, but [the study] got me thinking. How much exercise can I get from drumming without being a nuisance or hurting myself?" he explains. To maintain the spirit of drumming while using a quieter and less taxing approach, Jackson looked to giant plastic balls.

"Bubble Drum" is essentially a drum kit made out of large exercise balls. The game element comes from an iPod Touch attached to the balls. Using its built-in accelerometer, it maps the vibrations caused by hitting each ball. This allows users to visualize their playing in something Jackson has called "graph a groove."

Upon first glance, the entire setup seems ridiculous, but there's no denying that the drum set that may have once seemed daunting has become playful and dynamic in the hands of Jackson. "Bubble Drum" looks like something

"All of this here is conducive to using new parts of your brain, or at least opening up those pathways between right and left. Now I'm not a neuroscientist or anything but something's happening here."

out of the world of Willy Wonka, but to watch Jackson play is just as impressive as on any other drum set. Bouncing on an exercise ball as he plays, he is able to admire everything that goes into and comes out of his drumming. "How satisfying is it to try and balance your left and right?" asks Jackson. "All of this here is conducive to using new parts of your brain, or at least opening up those pathways between right and left. Now I'm not a neuroscientist or anything, but something's happening here."

Jackson's myriad interests may not qualify him to be a neuroscientist, but his desire to learn and create for the joy of creating makes him a powerful voice. Laughingly admitting that he'll never make an actual, sellable product, Jackson says of his work, "This is all just experimental; all of these things go different places. What I'm finding though is that everything I'm doing translates to these other areas and it's such a thrill to discover them."

The thrill of seeing new connections and discovering how to utilize new

technologies will surely keep Jackson busy through his time at RIT and beyond. With several new flash applications in the works, an office full of exercise balls and iPods, and no shortage of ingenuity, Jackson will be happily distracted and all the better for it. **R**

Dr. Jackson's game Rokxy Ballrolla features integration between physical activity and the Apple iPod Touch's accelerometer.





WOMEN'S SOCCER FALLS 0-1 TO NO. 2 RANKED HERONS

by Jeff McKinzie | photograph by Joshua Barber

Defense wins games. It might be a cliché in sports, but it's a cliché that holds true. At least it did when the nation's number two-ranked team took on the RIT women's soccer team on October 5. The William Smith Herons (10-0-1), who have only allowed one goal in their undefeated campaign thus far, put on a show that only validated the importance of a strong defense.

On a bright, sunny day that had everyone feeling energetic, the conditions seemed perfect for an offensive battle. Once the ball was in play, both teams struggled to get into scoring position. Every player guarded the ball as if they were in a war zone. It was an intense contest; there wasn't a lady on the field that wanted to blink first. At the end of the first half, it was obvious that this would not be a high-scoring game. William Smith got one shot off, while RIT mustered none. Heron Katie Redmond was the lone shot-taker for the half, missing a 10 yard kick that bounced off the post and out of play.

The second half began with less urgency as both teams established a more controlled tempo. William Smith was the more dominant attacking squad, with ten attempted shots to RIT's three. But the Tigers were able to get two good scoring chances, the first coming seven minutes into the second half, when fourth year Graphic Design major Kimi Sisti drove the ball down the left flank and into scoring position. However, despite her attempt to shake the Herons defender her opponent poked the ball free.

The second attempt looked even more promising, as first year Accounting major Katie Schindler found first year Cyber Security major Sierra Kiss on the wing, who flicked a cross that was received by second year Psychology major Rachael Bromson, who fired a shot that went just wide of the net. Bromson's shot was blocked, as was Kiss's rebound. Despite the Tiger's efforts, Heron Dineo Mmutla scored the game's only goal in the 53rd minute of the game.

In a post-game interview, second year Graphic Design major Jamie Martinez said that her team tried not to worry about what the Herons would do. "I think we came out here not worried about how they're arranged and everything, we played hard and played to our strengths. We were unlucky, the ball got through once and we weren't able to capitalize against them. But, I think we played with heart and showed how good of a team we are, no matter the results."

