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I'M GAME IF YOU ARE

As you have probably guessed by now, this issue is about video gaming here on campus. Let's face it; I've played my fair share of all sorts of games. The problem is, nowadays I just don't have that kind of time to spend on video games any more. My schoolwork, plus working on the magazine, just doesn't leave enough time to kick back and kill a few hours on a game. It took me close to 18 months to beat *American McGee's Alice*, just because I only played it about once every few months.

I suppose that's why I find it incredible that not only are there hardcore gamers here on campus, but they have their own society. Keep in mind that I'm not against them, it just amazes me that they have the time to not only play these games but *organize*. I know some role-playing games (RPGs) are labeled to take about 50 or 70 hours to complete. Between that and, say, killing another 20 hours or more on a first-person shooter or a racing game, what kind of time does that leave for other stuff? Not a lot, my friend.

Anyway, in case you're a gamer and suddenly find that you just have too much free time on your hands, we're also running an article by Becky Ruby dealing with the best new games to come out for the holiday season. She has included the top game for each major platform—that is, Xbox, Gamecube, PC, etc.—just to be fair to everybody.

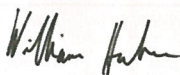
Changing gears a bit, I'd like to take the opportunity to talk about doughnuts. Rochester is a battleground for several doughnut distributors, and with the addition of Tim Horton's, the place is just getting jammed up. Personally, I always have been, and always will be, a Dunkin' Donuts kind of a guy, mainly because I was never terribly impressed with Krispy Kreme's main weapon, the Original Glazed—way too sweet for my taste. Also, the rest of Krispy Kreme's arsenal of lard-farming dough rings aren't that great, either.

At any rate, what brings this up is Kate Bloemker's article reviewing the various sources for doughnuts along Jefferson. Sharp-minded readers would also note that we ran an article very similar to this a while ago, but we thought it would be a good idea to do it again for all the freshmen. If you haven't gained your 15 pounds yet, you'll take care of that pretty quick if you keep cramming doughnuts in your cake-hole.

Moving on, anyone who neglected to go watch Bruce Campbell talk last Wednesday missed out on a great time. The B-movie actor has made a string of movies that are, if not *good*, at least *entertaining*. These include *Evil Dead*, *Evil Dead II*, and of course, *Army of Darkness*. Anyway, Campbell's speech was great, and it was hilarious when he took questions from the audience. I won't spoil too much here—you can check out Nick Urban's coverage of that in the leisure section.

One thing that I'd like to address before I finish up is the photograph that we ran last week on the table of contents page. This particular picture was of anarchists burning the American flag. Many people have noticed that it really had nothing to do with anything in the magazine, and I can understand the confusion. What we're doing is using that particular space as an opportunity for a photographer to publish a very good photograph that might not necessarily have anything to do with that particular issue's topics. It's a kind of free forum, you might say. Each week it will be accompanied by a caption explaining what's going on. In theory it seems like a good idea, and I hope to see more comments on future photos.

Also, as an advance notice, we only have one more issue coming out this quarter, and it's a special photo essay issue. Read and enjoy.



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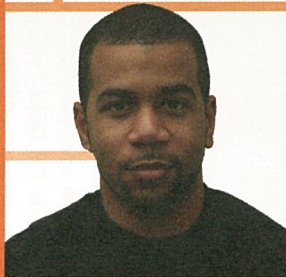
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ILLUSTRATION BY PAUL BERESNIEWICZ

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● RAQUETCLUB APARTMENTS: ● THE NEXT ASSISTED SENIOR LIVING COMPLEX?

BY BECKY RUBY

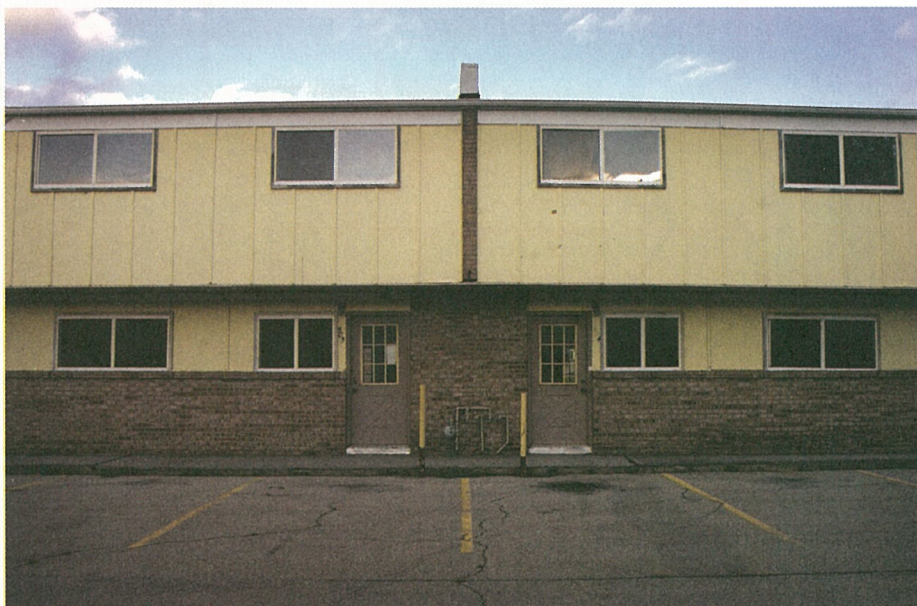
This spring, 23 of the vacated Racquetclub apartment buildings will be torn down to make way for a senior assisted living community. "RIT felt this would be a way to encourage people to stay connected with the university," said Margaret Cass Ferber, Associate Vice President for Finance and Administration and Treasurer. "[The new living complex] would have a big market with alumni, as well as former staff and faculty."

Last fall, RIT decided to vacate the 28 older student apartment complexes, five of which have already been torn down. The now-empty apartments were constructed in 1968 and purchased by RIT in 1987. "The apartments were getting old and in need of either major repair or being torn down," said Ferber. After many marketing discussions with a variety of developers, research of other campuses that house a senior housing complex, and conversations with alumni and former RIT employees, RIT decided in favor of leasing the land between the boathouse and the mid-rise brick apartments to Christa Development Corporation, a local developer.

Christa will begin building and renting the new buildings to senior citizens. "For a variety of reasons, this construction idea seemed to be the most compatible use [of the land]," said Ferber. "It is a way of preserving the land for future RIT use, but making it useful for the present."

The complex itself is planned for 27 acres, plus 10 surrounding wetland acres. The community will have 70 single floor patio homes and 120 apartments available for rent only. Residents will have access to the athenaeum (a building committed to lifelong learning through non-credit classes for adults), a major community center with dining facilities and exercise rooms, and a greenway leading to the boathouse. The complex will be "pedestrian friendly," according to Ferber.

In addition to the benefits that the residents will enjoy, the complex will be advantageous to RIT. "RIT will have the opportunity for research and collaboration with a community so nearby," said Ferber. Examples of this collaboration include development of Smart-Home technology and the involvement of RIT's Hospitality Services program. "[The complex] will be an opportunity to get a small lease income, but will serve as a learning opportunity for both students and the [assisted living] community," said Ferber.



DENIS ROCHE/REPORTER MAGAZINE



CRIME WATCH

COMPILED BY
EVERETT RELIGIOSO

ILLUSTRATION
BY HOPE LARSON

October 17

Possession of Stolen Property - Residence Halls
A student was storing a road sign in his/her room. The road sign was surrendered to Campus Safety.

Burglary - Residence Halls

A student reported money missing from his/her dorm room. The money was subsequently recovered by Campus Safety.

Sexual Assault - Residence Halls

A student reported being sexually assaulted in a residence hall room.

October 18

Missing Property - CAST
A staff member reported a missing wallet and unauthorized charges made to an RIT procurement card, which was in the wallet. Monroe County Sheriff's Department responded and filed a report.

Burglary - Residence Halls

A student reported that the cords to both his and his roommate's headphones had been cut. Investigation to continue.

October 19

Criminal Mischief - Colony Manor
A resident reported hearing glass shatter and then saw that his/her kitchen window was broken. No injuries were reported. Investigation to continue.

October 20

Drug Possession - Residence Halls
Campus Safety responded to an odor of marijuana coming from a dorm room. Four students

● WETLANDS POSE OBSTACLE FOR COLLEGE TOWN PLANS

BY ANDREW MORGAN

Twelve years ago, the idea to turn 135 acres of land on the corner of John Street and Jefferson Road into offices, restaurants, specialty stores, and housing was suggested in an effort to be supportive to the campus environment. The idea for "College Town" came from students and faculty, based on the feeling that RIT is isolated from its surrounding community.

Last spring, a trustee hired a Washington, DC-based consulting group to do a feasibility study. By the end of the summer of 2001, the study concluded that College Town could be an attractive option to RIT and possible developers.

"RIT has hired and is working with an engineering/planning firm to provide indications of how the land at the corner of Jefferson Road and John Street might best be developed into a College Town," said Director of Facilities Management Marty Becker. Areas that could be

later developed into retail and housing projects were tentatively outlined.

Unfortunately for RIT, the 135 acres is not a flat parcel of land ready for development; it is mostly federal or state wetland or wetland buffer. "This means that both the Army Corps of Engineers and the NYS Department of Environmental Conservation will need to be consulted and will need to approve the ultimate design. This process could take just a few months or as [long] as a year," said Becker.

Meetings will be held with both of these agencies to review the plans and determine what kind of impact development will have on the wetlands. Current ideas for the area include multiple areas where wildlife could continue to flourish. The overall design is expected be harmless to the environment and the animals that live in the area, such as the deer frequently seen around campus.

"Once these approvals [from the DEC and Army Corps of Engineers] are in place, the Institute plans to solicit proposals from developers who would design, finance, build, and operate College Town," said Becker. "RIT would lease the land to the developer and award the project to the developer who submits the best overall proposal."

He added, however, that students and faculty should not expect visible progress any time in the near future, and that no definite plans exist at this time. "It is such an early stage... at this point, there are just discussion plans and ideas being floated."

● DID YOU KNOW? ● BIG SHOT ON CAMPUS

BY JUSTIN MAYER

RIT will hold its 19th "Big Shot" on Thursday, November 7 at 11:00 p.m. as part of the university's centennial celebration for art, design and photography programs within the College of Imaging Arts and Sciences.

Big Shot features a lighting technique known as "painting with light." At the cue of project coordinators, participants armed with camera flash units and flashlights bathe the subject area in luminance during an extended period of exposure.

Faculty members from the School of Photographic Arts and Sciences will capture an image of the recently renovated Infinity Quad from atop the James E. Gleason Building.

Volunteers from the community are welcome to assist. Participants must bring a light source of their choosing and arrive on campus by no later than 10:30 p.m. when they will receive further instructions.

For more information on Big Shot, visit RIT's School of Photographic Arts and Sciences Web site at <http://photography.rit.edu>.

admitted to smoking marijuana. Referred to Student Conduct.

Drug Possession - Residence Halls

Two individuals were observed smoking what appeared to be marijuana outside a residence hall. Two non-members were banned from RIT.

October 21

Criminal Mischief - Colony Manor

Residents of an apartment reported damage to the rear screen door and rear doorframe of their apartment. Apartment Maintenance repaired the door and lock. Investigation to continue.

