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TUESDAY, NOVEMBER 1, 2016

Volume 186 | Issue 8

technewsiit.com

TechNews

Student newspaper of Illinois Institute of Technology since 1928

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Psi Chi hosts "Coming Out Proud to Erase Stigma Toward Mental Illness"

Alexandra Detweiler
COPY EDITOR

Illinois Tech's chapter of Psi Chi (the international psychology honor society) recently hosted "Coming Out Proud to Erase Stigma Toward Mental Illness," an event on Monday, October 24 in which Dr. Patrick Corrigan, a professor of psychology at Illinois Tech, discussed how the stigma against mental illness-- both from the public and from the self-- can be addressed. During the event, Dr. Corrigan introduced a program he developed, called "Honest Open Proud" (HOP), as well as an adaptation created by undergraduate student Maya Al-Khouja, which aims to erase that stigma. Stigma is a huge problem of ignorance and misunderstanding, Dr. Corrigan discussed. For example, when Trenton Psychiatric Hospital caught fire in 2002, a New Jersey newspaper bore the headline "Roasted Nuts." However, while it might seem reasonable to assume that general stigma has reduced in recent years, Dr.

Corrigan showed the audience a study that he had conducted, in which more people thought mentally ill people were dangerous in 2006 than in 1956; stigma has actually risen, which many were baffled to hear.

How, then, can stigma be addressed and reduced? One thing that helps, Dr. Corrigan explained, is encouraging mentally ill people who are comfortable doing so to come out to the public. Coming out is powerful: it sets an example for the general public that not everyone with a mental illness is "crazy." Dr. Corrigan himself announced the audience that he was part of the mentally ill community. Additionally, Dr. Corrigan gave examples of celebrities that had come out as mentally ill-- both from his age, such as Rod Steiger, Patty Duke, and Mike Wallace, and celebrities from more recent years, such as Demi Lovato, Jim Carrey, and Leonardo DiCaprio. While hearing as many stories as possible increases one's understanding of this particular group of people, Dr. Corrigan explained how a concept called the Thurgood Marshall effect inhibits

people's understanding. Thurgood Marshall was the first African American supreme court justice, appointed by Lyndon B. Johnson in the 1960s. While this should have reduced the prejudice against African American people, many simply thought that Thurgood Marshall was an "exception," or that Thurgood Marshall was an outlier in the black community. This same concept can be applied when considering the stigma against mentally ill people. When the public hears of a celebrity coming out as mentally ill, some will simply think that the person is unlike other mentally ill people. Yes, that person is not crazy, some might say, but that's because they're so unlike other mentally ill people.

Coming out is not for everyone, and Dr. Corrigan discussed the pros and cons of each decision. While coming out potentially allows that person to have a supportive community of family, friends, and other mentally ill people, sometimes a person's family and friends may not react positively to this news. When a mentally ill person does not

choose to come out, they risk the people around them finding out because of an episode: they may lose the autonomy of coming out on their own terms. However, those who are out may constantly be answering questions about their condition or be faced with those who doubt their ability to complete tasks because they are mentally ill. Because of this, there is no 'right' option when considering when to come out or not: it is completely up to the individual and what they are comfortable with.

Dr. Corrigan also discussed the important concept of pride: he explained how he thought that living and overcoming struggles related to his mental illness was more of an accomplishment than graduating from college would ever be. His mental illness was as much of a unique part of his identity as his Irish bloodline.

Any questions about this program can be directed to corrigan@iit.edu.



Photos by Dennis Tran

National Society of Black Engineers hosts fair to promote STEM higher education



More photos on Page 3

Photos by Jamshid Tokhirov

TechNews

STUDENT NEWSPAPER OF ILLINOIS INSTITUTE OF TECHNOLOGY SINCE 1928

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Waking up 20 years later; thoughts on technological professions in the consumer era

Alexander Cole Eisenberg TECHNEWS WRITER

Among the many things that clutter the shelves of my room is a toy. Sitting among my other knick-knacks and thrift store detritus, it is totally and utterly unremarkable. This toy, a Furby to be precise, was merely one of many 'mechanical pet' style toys that were produced in the millions during the 90's before falling out of style and subsequently into the cultural dustbin. It is only insignificant, however, in the abstract idea of the thing: that is to say, it's only insignificant as an old toy, a fuzzy little gremlin from a darker, drearier age before tablets.

