

# TechNews

STUDENT NEWSPAPER OF ILLINOIS INSTITUTE OF TECHNOLOGY SINCE 1928

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### MISSION STATEMENT

Our mission is to promote student discussion and bolster the IIT community by providing a newspaper that is highly accessible, a stalwart of journalistic integrity, and a student forum. TechNews is a dedicated to the belief that a strong campus newspaper is essential to a strong campus community.

### GENERAL INFORMATION

TechNews is written, managed, and edited by the students of, and funded in part by, Illinois Institute of Technology. The material herein does not necessarily reflect the opinions of Illinois Institute of Technology or the editors, staff, and advisor of TechNews. There will be no censorship of TechNews publication by the faculty or staff of IIT. Sole authority and responsibility for publication and adherence to the values set forth in this policy rests with the TechNews staff. This paper seeks to bring together the various segments of the Illinois Tech community and strives through balance and content to achieve a position of respect and excellence. TechNews strives for professionalism with due respect to the intellectual values of the university and its community. All material submitted becomes the property of TechNews, and is subject to any editorial decisions deemed necessary.

### SUBMISSIONS

TechNews is published on the Tuesday of each week of the academic year. Deadline for all submissions and announcements is 11:59 p.m. on the Friday prior to publication. Articles, photos, and illustrations must be submitted electronically to the TechNews website at [technewsiit.com](http://technewsiit.com).

### EDITORIAL POLICY

The editors reserve the right to determine if submitted material meets TechNews' policy and standards. For more information about our editorial standards, please email [assteditor@technewsiit.com](mailto:assteditor@technewsiit.com).

### LETTERS TO THE EDITOR

Letters to the editor may be submitted by anyone, but are subject to review by the Editor-in-Chief. All letters-to-the-editor become the property of TechNews upon submission. TechNews does not accept or publish anonymous letters or stories.

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# Internships provide worthwhile experiences

**Kyle Stanevich**  
BUSINESS MANAGER

After my freshman year at Illinois Tech, I was unsure whether or not an internship was right for me. I didn't feel that I had learned the necessary skills that would permit me to be of any use to a company other than sweeping the floors and fetching people coffee. I had mentally postponed my internship shopping until next summer. However, an internship fell into my lap without even applying (and with a little good luck.)

At the start of 2013, my father, a mechanical engineer, was on the hunt for a new job. He finally picked one up in San Diego with a little known company called Autosplice. Their niche in the automotive industry lies in making little connectors that attach the internal electronics of cars. Since my father now lived in San Diego, it was decided that I would spend my

free time over there, enjoying the nice weather and going to the beach every day.

Upon being picked up from the San Diego Airport, my father returned to work with me in tow to finish up his day. I spent my first few hours touring the office and introduced myself to anyone still there Friday afternoon. Upon finishing my self-guided tour, I was approached by the boss with a question, "When do you start?" I had no resume, no interview, a t-shirt and plaid shorts, and I was asked to start working. This was quite a shock to me, and before he could change his mind, I accepted and shook his hand.

Skip ahead a few weeks and I am now engineering in full. I'm running tests, CADing up parts to be machined, doing write-ups, sending reports to customers, presenting conclusions to the company leaders, and even running computer simulations on products. All of this was done with very minimal engineering

knowledge and some simple physics and intuition.

Maybe at another company, I would need to know a bit more, but I could have quit school right there and started working full-time as an engineer. However useless extra school might seem, it does come with its benefits, the main one being the pay. With a bachelor's degree, it becomes easy to be making 3 times what an intern does, with only room to grow. Plus, all this extra knowledge bring with the ability to never be stumped.

My advice to incoming students is to put themselves out there. Try getting a job above your level of education. Stay in school and get a good degree. Don't just dress nice and have a polished resume, but be with your soon-to-be boss like they were your friends. What do you have to lose? Money you're not making? Experience you're not getting? A resume without an internship on it?

# Post-scarcity society approaches

**Austin Gonzalez**  
OPINION EDITOR

Someone proposed to me that the time of the scarcity-based economy is coming to an end. With 3D laser scanners and printers growing in popularity and accessibility, the value of buying pre-made things from a store or online distributor will be less than the convenience of printing whatever you want whenever you want. Break a glass? Scan the fragments and print a new one in minutes. Need an expensive and rare part for your car? Find the plans and print it for less. Food and organs have even been created using the most advanced biological 3D printers. Once we all have 3D printers we will all become pirates for printing spoons and circumnavigating an economic world based on scarcity. I think that we can take this one step further and say that the first world already exists in a largely post-scarcity economy, especially through digital goods and services.

A basic view of value is based largely on the idea that there is a limited amount of stuff in the world to have. Supply and demand, for example, is a concept everyone is familiar with; rare things are expensive things, and plastic, mass-produced things are cheap things. When you buy a handmade chair you can see the time

put into the end result. You are buying a quantized amount of skill, labor, and material. You've bottled up a part of someone's life and now own it, and there's nothing quite like it. But the things we buy and make today are largely produced, at least in part, by machines without human labor.

Digital goods can be copied and resold. Your chair has no uniqueness because it can be replicated over and over (in exacting detail) and then sold again. The upshot of this is that your life's work can be enjoyed and utilized by everyone and you aren't limited to a single masterpiece you must make individually again and again. The downside is using a model which expects quantized uniqueness in everything is that it is difficult and confusing to place an objective value on it.

Scarcity is not something we have to deal with and hasn't been for a while. Take for instance music; radios have made it so that everyone can have music all the time. For better or for worse, you literally hear the same exact song again and again with zero impact on its ability to be used again. The product you receive is not noticeably valuable in the sense that we are accustomed. To a lesser extent, mass-made goods fall into a similar category. Once upstart costs are paid, reproducing an exact copy of a cup or chair is a matter of letting the thing run. My buying of the cocoa brown Strind Ikea table

has very minimal effect on your ability to buy the exact same thing.

Imagine this. You need that spoon I mentioned earlier, because you've lost yours. I've got the same spoon you want so you figure to call up your buddy Austin, have him scan it and send you the 3D model to be printed. Congratulations, you have just digitally pirated a physical object. For the industrial giants and mega corporations the revenue generation of a spoon will move from selling a physical good to, in a sense, licensing the model to be made by the consumer. Who wouldn't want to live in a world where if there's something you need you can Google it and print it in a matter of minutes? These complications are essentially what companies are currently trying to cope with when one person copies a CD and sends it to friend to have burned to a CD. Scarcity is not a challenge we face too often.

Our digital, mass-production capable world bends our economic understanding of value, space, and time. When you buy a movie, game, or program you've literally bought nothing (aside from a few properly placed electrons) and certainly not anything unique. We enjoy a world of post-scarcity for digital goods and that might as well extend to mass produced goods as well.

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