Theft - Grace Watson Hall

A student reported unauthorized purchases being made on his/her HSBC account. Investigation to continue.

October 22

Harassment - Residence Halls

A student reported being struck in the face and

back of the head after having an argument with his/her roommate. Referred to Student Conduct.

Petit Larceny - Student-Alumni Union

A student reported a \$20 bill missing from the CAB office. Investigation to continue.

Grand Larceny - Wallace Library

A student reported a laptop and Palm Pilot missing from a desktop on the third floor of the Wallace Library. The student reported leaving the two items unattended while retrieving a book approximately 50 feet away. Investigation to continue.

Harassment - Campus Safety Office

A student received a harassing note on his vehicle when it was parked in H Lot. Monroe County Sheriff's Office filed a report. Investigation to continue.

Petit Larceny - Wallace Library

A student reported his/her cell phone was missing after leaving it unattended for several minutes.

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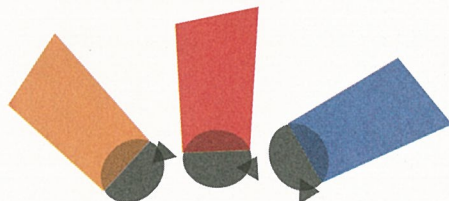
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CANDID DAYDREAM HEATS UP WATER- STREET

PLUS Q&A WITH LEAD SINGER
COREY PAIGE

BY BRYAN HAMMER

PHOTOGRAPHS BY MATTHEW APGAR



The streets of Rochester are cold and quiet at night, but on October 19, the Club at Waterstreet was alive with energy as Syracuse natives Candid Daydream filled the house with their vivacity. The atmosphere was filled with excitement, anticipation, jollity, and community throughout the entire performance.

Although it has taken these guys from Liverpool, NY a few years to break into the Rochester local scene, they have finally accomplished a firm and growing grasp of nearby venues and a fan base that multiplies with every show.

As quoted in the Band Bio section of their website, "Think Ben Folds, Dave Matthews, and George Clinton having a drink at Ani DiFranco's place." Then, imagine seeing Riverdance on acid, and you might have an idea of what it's like to be at a Candid Daydream show. Whatever your drink or chemical of choice is, this band's energy and musical tapestry is sure to lift you to a new high with their captivating mixture of straight up rock with a dash of funk and plenty of soul.

Candid Daydream is known for its energy-packed shows, and Saturday night was no exception. From the moment they lit up the stage with rockin' favorites like "Nicotine,"

"Things is Burnin'," "Iceberg," and "Bum's Watch," they captured the crowd. It was definitely a show you could get up and shake your ass to.

With a varied junction of sounds, Candid has a distinctive character to their music that resonates through every venue they fill. Although the majority of the songs are heavy on lyrical content and emotion injected by lead singer Corey Paige, JP Midgley does an amazing job adding his signature guitar licks.

Much can also be said about Mike Spadaro and Sean Benz, Candid's bassist and drummer, respectively. Benz is the band's backbone. His mix of driving thunder and playful funk is a big part of Candid's sound. Also, ladies and gentlemen, the man can rap. He treated the crowd to a cover of Eminem's new single "Without Me," as he took the stage on vocals.

A warm front from Spadaro's bass seems to smooth everything over and bring a sweat to your cheeks and a chill to your spine. His charisma and character bring an element of openness to the band's stage presence and chemistry.

Paige, a shy, modest songwriter, comes alive on stage as he pours out lyrics that speak of his trials, experiences, and lost love. His voice emits emotion as he belts out anger or mourns

his losses. The communication of feelings and confessions are simple to relate to, yet never clichéd. His lyrical twists are provocative and enchanting. Paige's lyrical content is applicable to nearly everyone's life, and for anyone who has had a love gone wrong, Paige probably has a song for you.

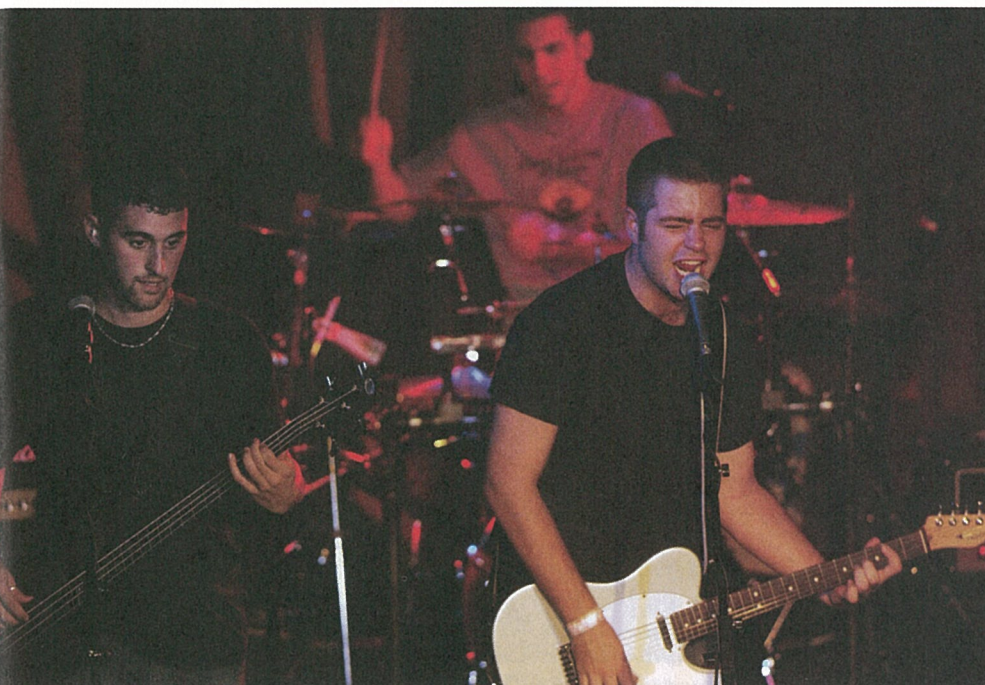
One of the highlights of the show was a sneak peek at some of the new songs scheduled to come out November 27. These songs include titles like "Old Habits," "Magic and Misery," "Best Damn Undertow Jockey In Town," "Secret," "I Can Change," and "Passion in a Pitbull." All these songs exhibit an element of growth and maturity as the band members enter a new stage of their lives, and as usual, Paige undresses himself with his lyrics.

The night was fun and loose, and the band kept the atmosphere upbeat with stage antics, dance routines, and, of course, crowd pleasing covers, like Prince's "Raspberry Beret," which Candid used to seal the show as their second encore; because with Candid, one more song is never enough.

A few days later, I had the chance to talk to Paige, who also happens to be an illustration major at RIT. This is what he had to say:



The Syracuse-based band Candid Daydream played at the Club at Waterstreet on Saturday, October 19, 2002.



Reporter: What is Candid Daydream all about?

Corey Paige: Oh man, (laugh)... I guess, just playing good music, having a good time, and if doing so you can say something that means something—that's always a goal.

R: I know you have a new album coming out at the end of November. How do you like the results so far?

CP: It's still at the rough mix stage. We're recording in Toronto, which is a great city to be around. I can't think of anything that hasn't come out like we wanted to. It has been, by far, one of my best experiences with the band. So I hope people share our enthusiasm.

R: Recently, Candid won a Syracuse Area Music Award for Best Rock recording, and you took home an award for best rock vocalist. What was that experience like, and what does that mean to you and the band?

CP: It's an honor; we're flattered. We didn't expect it. I'm not sure what we were expecting, but I wasn't expecting to get best vocalist—that's for sure. As far as our recording, that wasn't as much of a surprise, but it was because there are a lot of good bands out there. It's nice to know people are paying attention.

R: Candid's fan base has grown quite a bit in the past few years—how does it feel playing to a large crowd?

CP: We've been spoiled in Syracuse because we've always had a fan base there, and it means a lot to see that going to other cities is actually paying off. I'm seeing more and more people each time. Encouraging is the best way to put it.

R: What's your favorite song to play live?

CP: I'm liking the new stuff—a song "I Can Change" is my favorite now. I'm pretty excited about all the new stuff, and the response has been great. It's more fun for us to play new stuff, but it's a tough balance to play what people want to hear, and turn them on to new stuff as well.

R: What's the feeling you think people get from your shows?

CP: Well, I think most importantly is that they're having a blast. The four of us are never happier than when [are] up on stage. Sometimes, bands look bored or nervous. I think we get off on people being there. I think we've developed a comfort level. We're not worried about screwing up or looking dumb.

R: If you could play any venue in the world where would it be?

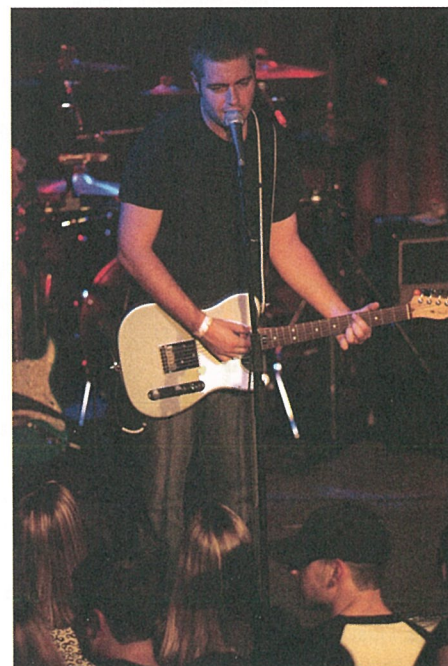
CP: To be perfectly honest, I would really enjoy the smaller places better. I'd never want to lose the feeling of playing clubs, like theaters, because it retains intimacy that you lose at huge venues.

R: What does it feel like to be on stage and have the crowd sing your song back to you?

CP: It's half a high, and half disbelief. I'll drink and smoke cigarettes all night writing one of these songs, and maybe the band will play it, and like, a year later people are singing it back to you... It's a rush, but half of that is bewilderment... The best part is that people are singing back to you your most private thoughts, and they don't know what it means to me, but it means something to them.

Candid Daydream is an example of local boys "done good." With soon to be three albums under their belt, the future looks promising. Information about the band can be found at www.candiddaydream.com, and be sure to come out and see them at the Ritz on November 7.

Corey Paige, lead singer of Candid Daydream, is a fifth-year illustration major at RIT.



BRUCE CAMPBELL MARCHES TO RIT

ARMY OF DARKNESS STAR SPEAKS IN INGLE AUDITORIUM BY NICK URBAN WITH WILLIAM HUBER

I had never seen the SAU so packed until Wednesday, October 23—the night that Bruce Campbell made his debut appearance at RIT. The line to get in was three people wide in places and looped around the main lobby several times. I had no idea of the scale of Campbell's popularity before that night—I figured that the auditorium would be filled with B-movie aficionados and a smattering of film students, but I was way off.