If, however, you pull aside the dull platitudes of the dusty fur and the more-creepy-than-cute plastic body, you are left with a highly engineered combination of microprocessors, motors, and sensors. What you're left with is comprised of circuit boards that were designed by ECEs, programmed by

CS experts, and running servos designed to exact specifications by MechEs. It is a device with speakers, microphones, IR transceivers, and motion sensors all in a casing that can fit in the palm of your hand. Oh, and let's not forget that this was in 1998.

Think then, of the hundreds of man hours spent designing the shrill little abomination? The brand, of course, has lasted to the modern day. 18 years of Furby, 18 years of constantly tweaking and rebranding a toy. The teams of trained professionals spending their days figuring out how to coerce marginally smaller amounts of affection out of children that have long since stopped caring. The gargantuan effort expended on determining how to lower the price per unit manufactured by some arbitrary amount for some arbitrary fiscal year.

Most of all, however, think of those who were there from the beginning, those who have been solving the Furby problem for almost 20 years, the span of the most

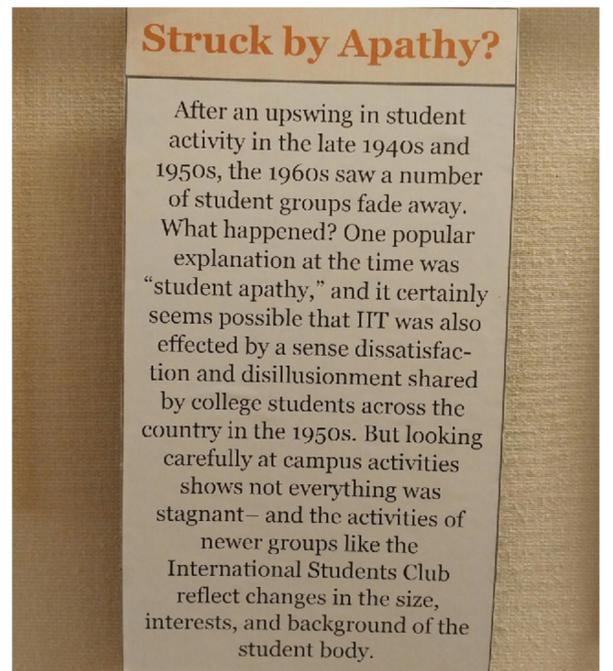
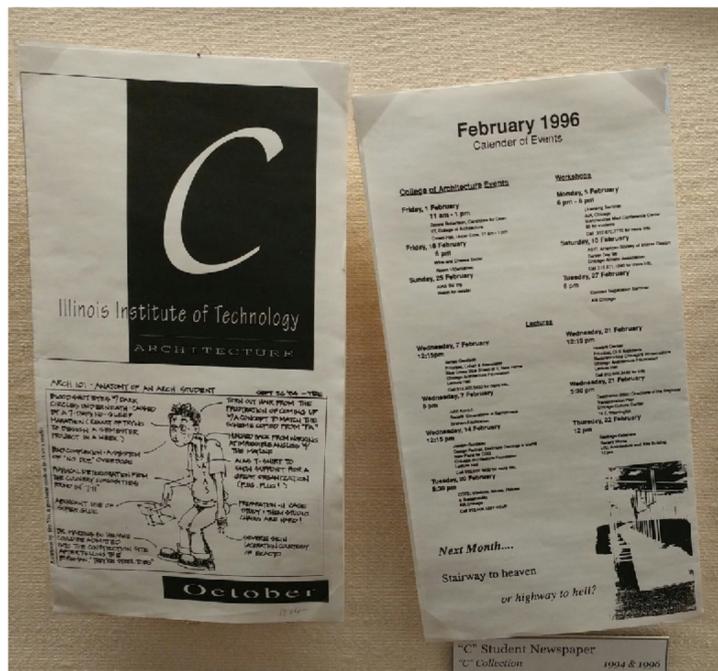
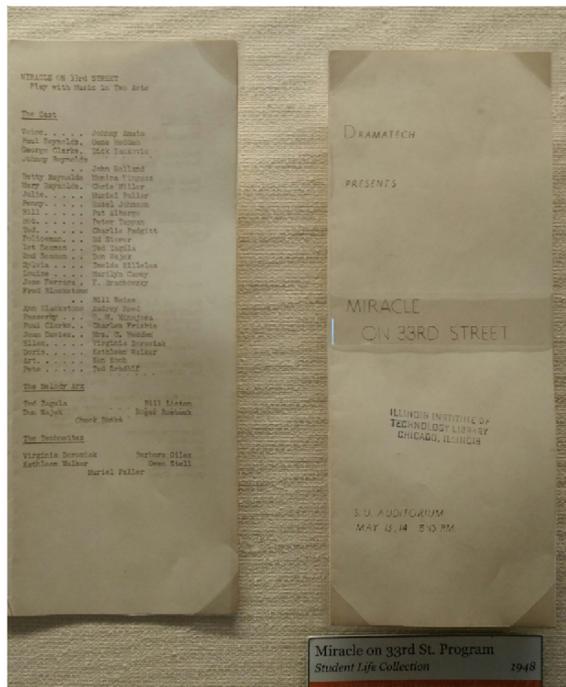
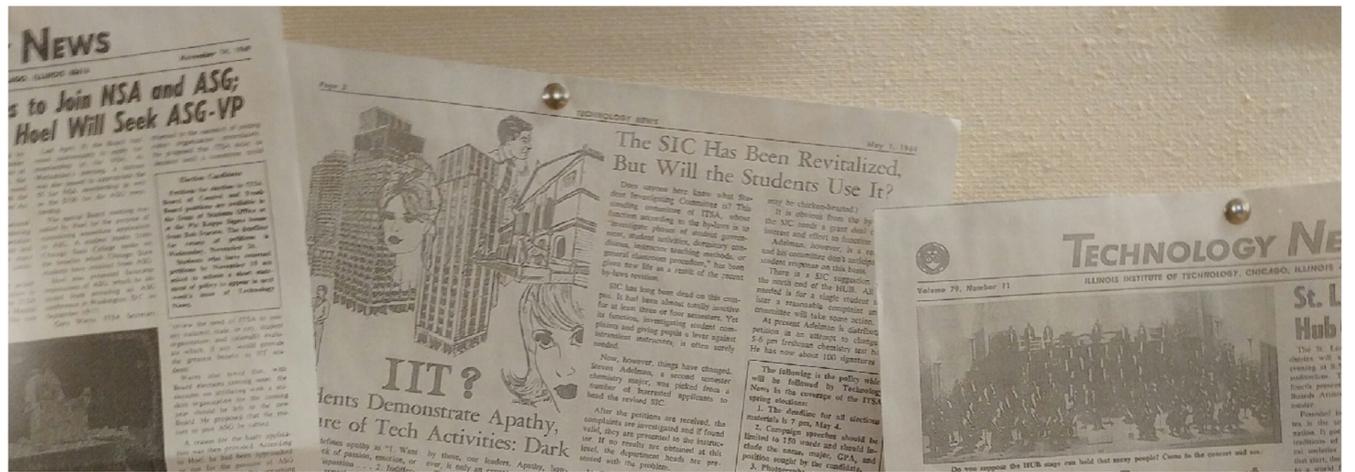
intellectually productive years of your life. Those who spent the better part of their talent and energy not plumbing the mysteries of the universe, not fixing the worlds problems, not even creating something they own the rights to. 18 years of someone's life spent perfecting something most of it's way into the garbage can.