Head coach Liz Masterson appreciated how her team kept their composure. "I think we did a nice job of not being too anxious, considering they're the number two team in the country. I thought we challenged them well. We weren't able to capitalize on the chance we got ... but we're improving every game, and this game just came down to who was better during those small chances."

With the loss, the Tigers moved to 4-7-0 overall and 1-3-0 in the Liberty League. The Tigers play their next home game on October 22 against St. Lawrence at 3 p.m. at RIT Field. **R**

BATTLE FOR A CLUB

by Jeff McKinzie | photograph by Neal Danis

Up-tempo music filled the area as skaters battled it out on the pavement, spectators cheered, and photographers snapped shots of every trick. Those who lost received warm embraces, and those who advanced were congratulated with vibrant cheers. Make no mistake, this wasn't the X Games, and these guys weren't Tony Hawk. It was the Skate Battle at RIT, and each competitor was fighting hard, some for more than just the top prize.

On the perfectly sunny afternoon of Saturday, October 8, the skateboarding competition held on the pavement beside the Gordon Fieldhouse drew a crowd of several dozen. Started as a clever way to lure students into starting a skate club on campus, the event was organized by second year New Media Design and Imaging major Clarence Alexander who had a smile on his face throughout the duration of the event. While Alexander initially expressed his doubts that many people would compete, he was confident that many would watch. Though his prediction proved accurate as spectators outnumbered skaters, it didn't dampen the spirits of the competitors who came prepared to impress.

The rules for the competition were simple; ground tricks only — no handplants, no grabs, and no grinds. As Alexander put it, "This is basic ... battle of the barracks rules. So if someone does a flip trick, you have to do the exact same flip trick in the position they did it in." Despite its simplicity, this style of competition worked well. It was fast-paced, crowd-pleasing and safe. No half-pipe, no ramps — just the skater and his board.

There was a \$2 entrance fee for competitors, who each received access to footage of the competition and pictures of their match-ups. The prize for being the top dog was \$100 cash.

When the battle began, two close friends realized they were competing against each other. Both first year students, Mechanical Engineering major Jay Ingardia and General Science Exploration major Mark Eberhard heard about the competition via a flyer that was posted on campus. Ingardia is part of the RIT Longboarding Club, and was ousted quickly in his second match up. "I was matched up with [Eberhard] who knew what I couldn't do," he said with a smile.

However, there was no bad blood between the two. Keeping his chin up, Ingardia insisted that he was just competing for fun. "My goal was to at least win the first match."

After about an hour the final match took place. Both skaters had already used most of the tricks in their repertoires, and were starting to feel fatigued. After a few impressive moves, a winner was declared. First year Visual Media major Kaalob Moran was congratulated by a swarming crowd of ecstatic friends and spectators. Feeling overjoyed, Moran proudly took the \$100 cash prize and shared the moment with his friends.



Kaalob Moran, a first year Visual Media student, attempts to land a flip trick during the Skate Battle at RIT on Saturday. Kaalob went on to win the whole competition.



Among the tricks he successfully performed were the toeflip, the hardflip, and the 360 flip. Moran said that although he was pleased with how the event went, he acknowledged that it would have been better if more skaters participated. "We all need more challenges to keep us focused," he explained.

Alexander affirmed that he will do more events much like the one on Saturday if he is able to start a skate club. He expressed an interest in group events as well, bringing the club to local skate parks to practice their skills.

All things considered, the Skate Battle at RIT was a good way to plant the seeds of a new club. As Clarence mentioned, anyone can come, even just to watch. It's cheap, it's fun, and it's downright cool. **R**

WORD ON THE STREET

by Joshua Barber

What video game character would you room with?



"Guybrush Threepwood from the 'Monkey Island' computer game series."

William Destler, President



"Lara Croft because she could shoot all night."