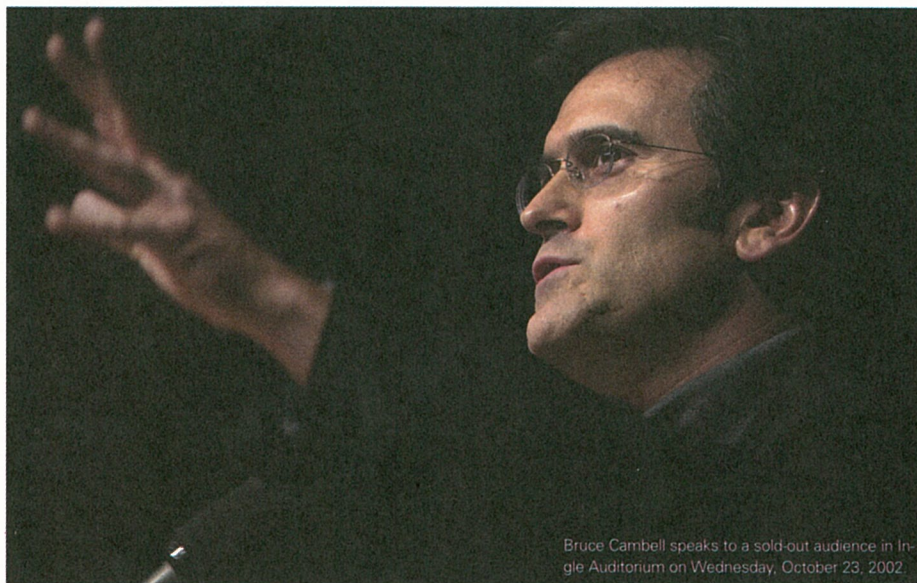
Ingle auditorium was packed with hundreds of other people who were teeming with admiration for the man and what he represents. If there was anyone in the audience who was unclear on exactly what Campbell (actor, producer, author; see sidebar) represented, they certainly knew by the end of the evening.

I was sandwiched between my editor, who is a definite Bruce Campbell fan, and my photographer, who had no idea who Campbell was and was unimpressed by the hubbub. It was like sitting between two worlds: My editor was flipping through the pages of *If Chins Could Kill*, Campbell's autobiography/anti-Hollywood rant. My photographer was checking his watch, hoping to get the shots and leave.

When Campbell stepped onstage, the auditorium exploded into a solid wave of devout mania. RIT has Campbell fans, in the truest sense of the term.

Over the course of the evening, I learned that Bruce Campbell loves an audience, and he knows how to work one. He gave them exactly what they wanted, and plenty of it. He was armed with a slew of quasi-spontaneous jibes to counter the audience's slew of playfully antagonistic questions. After the opening portion of his speech, which was apparently written specifically for the RIT crowd, he devoted most of the rest of his stage time to pummeling Hollywood and, of course, plugging his book.

In response to a question shouted by an audience member, Campbell discussed his upcoming movie, *Bubba Ho-tep*, a film about Elvis Presley's later days in a nursing home and the war he wages against a mummy with a taste for senior citizens. "I don't write 'em, folks, I just say the words," he said.



Bruce Campbell speaks to a sold-out audience in Ingle Auditorium on Wednesday, October 23, 2002.

When a quasi-antagonistic audience member asked if he has or ever would turn down a script, Campbell replied, "I accepted the invitation to come here—clearly I don't give a shit about much." Almost everything Campbell put out there received a healthy response, and he didn't hesitate to trade verbal blows with audience members. Everyone had a lot of fun.

After Campbell left the stage, my editor and I dashed upstairs to grab a quick interview.

Reporter: Tell me about *Fanalysis* (a documentary about hardcore fans)—what made you make that?

Bruce Campbell: I did that because I felt it had to be done just so people know what it's like to have a camera shoved in their face. It's not always fun. Or a microphone shoved in their face, recording every word they say [indicating my tape recorder]. I think it's important for some people to realize that.

R: How do you feel about Stan Lee? Did you meet him while working on *Spider-Man*?

BC: Stan Lee? I don't really know much about Stan Lee because I never... followed comics.

R: Really?

BC: I thought they were too boring.

R: Comics?

BC: Yeah, because they have nothing to do with reality. I'm not a big fan of sheer fantasy. Like *Lord of the Rings*? I could so totally take or leave it you just wouldn't believe.

Bruce Campbell, aside from his lead roles in *Evil Dead*, *Evil Dead II*, and *Army of Darkness*, has also been involved in a number of other projects. Besides working on video game versions of his *Evil Dead* films, he produced and directed *Fanalysis* and has had small-to-medium roles in, among others, *Spider-Man*, *Serving Sara*, *The Majestic*, *Congo*, and *Escape from L.A.*, some of which he is proud. Others he did for the money, which he freely admits. He has also had recurring roles in *The Adventures of Lois and Clark*, *Ellen*, *Hercules: The Legendary Journeys* and *Xena: Warrior Princess*, and two of his own television series, *The Adventures of Brisco County, Jr.* and the similarly-short-lived *Jack of all Trades*. His new book, *If Chins Could Kill: Confessions of a B Movie Actor*, recently went into mass paperback distribution. You can look for him in his upcoming projects, the fifth installment of the *Phantasm* series, and the much-rumored role of The Lizard in the *Spider-Man* sequel.

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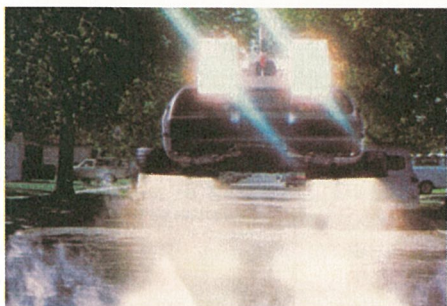
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DON'T SCREW WITH THE PAST

BY ELLIOT JENNER

Everyone dreams of being able to go back to the past, whether to observe historical events or to actually change them. This is especially apparent in the large number of sci-fi movies that have their characters running every which way trying to "fix" time. The question is: How much of what we see in these movies could actually happen?

The Back to the Future movies have tons of major inconsistencies. The first major one is when Marty McFly (Michael J. Fox) prevents his parents from meeting. As soon as he did this, he should have either instantly ceased to exist, or he should have been completely unaffected. There is no such thing as a slow fade-out. You either exist or you don't. The same thing applies to the changing pictures. Things don't change retroactively to fit the new future.



Another problem occurs after Marty "fixes" his parents' relationship. Since the past is now different than it was, a new future was produced. He then travels to this new future and carried on as if nothing has happened. There should have been another Marty from that future. There aren't any "saved spaces" when you change time—new futures are created wholesale.

To add to the confusion, in *Back to the Future II*, the writers perform a reversal. This time, after Biff (Thomas F. Wilson) changes the past, there is another Marty from that future at a boarding school. Furthermore, Marty and Doc (Christopher Lloyd) leave Jennifer (Elizabeth Shue) sleeping on a bench while they go back to "fix" time—yet, at the end of *Back to the Future III*, she was unaffected by the time "repair." She somehow moved from that future back to the "real future." She should really have been "reset" to before she went to the future with them, since she was "inside of time" when the future changed back. The Jennifer at the end of *Back to the Future III* should have been

the girlfriend from the current timeline, who would never have traveled into the future with Doc and Marty, since that happened in a previous timeline.

How time travel could really work:

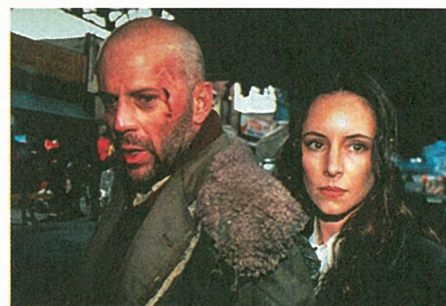
There are two main possibilities as to how time travel could really work. One is the Open Predestination Paradox. Open predestination paradoxes occur anytime the past is actually changed. For one to occur, alternate realities must exist. Since anything that can happen does happen, you haven't violated the laws of the universe. Your old future still exists, but you are now in a different timeline. Thus, time could be changed without causing the time traveler to disappear.



In *The Terminator*, Arnold Schwarzenegger's character, T-800 (the Terminator), was sent back to the past by Skynet to stop the human resistance leader, John, from ever being born. It was supposed to do this by killing his mother, Sarah (Linda Hamilton). The resistance responds by sending back Kyle (Michael Biehn) to protect Sarah and stop the Terminator. However, it turns out that Kyle is John's father. Therefore, if he hadn't gone back in time to stop the Terminator, John would never have been born. If John had never been born, then there would have been no need to send back the Terminator. However, the CPU from the destroyed Terminator was used to create Skynet. So, if Skynet had succeeded in killing Sarah, it never would have existed to send back the Terminator. Therefore, Skynet needs John to live in order for it to have ever existed to try to kill him in the first place. This is how an open predestination paradox works. You and everything you do continue to exist because you already existed before the future changed.

The other possibility is a True Predestination Paradox. Here, alternate realities do not exist—there is only one future. Therefore, it is impossible to change time. If you changed the future, you would never have existed to go back and change it. Thus, the only way time travel can work is if you were already part of history. In other words, you cannot change the past; you are already a part of it.

In *12 Monkeys*, James Cole (Bruce Willis) is a prisoner who is sent back in time to gather information on a bio-engineered plague that has rendered the surface of the world uninhabitable to humans. He overshoots his destination, and ends up locked away in a mental institution, where, while trying to warn the world of what is to come, he actually plants



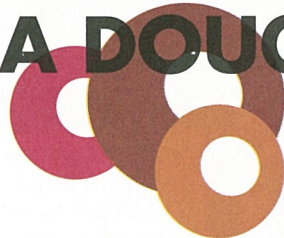
the idea to perpetrate the act in the madman's head. Everything that Cole does causes what he knows as the past to happen—he rewrites history. This results in Cole, as a child, seeing his older self shot right in front of him. This is how a True Predestination Paradox works. Cole came from the future of the timeline he is in. There cannot be any other outcome, or he would not exist. Thus, the future that he remembers is always the future that he causes.

Unfortunately, according to current physics, if time travel is possible at all, it will probably be this kind. The existence of alternate realities above the quantum level is still uncertain. However, the proven existence of alternate realities at the quantum level does leave some hope that we will one day find out that we can change the past. Otherwise, all that time travel will be good for will be observation. Traveling in to the past contains a great deal of uncertainty. You can look to Hollywood for some possible scenarios, but don't be too dependent on them being right.

A DOUGHNUT STORY

BY KATE BLOEMKER

ILLUSTRATION BY CHRIS MULLER



Doughnuts haunted me in my sleep. The rings of heaven-scented glazed dough infiltrated my dreams, jumping up and down on little cartoon legs, shouting, "Eat me! Eat me!" Naturally, I found this very disturbing. I decided the only way to clear this from my mind was to go on a pilgrimage of overindulgence. I would drive down Jefferson, stopping at every doughnut shop and sample the various baked delicacies. Once I had found a winner, my subconscious could be content and I could again dream of being able to fly, being naked in public places, and other normal dream subjects.

I found three doughnut shops: Tim Horton's, Dunkin' Donuts, and Krispy Kreme. All were respectable places of business and well-populated with customers. I had chosen three varieties of donuts that would go head-to-head: original glazed, double chocolate, and Boston Kreme (which Krispy Kreme simply called chocolate iced custard filled).