Career Fair has come and gone already, so perhaps whatever the point I'm trying to make is too little, too late. I also can't say I judge those Hasbro engineers too much for doing what they've done with their lives. I will say, however, that us, young STEM majors, don't have to fall into the same complacency of our predecessors, that we can be a force for positive change, that we don't have to burn away our intellectual labor in the trash fire of consumer culture.

We are owed more than labor squandered to planned obsolescence. That is indisputable.

CAMPUS

Kemper Gallery opens student organization history exhibit in Galvin Library



Photos by Soren Spicknall

International Students Feature: Syria

Alexandra Detweiler
COPY EDITOR

This week, three international students from Syria, Bashar Alisber, a senior studying aerospace engineering, Fadi Eshak, a senior studying civil engineering, and Hamze 'Leo' Sukkar, a senior studying computer engineering and engineering management, were interviewed about the differences between their life back home and their life at Illinois Tech. As always, all interviewees were quick to say that they missed the food back home. According to Alisber, "food-wise, it's a lot healthier back home...I used to rarely go and eat [out], like fast food or something, that was rare...even sometimes when you're going hiking, we would cook our own food and then take it with us." Alisber mentioned that food was commonly cooked using olive oil, and that his diet consisted of a lot of vegetables, especially salad. "Salad is very, very essential," Alisber explained. "Every day, there has to be a salad dish before you get to a main meal." Both Eshak and Sukkar also mentioned that the diet was much healthier back home. According to Sukkar, the "food [in Syria] has always been way, way healthier than the food we get here... It always felt right. Whereas here, a lot of times, it's good but you don't feel right when you're eating it. And your mom's cooking is always the best." A typical dish you would find in Syria, Sukkar said, was usually served with rice or bread. One of the best dishes that Sukkar remembers from back home consisted of rice and ground beef stuffed in grape leaves, which was called yabra or diwali.

The weather, of course, also differs. "In winter, it's cold, but not that cold," Eshak said. Although, while winters are less harsh,

due to electricity problems and less insulation, "you feel it more than here," according to Eshak. "You freeze inside more than outside." Both Alisber and Sukkar also mentioned how the temperature inside buildings was much colder in Syria than in the US. In Sukkar's words, "once you're inside, you expect something warm but you get something cold." In Alisber's opinion, this difference may also be because "prices of fuel for warming the house is going way up."

In terms of general culture, Sukkar explained how odd it was to be questioned about things about yourself that you thought were commonplace, such as religion or attire. In his words, "you don't have to explain yourself as often as you do here. When you come here, you start noticing that people realize different things about you. You never thought that would be something you would have to explain." Eshak mentioned that Syria is "more conservative than here." Eshak explained that young people dating is frowned upon, and is usually done in secret, which is especially important for the women. "There is no gender equality there," Eshak said, although he added later that "there is gender equality in the well-educated families." Alisber had similar thoughts, and in his words, "dating doesn't happen as public as here. I had a girlfriend at home, but holding hands in public was frowned upon...Thing that I hate most is the inequality...You would still find people who have problems with their wives working." Sukkar, however, presented a different perspective. "The school that I went to is a co-ed school, so I grew up with mixing both genders all of the time. There are parts of society where you can see issues with gender inequality. If you go there today, you might not

think it's as it should be. But if you ask both parties, both parties are happy with what they have."