Eddie Caputo second year Graduate Fine Arts




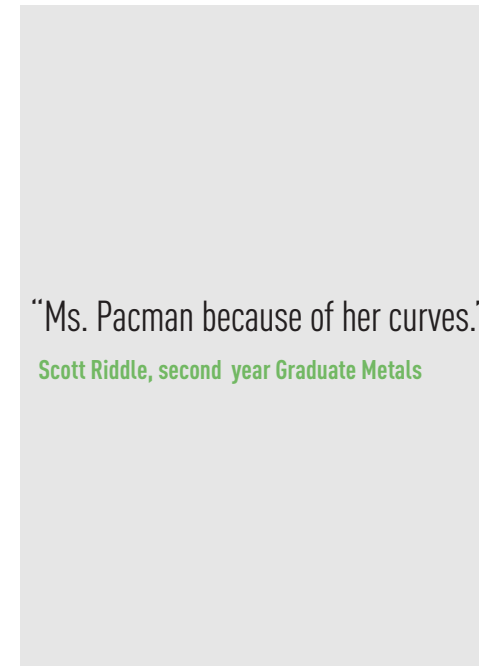
"Kirby because he could suck up other people's personalities so I would never be bored."

Taylor Osmonson, fourth year Premedical Studies



"Mario because he is a plumber."

Andrew Kelkenberg, fourth year Civil Engineering 



"Ms. Pacman because of her curves."

Scott Riddle, second year Graduate Metals



A New Way to Play

by Danielle Delp

With the increased ease of communication and ubiquity of gaming networks that came about with the current generation of consoles, video games have begun to shift from a product-based industry to a service-based one. Service-based gaming includes not only subscription-based online games, but also the variety of console and internet gaming service networks that have been steadily increasing in popularity. Is this change for the better or for the worse? When everything is accounted for, it becomes clear that there are a number of advantages to service-based gaming that make it superior to selling a standalone product.

A major concern with the shift to gaming services is the economic impact it will have on developers. Many games released digitally, or via subscription fee, cost less than a physical disc, so it can't be profitable for developers... right? Actually, digital sales of video games can benefit developers in the long run. Cheaper prices for the games themselves mean that more copies are likely to sell, even to casual gamers who don't want to invest in a large, complex game. On the legal side, subscription-based games are nearly impossible to hack

or pirate. This protects the developers by guaranteeing that they will obtain full profit from every person who plays their game. The ease of distribution also means that indie developers can more easily promote their products and make a name for themselves on the market. Developers can also make good use of service systems to release add-on content in the blink of an eye. When "Marvel vs. Capcom 3" was released, for example, much-needed updates were *not* available and players were forced pay full price for a second copy of the game to get the complete product. If a digitally distributed game proves unbalanced or bug-ridden after release, patches can be applied easily and cheaply.

The players are the consumers of the video game market, and since the developers rely on their business, it is important that they benefit from these services. The most notable of these benefits are the large gaming communities that have developed over service networks like Steam, Xbox Live and PlayStation Network, which have become incredibly useful tools for promoting multiplayer gaming and allowing communication between players. The online capabilities of the Nintendo Wii and DS let players interact and share content. All of these communities include online shops with both demos and full games available for download. OnLive, arguably the most ambitious video gaming service in existence, even allows games to be played without an expensive console, offloading the processing work to the service's bank of servers. Not all of these services cost the players money either; a number games like "League of Legends" and "Team Fortress 2" have seen a surge in popularity for their largely free game play that includes optional DLC. The majority of DLC is not necessary to experience a complete game, so players are left free to pay only for the parts of a game that they want and only for as long as they want it.

With the new focus on multiplayer, communication, and instant availability, the replacement of video games as a stand-alone product with gaming services is inevitable. This may ultimately prove to be for the best, as the change is already showing undeniable benefits to the video gaming industry and those who support it. **B**

If It Ain't Broke

by Nick Bovee

Around the time the Xbox 360 was released, a major trend in video game distribution began. Downloadable content (DLC) and micro-transactions began rapidly pouring into the market, driving profits up for developers with minimal effort. Some blockbuster hits arose from this new model, namely online RPG's and strategy games, but lately Valve's popular shooter "Team Fortress 2" and many others have caught on. In the long run, the shift to service-based gaming will be detrimental to the gaming industry.

Let's take a look at the bottom line — cash. That's what started the whole shift to a service-oriented industry in the first place. It's generally believed that the service setup earns a developer more money than charging you for the game up front. But is that true? A \$60 game played for a few weeks makes them much more than a free-to-play game dropped after interest fades, or a \$15/month subscription only played for two months. Very few games have that amount of staying power, and it's unlikely that players will stick with a single title for more than that first few weeks. To most developers, stand-alone games will end up much more profitable.