Tim Horton's

The saga began one Saturday night as my friend Eric and I entered Tim Horton's, a baked-goods store that began in Canada and was recently imported to the U.S. The service was friendly, and when I revealed my mission to cashier Everett Van Aller, he confided to me, "I don't like Krispy Kreme. I like Dunkin' Donuts better." He said that the apple fritters were the best Tim Horton's product, but since they were technically not doughnuts, I did not try one.

Biting into my first doughnut (original glazed) left me somewhat disappointed. It had a decent cakey texture, but was dry, and as Eric said, "It tastes like it came out of a box." All three doughnuts had the same lack of freshness; the double chocolate doughnut would have been best left untouched. The tastiness of the Boston Kreme's custard filling was overshadowed by the size of its custard pocket, which sadly took up no more space in the doughnut than the space the Grinch's too-small heart took up within his body.

Dunkin' Donuts

At Dunkin' Donuts/Baskin-Robbins, the newest combination in a recent string of unusual fast-food hybrids, I found a woman named Irene. Born in Quincy, MA, the birthplace of Dunkin' Donuts, it is no wonder that this lady is the

most dedicated donut fan anywhere. "When I was in high school," she said, "I dreamed of working at Dunkin' Donuts. One year, my friends gave me a calendar with pictures of Dunkin' Donuts waitresses in it, so I cut out pictures of my face and put them over the heads in the calendar!"

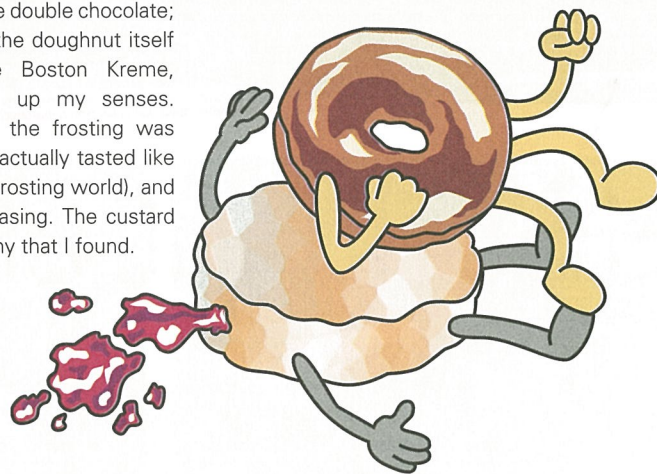
My enthusiasm wasn't quite on the same level as hers, but I found the doughnut quality to be more pleasing than Tim Horton's. Although I found the original glazed doughnut to be somewhat bland, the glaze was good. The same situation existed for the double chocolate; the frosting was great, but the doughnut itself was nothing special. The Boston Kreme, however, definitely perked up my senses. Like the double chocolate, the frosting was more than satisfactory, and actually tasted like chocolate (a rare find in the frosting world), and the custard was equally pleasing. The custard pocket was the biggest of any that I found.

"One year, my friends gave me a calendar with pictures of Dunkin' Donuts waitresses in it, so I cut out pictures of my face and put them over the heads in the calendar!"

Krispy Kreme

Continuing on down the road to Krispy Kreme, I discovered a fallacy in my planning. Apparently Krispy Kreme does not make double chocolate doughnuts, so I was forced to rely on the other two flavors. I was almost as excited as Irene when the flavor of the Krispy Kreme original glazed doughnut first gratified my taste buds. It was warm, fresh, doughy, and sweet (and if you go at night, they give them out for free!). The sky might as well have opened up to

the sounds of angel choirs above my head. A couple sitting next to me claimed to have driven all the way from Syracuse for the original glazed doughnuts. The chocolate iced custard filled doughnut brought the hallelujas down to a gentle hum. The dough, of course, was superb, but the custard had a slight bubble gum flavor, which could be good or bad, depending on the personal preferences of the eater.



The Final Opinion: My verdict is that the different aspects of each establishment are so incredibly varied that I cannot declare a single winner. I do, however, very seriously suggest that every man, woman, and child taste a fresh original glazed Krispy Kreme doughnut at least once in their lifetime. Please. The doughnuts in my dreams have promised to leave me alone if you eat them.



Tom MacDonald (left) and Steve Towle play video games in the Fireside Lounge on Saturday, October 26.

ELECTRONIC GAMING AT RIT

BY SCOTT URBAN

PHOTOGRAPHS BY EDMUND FOUNTAIN

Electronic gaming is on the rise. On college campuses, especially ones like RIT, this is evident by the sheer number of students who play them more than occasionally. You can pretty much walk down the halls of any residence hall and listen for the familiar sound effects to see this is true. The Electronic Gaming Society (EGS), a club infantile in years but already becoming a huge presence on the RIT campus, is the driving force behind this ever-present gaming fascination.

"I love playing video games," said JD Beales, founder of EGS. His passion, as well as the desire to create a club on campus that could utilize multiple disciplines and allow members work on the same project, are the major reasons for creating EGS.

"The purpose is to have fun," said former president Zachary Welch. "We want to

bring all the little things in the gaming world together. Instead of little groups having fun, [it's] a big group having lots of fun." Besides the social aspect, EGS seeks to provide an opportunity for education and professional experience.

Just last year, the club won the award for Programming Club of the Year at RIT (there is no general Club of the Year award). As the first of many chapters, its membership in the first year rose to over 100, and over \$7,000 in prizes were given away at tournaments and events. These events included a *Smash Brother's Melee* tournament, open houses, and Xodus, their biggest event.

Sponsored by SG, the event included a DJ competition, a break-dancing competition, and

10 major tournaments with over \$400 in prizes. Members of the club receive discounts to these events and free rental of game consoles. The club is currently in the process of planning another one for 2003. "We're trying to get the word out as much as possible," said Rusty McLellan, the current president.

EGS isn't just about playing games, however—it's about all aspects of the gaming field. Members are involved in hardware and software development projects as well. Their most current venture is to actually create a game (with an original engine) and controller. In the future, EGS hopes to involve an even more diverse crowd with different backgrounds to help take these projects to the next level.

They are also working with Andy Phelps and other RIT gaming experts to develop a graduate-

level concentration in game programming. "There really needs to be about eight different degrees to cover all aspects of making a game, though," said JD Beales, who hopes for more in the future.

Another aspect of EGS is Electronic Gaming Society international, the not-for-profit international corporation. EGSi RIT is only the first of many EGSi chapters, which are planned to be connected by an extensive network. While the network will help with social events, its aims are much more ambitious. EGSi provides its members with education and real experience in the video game industry, and is already negotiating with companies such as Sega and Microsoft to have them recruit club members. EGSi could easily serve as a co-op and would be an excellent addition to any résumé.

Other organizations such as GDC, SIGGRAPH, and IDGA provide some education about the gaming industry, but EGSi hopes to be a central source that encompasses all aspects of these organizations. They also hope to provide a way for consumers to give feedback to the "big four" in the gaming industry and help the players of the games regain control, as well as promote the competitive nature of the industry by supporting small developers. "We want to push the envelope on what gaming is and let it grow, expand it, and improve the quality," said Welch.

EGS meets every Wednesday in room 1829 of the SAU at 7:00 p.m. The club also hosts social nights every couple of weeks to allow club members to have fun and play games. Their open house and tournament is on December 14.

EGS isn't the only way students are enjoying electronic games on campus. Consoles and computer games populate the living quarters, and RITchies provides some arcade fun underneath the residential side of campus.

The three current major consoles, Nintendo Gamecube, X-Box, and Playstation 2 are scattered around the campus in large numbers. At present, Gamecube seems to be the most popular, but X-Box has made its way onto more than one Christmas list this year. These systems are popular with the casual gamers, who probably get as much out of the social aspect of having a group of people participating in the game. The more serious gamer, the ones who know the secrets and almost always manage to win, play it just as much for the single player aspect as well.

Just as consoles can be fun for groups of people, many students play computer games because of the system's network capabilities. The on-campus network allows for massive LAN games, where large numbers of students can participate in the same game, often pitting sections of floors or other groups of people

against each other. "Network gaming with a close-knit group is more fun because there is an actual person associated with your opponent," said Joe Lee. Unfortunately for game publishers, a large number of the people playing these network games use copies of the game instead of buying their own. "Games cost money, and I'm poor. Or maybe I'm just cheap," admitted one anonymous student.

The industry is far from being crippled, however. According to recent statistics, the amount of U.S. computer and video game sales went up 4.5% in 2001 (compared to 2000) to 225.1 million units.

There appears to be a consensus that video games are a popular way to take a break from the real aspects of life—some even say it relieves stress. Others may echo the words of John Bowman, who said, "I don't game so much to relieve stress, since games like these can create stresses of their own. The stress associated with [gaming] just seems far removed from the stress of the real world... gaming is entertainment."

Either way, gaming can be fun, but it can definitely take away from time better spent on academic matters. "Final Fantasy is the reason I'm going to fail Psychology," said one student.

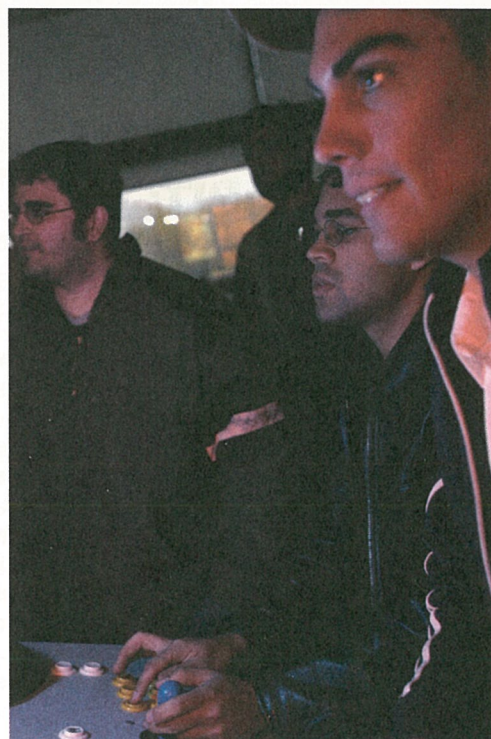
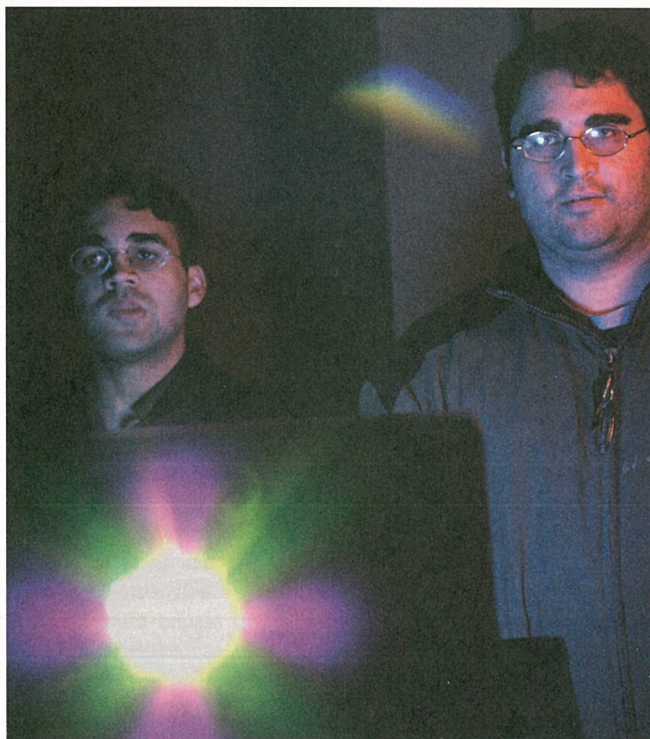
The next time you play a game, make sure to balance your time well. Electronic gaming can be lots of fun, and here at RIT, you'll have no trouble finding people who share this same opinion.