Academically, Alisber mentioned that, "it is busier here. School keeps you busy." In Syria, Alisber was used to solely a final exam at the end of the semester, with no homework. Alisber, however, appreciated the homework and found it useful. "I find it helpful," Alisber said, "it's a lot better to absorb the material that you're learning." Alisber also appreciated the internship opportunities he found here. According to him, "[internships] are not something common back home, it's not at all common." Sukkar commented on the fact that while high school is considered easier than college in the US, it is the opposite where he was from: high school was much harder. "I guess it's a good thing, looking at it now, because now I'm used to all this, regardless of what pressure is put in my hand. The amount of work, what I've experienced in Syria, is way more. And a lot of it is the way they teach, it's very dry: here are the textbooks, do your homework, do your exams. There's nothing practical, nothing hands-on." Perhaps the reason why high school was so difficult in Syria was because of the largely stressed exam that takes place at the end of high school. "Our last year, the graduation year," Sukkar said, "is a standard test across the country where you have to memorize nine books cover to cover in two months. Then you have two weeks to get tested on all nine subjects...It's the most disciplined I've ever been in my life... Thankfully I performed well, because this is the deciding factor of what you can do with your life...If you get over 300, you can go to medical school, which is the highest, usually. The lower your score, the less your choices are."

As most of the world knows, Syria is currently involved in a civil war. Eshak remembers mornings in Syria where he would go outside to collect empty bullet shells that could be found on the ground. He remembered six separate incidents in which a bullet came into his house: once, Eshak recalled, "taking a shower, a bullet came through the bathroom window." Because of this unrest, Eshak initially decided to move to Lebanon; however, the war in Syria spread through the Middle East. At that time, wanting to go to the United States, Eshak was pleased to receive a scholarship at Illinois Tech that allowed him to attend school here. However, Eshak said, the "visa process was difficult." Eshak spend a lot of time on the phone with a counselor, who asked him a little bit about his education but mostly what he was doing in Syria. In the airport, after the 20 hour flight, he was sent to an interview room and sat for two hours, waiting, while the Illinois Tech bus came and went. Eshak said he was "asked same questions but in different phrases," things like "are you planning to go back after graduation?" Alisber had a similar experience at the airport, where he got held up at customs for three hours; however, he recalls that nobody actually asked him anything during that period of time.

At the end of his interview, Alisber made sure to mention that he wanted to thank Illinois Tech for the opportunity to go to school here. "Without the scholarship I got here, my life would be a lot different," Alisber said.

This section of TechNews needs volunteer international students in order to continue! Please contact adetweiler@hawk.iit.edu if you are willing to sit down for a short interview.

UGSC debates the presence of pass/fail credits in honors designations during latest meeting

Soren Spicknall
COPY EDITOR

Proposed by the Academic Affairs Committee of the Student Government Association (SGA) and formulated throughout last year in a process that involved SGA, the Undergraduate Studies Committee (UGSC), and eventually the University Faculty Council (UFC), Illinois Tech's new Pass/Fail grading policy will finally come into effect next semester. The policy will allow undergraduate students to take up to three courses outside of traditional A through E letter grading, earning a grade of "Pass" for any performance which would typically result in a non-E grade. Intended to allow students to earn credit from free and technical electives that might lie outside their usual realm of study, the program is currently being logistically implemented by offices across campus to ensure that the university's systems and rules are in concert with the new policy when it becomes active. At the most recent UGSC meeting on Tuesday, October 25, one such logistical facet turned into a lengthy debate over the previously

unconsidered question of how exactly to count pass/fail courses toward a student's GPA for the purposes of graduation with honors.

Following some brief initial votes (including the passage of two co-terminal programs which were discussed in previous TechNews coverage of the UGSC), group Chair Ray Trygstad presented a proposed change to the qualifications for graduating with honors. The change itself was miniscule, simply removing the word "graded" from the existing policy because the definition of that word at the university level does not include pass/fail courses. However, the act of including pass/fail courses in consideration for honors brought up concerns from many present representatives of academic departments, and began an extended discussion of whether the change should be considered at all.