When micro-transactions are the chosen method of sale, and these sales don't add up to where they were projected, developers often rely on underhanded sales techniques to regain their perceived "lost revenue." A common tactic is to overcharge for essential DLC, like map packs required to play online. Forcing players to buy DLC to stay competitive, or to play at all, allows the developer to charge whatever price they choose. I don't think it's unreasonable to pay extra for in-game bling, but when players are forced to pay more to continue playing a game they already own, something is wrong.

"Pay to win" strategies are also notorious for ruining the online experiences of otherwise

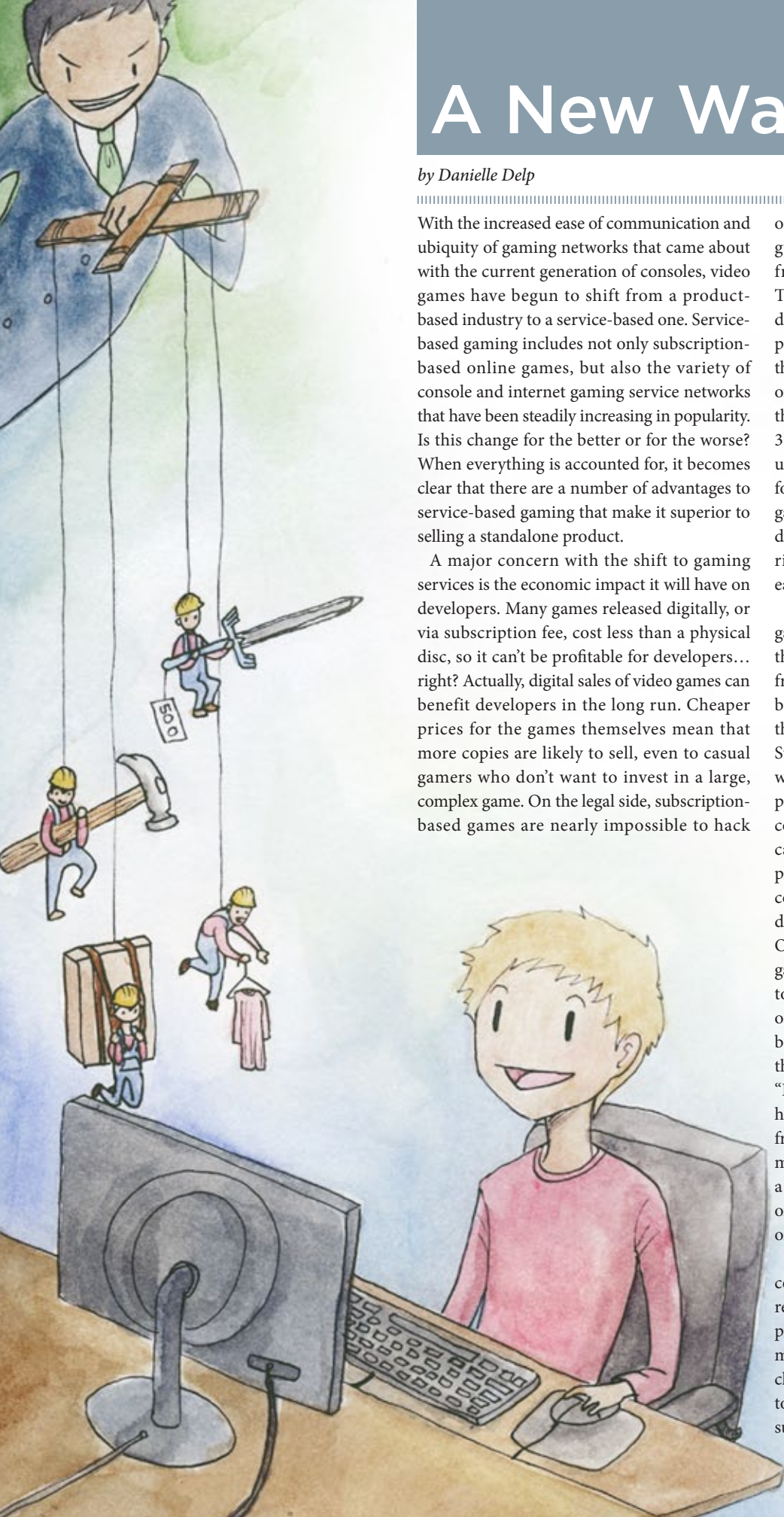
good games. This tactic tends to work by slowly introducing weapons in DLC that are far stronger than anything a player without a credit card has access to. In this model, paying extra simply puts you on the fast track to gain the advantage. For example, "Call of Duty's" latest promotion is granting you experience boosts for buying Doritos and Mountain Dew. The points can be turned in for in-game weapons, granting an edge over people who don't buy into the promotion. "Call of Duty" isn't the only offender in this; "Battlefield Heroes" shifted to a similar strategy, completely destroying the competitive experience. Essentially, those with a bigger wallet can buy better items and force others to pay for items to have any chance at a fair fight.