For more information about EGS, go to www.rit.edu/~egsrit.

For more information about EGSi, check out their site at <http://www.egsi.com>.

(LEFT) Robert Oquendo [left] and JD Beales [right] of the Electronic Gaming Society play video games in the Fireside Lounge on Saturday, October 26. In its first year of existence, the club's membership jumped to over 100 people.

(RIGHT) Electronic Gaming Society member Zachary Welch [right] competes against Robert Oquendo [center] on Saturday, October 26 in RIT's Fireside Lounge. Behind them are EGSi members JD Beales [left] and Tom Macdonald [center].





FACES OF RIT: ANDY PHELPS

Taking the phrase "It's all fun and games" to a new level

by Sara Stump Photograph by Edmund Fountain

Unless you're an Information Technology (IT) major, you may not be familiar with Andy Phelps, a professor in the Golisano College of Computing and Information Sciences (GCCIS). For true gaming addicts and future game developers, however, Phelps is possibly the best-known expert on video and computer gaming in Rochester.

Since the age of six, Phelps has had a passion for gaming. "One game, *Bard's Tale* by Electronic Arts that I played on my Commodore 64, is what hooked me onto computer games." He also devoted countless hours to the infamous Atari game system, another

early predecessor to today's modern video game systems.

While the fourth-year IT professor received his masters here in Information Technology, his undergraduate study was in fine arts and computer graphics at Bowling Green State University. Back then, developing games was not in his future. "I was into art and fantasy art," said Phelps. "My dream job was to illustrate fantasy book covers."

Soon after, another interest developed when his college began a new program in computer animation. He took a few classes and ended up dual majoring in the field.

Phelps was creating animated films when he realized the projects were "very interesting to build, but not to watch." Phelps desired more interaction with the animation instead of just watching it happen. At this stage, he realized that gaming was what he really wanted to concentrate on.

Phelps' perspective on games is much different than just a few hours of entertainment on a Saturday afternoon. Currently, he is working on a new major at RIT—a Master of Science in Game Design. Although the new major will not become official for a few years, there are already three courses available in the concentration and courses are being added rapidly.

When asked of the importance of such a major, Phelps said, "Look at the media as a whole. There was the book, written language, study in written language, music, then study of music, film, then study of film—all forms of expression. This will bring out the critical analysis of the media. Games have been around forever, but modern games have only been out the past 10 years. Maybe this is—as film was—a serious form of expression." Phelps perceives gaming as more of an art form that will be eventually accepted just as other media has in the past.

It is well known that many parents and society look at video games as having a bad influence on today's youth. Looking at this situation from a different perspective, Phelps sees gaming as a way to bring people together. "Games have gotten many people to come out of their shell," he said. He explained that most people get together to play video games, have fun, and enjoy each other's company.

Although teaching at RIT consumes most of his time, Phelps does have other interests outside of gaming and teaching. He has always had a passion for the fine arts and still continues to paint and draw in his free time. Beyond that, he loves to immerse himself in a good book of fiction, and he enjoys spending time with his wife.

It takes both a high level of artistic talent and a strong sense of programming skills to be able to create something as complicated as the modern computer game. It looks as though Phelps has chosen his field wisely. "Games are very cross-disciplinary and it's a challenge to bring it all together," said Phelps. "RIT could be a really powerful place to do this. Look around—there are people interested in every aspect of gaming."

To check out Andy Phelps award-winning site, go to <http://andysgi.rit.edu>.

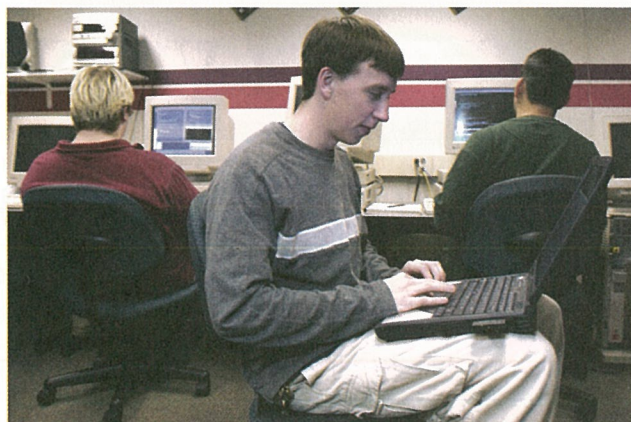
PLACES OF RIT: COMPUTER SCIENCE HOUSE

Not your average floor

by Monica Donovan photographs by Kathryn Nix



Computer Science House Chairman David Rusbarsky and Fred Ottinger work in one of CSH's many lounges available for students.



(L to R) Michael Douglas, Drew Stephens, and Keith Lopez finish labs for class in one of CSH's lounges. Residents fill the lounge when they have to finish and submit their labs by midnight.

If you ever get the opportunity to ride the Nathaniel Rochester Hall elevator to the third floor and look around, you'll notice quite a different atmosphere than most residence halls. Music blares from every which direction and almost every door is open. People walk freely into each other's rooms and there's always someone to talk to. But probably the most distinguishing feature of this floor is that there are probably more computers per cubic foot than a CompUSA store. This is Computer Science House (CSH), one of the seven special interest houses on the RIT campus. "On our floor, every door is open and music is always playing," said Ryan Doherty, the co-director of the Social Committee, one of the committees that comprise the organizational structure of CSH. "It's very different here—almost like we're a big family. We really focus on providing support and a lot of activities; and 24 hours a day, there's always somebody to talk to or hang out with." CSH is, by far, the most popular interest house on campus, receiving anywhere from 200 to 300 applications per year—and that's just from incoming freshmen. Unfortunately, there are only 58 beds on the floor. "We have to decline hundreds of applications per year," said Doherty, "and it's not because someone's not good enough, it's just because of a lack of space."

And despite the common misconception, you don't have to be a computer major to live on the floor.

"Yes, we are mostly computer majors," said Reynaldo Gonzalez, a second-year Information Technology (IT) major, "but we accept a lot of people in other majors. When we recruit, we look for people who want to contribute a sense of community to CSH."

Naturally, this being the Computer Science House, there are extensive computing resources available. "You learn so much here that you just can't learn in class," said Shane Bushey, the House Improvements Committee director. "After being around us for just a short while, you suddenly realize that you're at the level of the person who was teaching you what you learned when you first got here." Perhaps the most well known project CSH has churned out is the drink project. With this, a student on the floor can log onto the network and command a soda machine down the hall to drop a drink. Despite protests, complaints, and threats from the company that owns vending machine rights on RIT campus, the Networked Drink Machine continues to thrive and is upgraded even today. Beyond the confines of the brick walls, there are also countless activities planned by the Social Committee. Movie nights, camping trips, road trips, seasonal parties, bowling nights, and picnics constitute some of these, and many members are actively involved in intramural sports.

"People think that we spend all our time in front of computers, and that's totally not true," said Gonzalez.

"We're big on Mark's [Texas Hot's]," said Doherty. "We're there so often that there will be lines of 20 to 30 people and [the people at the door] just let us go in front of all these people." "We're crazy sometimes," Doherty said. "The bathrooms are co-ed—we take a vote on it and everyone's okay with that. A few years back it was even crazier. There was a Slip n' Slide in the hallway and mattress diving... we have so much fun together." CSH's retention rates, like many of the other special interest houses, are much higher than those of the regular residence halls. "I came here freshman year," said David Rusbarsky, a third-year student, "and I plan on staying until I graduate."

Many members still pay dues and participate long after they physically move beyond the house. "We have only 58 beds, but we have members all over Rochester and RIT campus," said Doherty. One alumnus, now in his mid-40s, recently sent a letter and a check to CSH, saying he still felt he should pay his dues as a member of the floor.

"I'm from Texas and a different culture," said Gonzalez. "I don't think I would be in New York if it wasn't for Computer Science House and how happy it's made me."

NEWS YOU CAN'T USE... BUT PROBABLY WILL

SPEED GUNS VS. RADAR DETECTORS

BY MONICA DOMOVAN

You're driving home from a late night at work. It's 11:30 p.m., you're tired, you're hungry, and you need a shower. As you round a bend, you notice the flashing red and blue lights behind your car and check your speed. You're going 55 mph in a 40 mph zone. Crap.

How did the policeman know how fast you were going?

As you drove by, the police car had a speed gun activated. This handy little device has a radio transmitter, receiver, and amplifier all in one instrument. It broadcasts electromagnetic waves, amplifies them to cover a large area, and when they bounce off of objects, they are received by the speed gun, which reports the speed of surrounding cars.

However, these are the more traditional speed guns that have been around since the 1950s. This is the electronic age, and it just keeps getting better. Nowadays, some police forces are equipped with laser speed guns (also called lidar guns), which emit bursts of infrared light (several hundred in less than half a second)

to clock the time it takes for the light to bounce off a car and return to the speed gun. Multiplying this by the speed of light, the gun figures how far away the car is. Because there are multiple bursts of light, in less than half a second, the gun determines with extreme precision how fast the car is going.

Wait, it gets even better! In many areas, laser speed guns are automated, meaning that when the gun detects a speeding car, a camera is activated and photograph the driver's face and license plate. A few days later, the driver receives a ticket in the mail.

What is the general public doing about this? Well, rather than simply easing off the gas pedal, we spend millions of dollars and ridiculous amounts of energy on radar detectors so that we're able to slow down only when absolutely necessary.

The simplest radar detector is a radio receiver tuned to the frequency range used by police radar guns. However, because the frequency range used by the police is expanded periodically, speedsters everywhere are forced to invest in new radar detector equipment.

A basic radar detector, though, doesn't do someone much good if a police car sneaks up behind him or her and then turns the radar gun on. The detector alerts the person, but by that time, the officer has all the information he or she needs. However, the police frequently leave their speed guns on for long periods of time. The electromagnetic waves spread out

over a wide area, so chances are the driver will be alerted long before being caught.

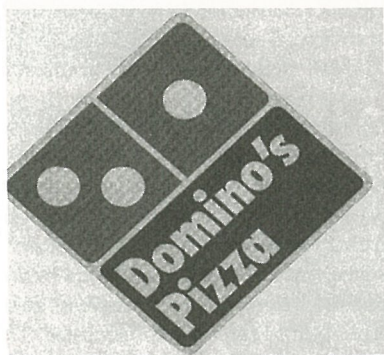
With more modern radar detectors, speeders are offered extra protection. Most of these detectors play not only a defensive role, but also an offensive one. They can emit jamming signals, which replicate the original signal from the police radar gun, but with more radio noise, thereby preventing the gun from getting an accurate speed-reading.

Other modern detectors may have light-sensitive panels, which detect lidar gun beams. However, because lidar beams are so much more focused, by the time the detector picks up on them, the officer already probably has the car in sight.

Laser jammers, similar to their radio jammer counterparts, have built-in light-emitting diodes (LED) as well as light-sensitive panels. These LEDs produce a light beam of their own, preventing the lidar gun from getting a clear speed-reading.

The race between speed gun technology and radar detector technology is complex, simply because every time the police expand their frequency range or come up with new technology, every piece of radar detector equipment is rendered useless, and speedsters everywhere are forced to buy more. Of course, there is an obvious solution to avoiding the law (ie: obey it), but many will still prefer to take the long, hard, and expensive road.

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HOT PICKS

Upcoming games you won't be able to put down

by Becky Ruby

illustration by Steve Bernard

After much debate and discussion, the RIT Electronic Gaming Society (EGS) has narrowed down the top games coming out this holiday season. Whether you are a computer gamer or more of a console-oriented gamer, there is something for everybody.

Playstation 2: Grand Theft Auto: Vice City

October 28

In this much-anticipated follow-up to the *Grand Theft Auto* series, players once again control the fate of Tommy Vercetti, a lower-end gangster in need of funds to pay off the mob boss for whom he is working. Set in a southern, Miami-like Vice City during the 1980s, Tommy raises some cash, works his own way through the mob syndicate, and raises some hell along the way. With over nine hours of 80s music, 8,000 voiceovers, 40 weapons, 120 vehicles (including boats, motorcycles, and helicopters), amazing leaps in graphics, and a setting over twice as large as the previous *Grand Theft Auto* games, PS2 players will definitely get their money's worth with *GTA Vice City*.

Nintendo Gamecube: Metroid Prime

November 18

After eight years of anticipation for a new installment of the *Metroid* saga, gamers are already drooling over *Metroid Prime*, a first-person shooter featuring the classic hero, Samus Aran. Sent to explore Tallon IV, gamers take

Samus on a dangerous mission to seek out the latest in Space Pirate activities. Players this time around have the benefits of some of the older weapons, and can also enjoy new visors, suits, scanning capabilities, and combat maneuvers. Tallon IV is a setting filled with a range of environments including swamp, tundra, and space areas. Though given the designation as a first-person shooter, *Metroid Prime*, like the other *Metroid* sagas, relies heavily on adventure and exploration.

Xbox: Splinter Cell

November 18

In a setup very similar to *Metal Gear Solid 2*, *Splinter Cell*, the newest in Tom Clancy games, will be a spy, stealth, and action game, with a strong emphasis on spy gear and gadgets. As Sam Fisher, gamers will work for the U.S. government in the secret army Third Echelon, infiltrating terrorists' positions, acquiring critical information, and performing other espionage-related spy activities. The game will include over 20 hours of mission objectives, new interactive environments, and amazing graphics by means of the Unreal engine, which allows the game to maintain powerful lighting and sound effects.

PC: Age of Mythology

October 31

In this upcoming portion of the *Age of Empires* series, players will be immersed in a 3-D, real-

time strategy game as a campaign of humans waging war against other armies.

Players are cast as Ancient Egyptians, Norse, or Greek who have the capability to call upon the help of mythological gods to aid in battle. The game features in-game cinematics, special effects, and attention to detail in the realistic-looking terrain and lighting scenarios. In addition, much like the *Warcraft* series, gamers will have the opportunity to go head-to-head on an online network battling each other's characters.

PC: The Sims Online

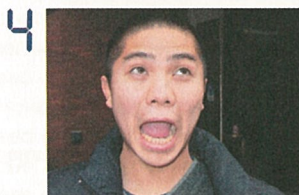
November 18

In the virtual world of the *Sims*, gamers create, control, and guide characters through a new, infinitely large online community. In addition to freedoms and resources of past *Sims* installments, *The Sims Online* features over 60 new gestures and 500 additional items and skins. Characters will not only interact with characters created by a single player, but will rather take part in a vast online world, in which characters can live, work, and play together. Gamers will be able to chat with each other to let their characters create businesses together, open up new entertaining hotspots, or create dream houses and neighborhoods.

WORD ON THE STREET

MODERN VIDEO GAMES, CLASSIC VIDEO GAMES, OR NO VIDEO GAMES - WHAT'S THE BEST AND WHY?

COMPILED AND PHOTOGRAPHED BY JOHANNA MILLER



1 "There are new games that are good but the classic never get old. Who can get sick of Mario Brothers?"

Josh Baker

Third Year
Mechanical Engineering

2 "No video games. We are past that monkeying stage and are into cooler stuff."

Viviah Tran

Third Year
Management Information Systems
and **Martha Raj**
Second Year
Bioinformatics

3 "Classic because most modern games come from classic and they are easier to beat."

Joseph Kim

Second Year
Hotel Management

4 "Classic. Modern games are too expensive and confusing. 2-D is much better."

Raymond Yu

Second Year
Undeclared

"I don't like modern games because they are all shoot 'em up and killing. Older games are fun and innocent. Pac-Man is the best."

Tremaine Shelton

Fourth Year
Illustration

"The graphics on new games are better, but I play classic because they were what I played when I was younger."

Erin Gale

Fourth Year
Computer Engineering

"Old games. Pong Rocks!"

Phil Taylor

Third Year
Finance

5 "Modern. They are more real life and you have to use your real senses. The complexity makes them more interesting."

Antoine Simons

Fifth Year
Computer Engineering

6 "Old stuff is fun because it still has a kid element in it, whereas new games are all killing."

Nicole Nadeau

First Year
Industrial Design

7 "Modern. First person shooting games like Quake III are the best out there."

Ajish Thomas

First Year Grad
Electronic Engineering

8 "I like classic because they are more simple. Take joysticks for example. They are much more complicated now and Nintendo has just four buttons."

Alleah Clarke

Second Year
International Business and Management

"Modern because of the multi-player ability and the better graphics."

Drew Stephens

First Year
Information Technology

"Classic games for nostalgia."

Joe Legan

First Year
Undeclared Engineering

"I still have Atari 2800 but also like newer games like Unreal and Diablo 2. There is more you can do with newer games because of better graphics."

Matthew Giareina

First Year
Electrical/Mechanical Engineering

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Performing Artists Concert Series

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Michelle Sangster of RIT's swim team practices her freestyle swimming at Edith Woodward swimming pool on Thursday, October 24. The team is preparing for a big meet on Saturday, November 2.

SPORTS DESK

BY TIM JOHNSON PHOTOGRAPHS BY MATTHEW APGAR

Men and Women's Crew

The men and women's crew teams traveled to Boston on October 19 to participate in the Head of the Charles Regatta.

The men posted a ninth-place finish in the Collegiate Eight race.

The Tigers were up against many Division I schools, and came in sixth among the NCAA Division III schools. The team came in behind Division I programs including the University of Minnesota and the U.S. Coast Guard Academy.

RIT did defeat some D-I schools as well, including Colgate, Boston College, University of Colorado, University of Texas, Duke University, and Harvard.

The women finished sixth overall in the Collegiate Eight race. They were able to finish

first among the Division III schools that competed, and lost only to Division I schools such as Lehigh University, West Virginia University, University of Louisville, U.S. Coast

Guard Academy and University of Buffalo.

This ended a very successful fall season for both crews, and it proved to be a very promising start to their spring season, which will begin in March.

Men's Soccer

The men's soccer team fought to a double-overtime 0-0 tie against Nazareth College on October 23. The game decided the league title of the Empire Eight regular season and which school will host the league's post-season tournament.

With a 5-0-1 record, Ithaca College took the title, while RIT came in second with a 4-

0-2 record. Ithaca will host the Empire Eight Tournament on November 2-3. Nazareth, who finished third in the league, and either St. John Fisher, Elmira, or Alfred will join RIT and Ithaca.

The 0-0 contest was still an exciting game despite the lack of scoring. Both teams had many chances to score, and both goalkeepers had huge saves. **Trae Lower** and **Blake Harrison** both had very good shots in the 59th minute, only to be stopped by Nazareth's goalkeeper. RIT goalkeeper **Brian Lenzo** came up big two minutes later when he saved a close-range shot.

The Tigers almost won the game with about five minutes left, when **Rick Anthony** volleyed a great corner kick only for it to be headed off of the crossbar.

Both teams continued to have chances in overtime, while RIT had more with a 3-1 shot ratio and 3-0 corner kick opportunities.

The team will compete in the Empire Eight Championships on November 2 and 3.

Women's Volleyball

On the first day of the NYU Tournament of Champions, the RIT women's volleyball team completely dominated both of their opponents. The first win for the Tigers came against Cortland, who defeated them earlier in the season. RIT shut out Cortland with a score of 3-0 (30-18, 30-25, 30-27).

In their second match, the team went up against Hunter College, who was picked to be one of the top teams in the tournament. The Tigers gained another 3-0 shutout (30-26, 30-19, 30-27).

With 18 kills and 16 digs, **Missy Groginski** led the way for the Tigers.

Katie Sander and **Amy Baxter** both racked 11 kills apiece. Baxter also led the defense with 26 digs for both games.

The team beat Skidmore College on the second day of tournament play. Groginski, Sander and **Bonnie Harriman** had 17, 16 and

13 kills respectively. The final score was 3-2 (25-30, 3-25, 30-25, 29-31, 15-12).

Even though they dominated throughout most of the contest, RIT lost to Ithaca 3-1 (30-26, 21-30, 27-30, 14-30) in the second match of the day.

Harriman tallied an impressive 15 kills, 11 digs and two blocks. Sander also performed well with 14 kills and seven blocks.

The Tigers pulled it together for the final game against Brockport. RIT won the first two games before allowing the Golden Eagles to steal the third. Led by Harriman with 10 kills and Groginski with 14 digs, RIT earned the 3-1 victory (30-24, 30-23, 22-30, 30-14).

The Tigers finished the tournament with a 4-1 record.

Setter **Sarah Ballard** received All-Tournament Team honors. Over the two days, Ballard had 194 assists (16.7 apg), 21 kills, 10 blocks, and 58 digs.

Men's Ice Hockey

The men's hockey team showed their talents for the first time this year in their 6-3 exhibition win against St. Clair College. The Tigers came out strong early in the game, but the intensity faded as they were outshot 25-9 in the third period.

The Tigers began to prove their offensive abilities early when freshman forward **Darren Doherty** scored the first goal off of a pass from senior team captain **Sam Hill**. 42 seconds later, two-time NCAA Division III leading scorer **Mike Bournazakis** scored off of an assist from defenseman **Ryan Francke** during the power play.

Before the first intermission, the Tigers had a 3-0 lead, thanks to senior forward **David Bagley** who intercepted a clearing attempt by St. Clair.