What really shines about traditional video games is the kind of community they foster. First person shooters like "Quake" and "Counter-Strike" had massive communities,

and still have global competitions, yet they have no need for expensive online services like Xbox Live. Games that rely on in-person competition, like "Street Fighter," are also incredibly popular. RPG and sandbox games have modding communities so dedicated that mods are still being created and released for games like "Oblivion" and "Grand Theft Auto IV," five years after their release. Still other games stand the test of time out of sheer quality. Good games sell, and bad games don't. What makes these games so ageless is slowly being stifled by excessive cash-ins.

It seems that the gaming industry is changing, and while new developments may bring great things in the short-term, they also bring plenty of detriments. If gaming is to continue its success, it would be best to take heed of older games' achievements before we auction them off too. **B**

The opinions expressed are solely those of the author and do not reflect the views of REPORTER.



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and **MODEL APARTMENT!**

MOVIE THEATER • STATE-OF-THE-ART FITNESS CENTER • SUPERIOR CLUBHOUSE



ACROSS FROM RIT
PERKINS STREET ENTRANCE

220 JOHN ST. | ROCHESTER, NY 14623 | 585.427.7777 | LIVE THE PROVINCE.COM

RINGS

585.672.4840

All calls subject to editing and truncation. Not all calls will be run.
REPORTER reserves the right to publish all calls in any format.
compiled by Victor Group

Sunday, 9:00 p.m. (from text)

Pumpkin spice tea is a hayride in my mouth!

Monday, 12:04 p.m. (from text)

My CS classroom smells like a **SWEATY NERD**. I think they had trouble climbing the stairs.

Tuesday, 9:22 p.m. (from text)

Vagina jokes aren't funny. **PERIOD.**

Tuesday, 5:28 a.m. (from text)

If you're out and about at five in the morning, sometimes you can find a man washing the bricks.

Tuesday, 5:52 p.m. (from text)

Just in time for winter, the new RIT fountain! **Yipeeeeeeeeeee!**

Thursday, 8:56 p.m. (from text)

I just watched a pot full of water boil. **MYTH BUSTED!**

Friday, 7:27 p.m. (from text)

Didn't have any wrapping paper; used the **REPORTER** cover and Rings to wrap my girlfriend's present. She loved it! **Thanks Rings!**

Friday, 8:10 a.m. (from text)

Five years I've been here, and I've tried to see it, but still to this day, the **Sentinel** looks like a mishmash of parts from the junkyard in "**The Brave Little Toaster.**"[®]



Major
concerts
PRESENTS:

FAIR★EAST MOVEMENT AND MIKE POSNER



FRIDAY,
NOV. 4TH

GORDON FIELD HOUSE
8PM (DOORS AT 7PM)

*INTERPRETED

STUDENTS

\$13

FACULTY/STAFF/
ALUMNI

\$16

GENERAL PUBLIC

\$26



TICKETS AVAILABLE AT THE GORDON FIELD HOUSE BOX OFFICE
OR ONLINE AT TICKETMASTER.COM

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