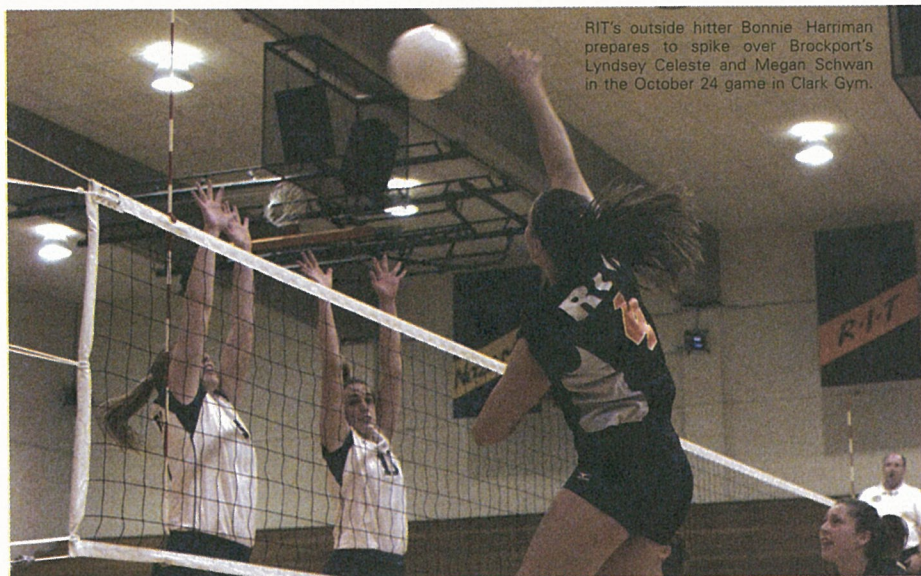
In the second period, the Tigers also received goals from **Roberto Orofiamma**, Bagley, and Hill.

Goaltender **Tyler Euverman** started the game for the Tigers, recording nine saves and

continued >>>

A member of RIT's swim team prepares for the November 2 home meet against Buffalo State. Starting at 3:00 p.m., the meet will be their second of the season.





RIT's outside hitter Bonnie Herriman prepares to spike over Brockport's Lyndsey Celeste and Megan Schwan in the October 24 game in Clark Gym.

defensive mistake as she drilled the ball past the William Smith goalkeeper. The Herons regained their lead soon after, which ended up being the final score of 3-1.

Tiger goalkeeper **Christie Brewer** had four saves.

Athletes of the Week

Men's soccer player **Rick Anthony** was given Athlete of the Week honors for the week of October 14. The team went 2-0 during the week, defeating both St. John Fisher and SUNY New Paltz. He leads the team in offense with 18 points (seven goals and four assists).

"Since moving from the forward position to central midfield, Rick has not only been playing better individually, but more importantly, the team has really begun to find the form to compete against any team in the region," said coach Garino.

Sarah Ballard helped the women's volleyball team win five of six matches during the week of October 14. As last year's Empire Eight freshman of the year, Ballard was named to the all-tournament team at the NYU Tournament of Champions.

Earlier in the week, Ballard helped the Tigers Fisher with 50 assists. She had 244 assists and 80 digs on the week.

playing just over half of the game. Freshman **George Eliopoulos** came in to face a more persistent St. Clair offense. He faced 25 shots in the third period alone, and saved 24.

Women's Cross Country

The women's cross country team placed tenth out of 12 teams in the Harry F. Anderson Invitational at Roberts Wesleyan College on October 19.

Senior **Heidi Spalholz** paced the Tigers, as she finished 11th out of 132 runners with a time of 19:46 in the five-kilometer race. Next for RIT was junior **Megan MacNeil**, who finished 37th with 20:47 and sophomore **Lisa Curtin** who finished 76th with 22:47.

Men's Cross Country

The men's cross country team competed in the Harry F. Anderson Invitational on October 19 at Roberts Wesleyan College. The Tigers finished second out of 13 teams, losing only to Cornell University.

Leading the pack of Tigers was senior **Tom Batey**, who finished sixth out of 139 competitors with a time of 27:05 on the rain-slicked eight-kilometer course.

Next to finish for RIT was freshman **Jesse Williamson**, coming in ninth with a time of 27:13. Following Williamson was freshman **Matt Fortin** who came in 12th in 27:20, recording his season best time.

Junior **Jamie Bennett** also ran well in his first meet of the season coming off of an injury. He finished in 41st place with a time of 28:26.

Women's Soccer

The women's soccer team had a disappointing loss to Hartwick College 1-0 in the Empire Eight conference game on October 19.

After Hartwick scored with 15:49 left in the game, RIT had a chance to tie when senior forward **Melanie Lowe** was fouled inside the 18-yard line. Unfortunately, **Brooke**

Thompson, who stepped in to take the penalty kick, shot the ball just wide of the left goalpost.

Goalkeeper **Carrie Yehle** had three saves for the Tigers.

RIT suffered another loss to William Smith College 3-1 on October 22. The Herons, who are ranked 14th in the latest national poll, now have a 10-2-3 record.

William Smith had control of the first half of the game, as they held a 7-0 shot advantage over the Tigers.

The second half was more successful for RIT, as they held the 5-3 shot advantage. Lowe took advantage of a

"'Punch-Drunk Love' leaves you addled, a little dizzy and overcome by a pleasing, unplaceable sensation — one best summed up in the movie's title."
A.O. Scott, The New York Times

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Ebert & Roeper

"Amazing."
David Ansen, Newsweek

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Kenneth Turan, Los Angeles Times

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PLAYER PROFILE: JENNIFER HUME

ROOKIE OF THE YEAR

BY SHEILA SARRATORE PHOTOGRAPH BY MATTHEW APGAR

Freshman Jennifer Hume, originally from Nashville, TN, showed the women's tennis team her true southern mentality this season. Despite being so far away from home, Hume has learned to adapt to RIT and was a vital part of the successful 2002 tennis season.

Hume finished with a record of 13-1 at fourth singles, and a doubles record of 9-2. "In addition to her singles record,

Hume also performed very well in doubles with various partners. She stepped up when others weren't able to make it to matches, and never had any trouble in interacting as a doubles team," said senior captain Shannon Grande.

Hume was named Empire Eight Rookie of the Year for her sensational 2002 tennis season. Her teammate Sara Kula also earned first-team all-conference in singles and doubles, and was also named the Player of the Year.

Hume's toughest competition was at the State Championships. It was the only match this season that Hume was defeated. "I lost singles in a close, grueling match 6-4, 7-6 (tiebreak 11-9). In doubles, Alysia and I won

the first match, and then lost the second to the number two seed. We had a great time and it was an unforgettable experience going to the State Championships my freshman year."

When asked why she chose NTID/RIT, she had a simple answer. "[I chose RIT/NTID]

because of the deaf and hearing cultures, good support services and the great school." As a deaf student herself, Jenn

was a great asset to the team. "I don't think anyone on the team had any problems when it came to communicating with Jenn because she is able to read lips so well," said Grande. "I feel that with seven incoming freshmen, Jenn also played an important role in introducing them to the deaf community at RIT. Both Jenn and the team enjoyed her efforts to teach us sign language."

Hume has definitely made her mark on the team. "I heard about it (tennis) from Luke Faxon-St. Georges and Joe Neely, both RIT tennis players, and they made it sound like a lot of fun. Also, I heard what an awesome coach Ann Nealon was. She's like a second mom to me," she said.

Coach Nealon focused her efforts on building true team spirit among the girls this season, which proved to be very effective. "The girls are like my sisters and I really had an awesome time playing tennis with all of them," said Hume. "I'll miss Shannon, who was the best captain this year and I wish her luck in the future."

Hume has been playing tennis for five years. Surprisingly, she has never taken private lessons. "She's a consistent player and has a keen sense of where she wants to hit the ball. She likes to hit it in the corners and this opens up the court for her so she can make her opponents run," said Coach Nealon. "She's a welcomed addition to the team, and her presence on the team has helped immensely in our winning season."

"Everyone who watched Jenn play said the same thing—she makes it look so easy," said Grande. "She showed great determination and true Tiger spirit in her only singles loss in State Competition."

With a very successful season, Hume proved to be an invaluable player on the women's tennis team.

"Hume was definitely an asset to this year's team and an integral part of our successes," said Grande.

WINTER SPORTS SCHEDULES

COMPILED BY MARCI SAVAGE

Attention RIT sports fans: the new winter sports schedules have been released! Come to the athletic events and cheer on your RIT Tigers. If you can't make a game, you can always check the results by calling the Tiger Hotline at (866) 858-2209 or on the web at www.ritathletics.com

Men's and Women's Swimming/Diving

Nov. 2	Buffalo State	3:00 p.m.
Nov. 9	at U of R Harvest	10:00/1:00 p.m.
Dec. 7	Alfred	1:00 p.m.
Dec. 14	at U of R	1:00 p.m.
Jan. 18	at Geneseo	1:00 p.m.
Jan. 21	at William & Smith	7:00 p.m.
Jan. 29	Brockport	6:00 p.m.
Feb. 1	at Le Moyne	1:00 p.m.
Feb. 8	Nazareth	1:00 p.m.
Feb. 27- March 1	Empire Eight Tourn.	TBA

Men's Hockey

Nov. 2	at Potsdam	4:00 p.m.
Nov. 8	Wis-EAU Claire	7:00 p.m.
Nov. 9	Wis-EAU Claire	7:00 p.m.
Nov. 20	at Geneseo	7:00 p.m.
Nov. 23	at Johnson & Wales	7:00 p.m.
Nov. 24	at Wentworth	3:15 p.m.
Dec. 6	at Neumann	7:00 p.m.
Dec. 7	at Manhattanville	7:00 p.m.
Jan. 3	Amherst	7:00 p.m.
Jan. 4	Williams	7:00 p.m.
Jan. 10	USA Under 18(ex)	7:00 p.m.
Jan. 11	USA Under 18(ex)	7:00 p.m.
Jan. 15	Fredonia	7:00 p.m.
Jan. 18	Plattsburgh	7:00 p.m.
Jan. 21	Cortland	7:00 p.m.
Jan. 24	Oswego	7:00 p.m.
Jan. 25	at Oswego	7:00 p.m.
Feb. 1	at Hobart	4:00 p.m.
Feb. 7	at Utica	7:00 p.m.
Feb. 8	at Elmira	7:00 p.m.
Feb. 14	Elmira	7:00 p.m.
Feb. 15	Utica	7:00 p.m.
Feb. 28	Hobart	7:00 p.m.

Men's Basketball

Dec. 3	Hilbert	7:00 p.m.
Dec. 6	Hobart	7:00 p.m.
Dec. 11	U of R	8:00 p.m.
Dec. 13	Brodie Tourn.	6:00/8:00 p.m.
Dec. 14	Brodie Tourn.	1:00/3:00 p.m.
Jan. 3	PSU Tourn.	TBA
Jan. 4	PSU Tourn.	TBA
Jan. 10	St. John Fisher	8:00 p.m.
Jan. 11	Alfred	4:00 p.m.
Jan. 15	Chase Tourn.	TBA
Jan. 18	Chase Tourn.	TBA
Jan. 24	Ithaca	8:00 p.m.
Jan. 25	Elmira	4:00 p.m.
Jan. 28	Cortland	8:00 p.m.
Jan. 31	Hartwick	8:00 p.m.
Feb. 1	Utica	4:00 p.m.
Feb. 4	Nazareth	8:00 p.m.
Feb. 7	Alfred	8:00 p.m.
Feb. 8	St. John Fisher	4:00 p.m.
Feb. 14	Utica	8:00 p.m.
Feb. 15	Hartwick	4:00 p.m.
Feb. 19	Nazareth	8:00 p.m.
Feb. 28	Elmira	8:00 p.m.
Mar. 1	Ithaca	4:00 p.m.

Woman's Basketball

Nov. 22	Penn St.Behrend	TBA
Nov. 23	Penn St.Behrend	TBA
Dec. 4	Keuka	7:00 p.m.
Dec. 9	Cazenovia	7:00 p.m.
Dec. 12	Fredonia	7:00 p.m.
Jan. 7	at U of R	6:00 p.m.
Jan. 10	St. John Fisher	6:00 p.m.
Jan. 11	Alfred	2:00 p.m.
Jan. 15	Chase Tourn.	TBA
Jan. 18	Chase Tourn.	TBA
Jan. 24	at Ithaca	6:00 p.m.
Jan. 25	at Elmira	2:00 p.m.
Jan. 28	at Cortland	6:00 p.m.
Jan. 31	Hartwick	6:00 p.m.
Feb. 1	Utica	2:00 p.m.
Feb. 4	at Nazareth	6:00 p.m.
Feb. 7	at Alfred	6:00 p.m.
Feb. 8	at St. John Fisher	2:00 p.m.
Feb. 11	Clarkson	6:00 p.m.
Feb. 14	at Utica	6:00 p.m.
Feb. 15	at Hartwick	2:00 p.m.
Feb. 19	Nazareth	6:00 p.m.
Feb. 28	Elmira	6:00 p.m.
Mar. 1	Ithaca	2:00 p.m.

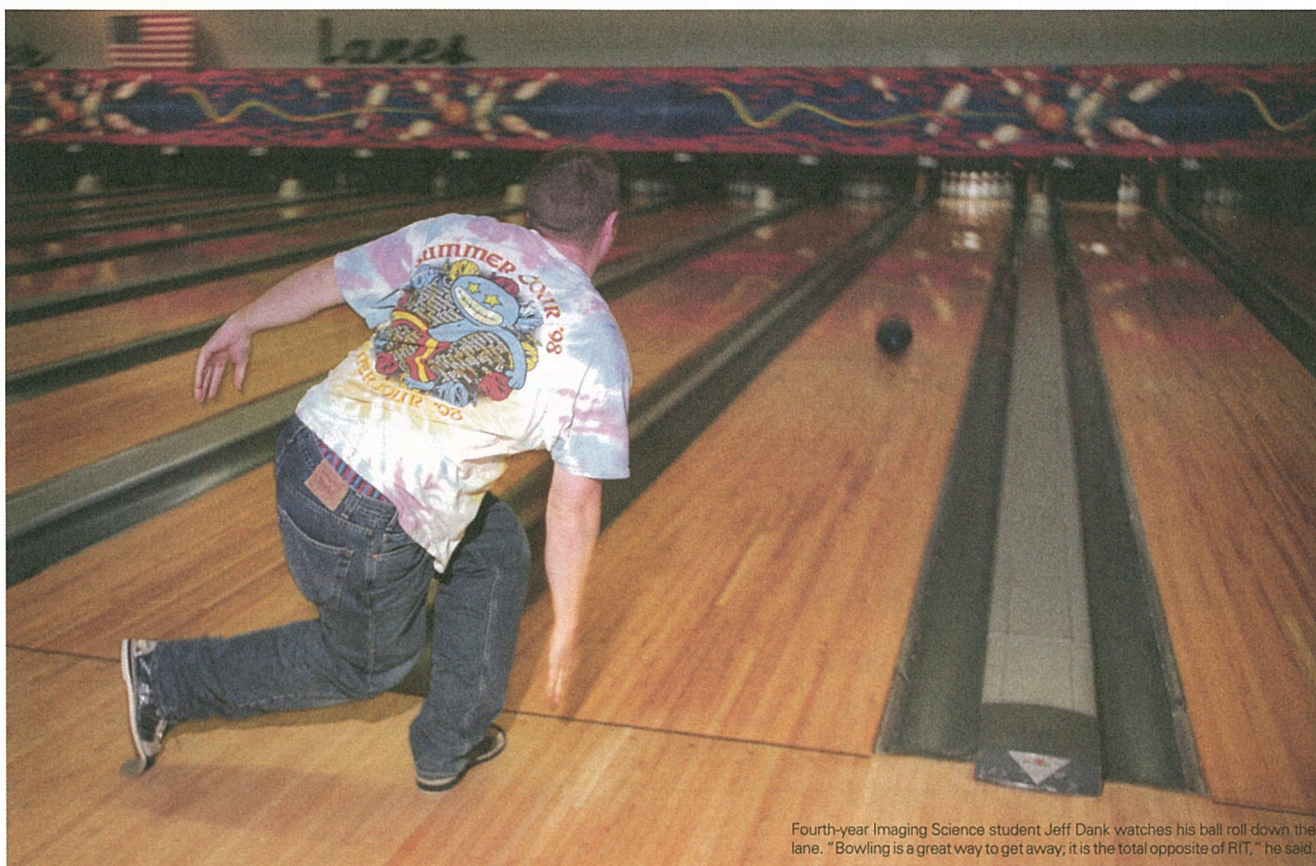
Women's Hockey

Nov. 1	Cortland	7:00 p.m.
Nov. 2	at Cortland	7:00 p.m.
Nov. 6	Buffalo State	7:00 p.m.
Nov. 8	at NEC	7:00 p.m.
Nov. 9	at NEC	3:00 p.m.
Nov. 21	at Buffalo State	7:00 p.m.
Nov. 23	Salve Regina	3:30 p.m.
Nov. 24	Salve Regina	11:30 p.m.
Dec. 7	at MIT	4:00 p.m.
Dec. 8	at MIT	1:00 p.m.
Dec. 14	at Hamilton	5:00 p.m.
Jan. 3	RPI	3:00 p.m.
Jan. 4	RPI	3:00 p.m.
Jan. 10	St. Michael's	3:30 p.m.
Jan. 11	St. Michael's	3:30 p.m.
Jan. 18	at Southern Maine	7:30 p.m.
Jan. 19	at Southern Maine	1:00 p.m.
Jan. 25	Sacred Heart	3:30 p.m.
Jan. 26	Sacred Heart	11:30 a.m.
Jan. 31	at Union	7:00 p.m.
Feb. 1	at Union	3:00 p.m.
Feb. 8	Manhattanville	6:00 p.m.
Feb. 9	Manhattanville	11:30 a.m.
Feb. 14	at Holy Cross	7:00 p.m.
Feb. 15	at Holy Cross	2:00 p.m.

Wrestling

Nov. 8	at Ithaca Tourn.	10:00/11:00 a.m.
Nov. 9	at Ithaca Tourn.	10:00/11:00 a.m.
Nov. 13	at Oswego	7:00 p.m.
Dec. 7	RIT Tourn.	9:30 a.m.
Dec. 10	at Cortland	7:00 p.m.
Jan. 4	at NY/PA Duals	10:00 a.m.
Jan. 10	at National Duals	9:00 a.m.
Jan. 11	at National Duals	9:00 a.m.
Jan. 17	at NYS Tourn.	11:00 a.m.
Jan. 18	at NYS Tourn.	11:00 a.m.
Jan. 22	at Ithaca	7:00 p.m.
Jan. 25	at Waynesburg	10:00 a.m.
Feb. 1	Oneonta	6:30 p.m.
Feb. 5	Brockport	7:00 p.m.
Feb. 15	at Case Western	12:00 p.m.
Feb. 22	at Oswego ECWCA	TBA
Feb. 28	NCAAs	TBA

* Bold denotes home game



Fourth-year Imaging Science student Jeff Dank watches his ball roll down the lane. "Bowling is a great way to get away; it is the total opposite of RIT," he said.

TEARING UP THE ALLEYS

RIT BOWLING CLUB

BY MATTHEW DOAK PHOTOGRAPHS BY ANDREW SCHAFER

Clubs on campus provide a great way for students to meet people with similar interests and talents. There are clubs for everything from sports and games to writing and music. Many times, they even offer perks including trips, discounted activities, or free food.

The RIT Bowling Club is no exception to this idea and their season is currently underway.

The Bowling Club's origins are unclear, probably because it has been around for so many years. "I bowl in a league with a guy who is 40 or 50, and it [the club] was around when he went to RIT," said club leader Jeff Dank. Former RIT student Paul Perotto serves as the team's volunteer coach.

A meeting on October 30 kicked off the club's season and their first tournament was the weekend of October 25 in Kent, Ohio.

Anyone who is a member of the club is entitled to certain perks. "We practice once a week at Olympic Lanes for free," said Dank.

In addition to free bowling, the top six or seven bowlers are also entitled to go on trips every month to compete against other clubs, JV, and varsity teams from colleges around the country. Some of the trip locations include Ohio, Pennsylvania, and Atlantic City. The team's most exciting and longest trip is in Atlantic City from November

26-30. Their closest trip is when they travel to Syracuse. During this tournament, the RIT team hopes to enter two teams, meaning that 10 to 12 top bowlers will make the trip.

Dank had some words of encouragement for recreational bowlers looking to improve their games. His suggestion? "Bowling lessons," he said. "All of the pros in the Rochester area are great."

Many people enjoy bowling, but really don't know how to do it properly, and a lesson can help these people improve greatly."

If anyone is interested in becoming involved with the club, they can go to the weekly practices on Tuesday night from 9:00 p.m. to 11:00 p.m. at Olympic Lanes on Scottsville Road. "If anyone's interested, come check us out on Tuesday," said Dank. "Bowling is important, but having fun is more important to us."



Joe Dolan bowls a frame during the bowling team's first midnight practice at Clover Lanes on Monroe Ave.

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November

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1st - 8th

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Friday, 1st

**Women's Hockey vs.
Cortland**
7pm

Casino Trip
6pm - 3am
Price: \$15
Contact CAB



Saturday, 2nd

Swimming vs. Buff. St.
1pm

**ICM Artist, LTD. presents:
Sweet Honey In The Rock**
Clark Gym
8pm

Doors open at 7pm

Tickets: \$5 students, \$10 fac/staff/
alumni, \$15 public

**Twelve Corners Coffee House
Campbell Brothers**
Webb Aud.
Students: \$5

Pool Tournament
SAU Gameroom
1pm
(\$1 entry fee)



Wednesday, 6th

**Women's Hockey vs.
Buff St.**
7pm

Thursday, 7th

CAB
Candid Daydream
Ritz
8:30pm
Price: \$2
includes Pizza & Wings

Friday, 8th

**Men's Hockey vs.
Manhattanville**
7pm

Performing Artists
**Concert Series: The Rochester
Philharmonic Orchestra**
Ingle Aud.
8pm
Tickets: \$5 students, \$10 fac/staff/
alumni, \$15 public

Men's Soccer vs. U of R
3pm

All events subject to change. Based on information available 10/24/02. Tickets may be charged in the SAU Game Room; call 475-2239(v/tty). CalendaRIT is a paid advertisement from the Center for Campus Life.

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