Many of the present UGSC members, who each represent an academic or administrative unit of the university, were concerned about whether counting pass/fail credits toward the 60-credit minimum required at Illinois Tech to qualify for honors we de-value the very idea of graduating with honors. The stated intent of the proposed

change was to accommodate fringe cases in which transfer students barely meet the 60-credit minimum for honors under the current system, recognizing that adding just one or two pass/fail courses could force those students to take additional courses beyond their degree requirements in order to graduate with honors. However, many present were concerned about more traditional students using the pass/fail policy to manipulate the honors system, achieving a higher GPA through judicious application of pass/fail course designations.

Some alternatives were offered, including the possible standard practice of counting pass/fail courses as a D grade within the GPA calculation used to determine honors status. The underlying argument for that particular proposal held that a passing grade in pass/fail grading essentially represented a D or above in standard grading, and that using the minimum was the most useful metric when applying the high standards for graduation honors. Some faculty, though, expressed concern that tackling this single issue wouldn't actually cause much change, arguing "there's always a way to chase that 3.75, or whatever

you need" and that students would find other options to twist their GPA. Following that argument, barring pass/fail courses from the 60-credit minimum would do more harm to transfer students than the potential harm done to the honors designation itself by abuse of the pass/fail program.

After generally agreeing that the standards for graduating with honors should remain high, Trygstad suggested that the group bring the issue back to their departments to gather a broader range of opinions before the next UGSC meeting. Nick Menhart, the representative from the Biology department, offered to draft alternate language which would address many of the problems representatives foresaw with the proposed change. A draft was emailed to UGSC members a few days later, and will be discussed when UGSC meets next.

UGSC gathers once every other Tuesday at 12:45 p.m. in Wishnick Hall. Official minutes and information about the organization can be found at iit.edu/~ugsc.

National Society of Black Engineers hosts fair to promote STEM higher education



Photos by Jamshid Tokhirov

Illinois Tech gets in the halloween spirit



Photos by Reno Waswil

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SGA Academics Affairs Committee looks to create course syllabus bank

Ethan Castro

COMMUNICATIONS COMMITTEE MEMBER

When students at Illinois Tech are not busy stressing out about passing classes, they are busy stressing out about picking classes. While the general pandemonium of class registration is by no means exclusive to this university, it is still a very real issue for many students here. Thus, the senators and volunteers of the Student Government Association (SGA) Academic Affairs Committee are looking to ease this source of contention by reviving a project to create what

is referred to as a "Course Syllabus Bank", as worded by senator Sydney Smith.

The underlying idea of this project will be to have the syllabus of every university class available to all students to browse before regular registration, and thus give every student sufficient information about each class beyond what is currently available in simple course descriptions. By letting students see the exact details of their prospective classes, Smith hopes that SGA can "lower the withdrawal rate for students and increase the average number of credit hours carried by Illinois Tech students." Indeed, any and all efforts to better facilitate the registration process will likely be

very much appreciated by staff and students alike. University teaching staff will likely see less early-semester turnover as students are less likely to enroll for classes with little idea of its structure or expectations, and students will be able to make much more informed decisions on how they go about planning their schedules.

Currently, the project is still in its infancy. Smith noted that while it was a priority of senators in years past, little actual administrative change had come out of it thus far. Efforts at reviving and developing this project into a reality consists of contacting the previous SGA senators who have worked

on it and beginning talks with university administration. Smith expresses a very optimistic outlook for the program, noting that "if all goes well, the project should begin affecting course registration in 1-2 years."

Like every SGA project, this endeavor is entirely open to student feedback and suggestions. What are your thoughts on having access to every class's syllabus before official registration? Let Smith know at ssmith68@hawk.iit.edu and be sure to stay up to date with official project updates on TechNews as they come!

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Biking Route 66 for the 90th Anniversary

Steven Milan Moreno
TECHNEWS WRITER

The 26th of this month marks 90 years since the inception of the famed "Mother Road of America": Route 66. The road itself has been made famous over the years by song and film and has been travelled by many people for its nostalgic theme and scenic views. As many people know, Route 66 starts in downtown Chicago, right in front of the Art Institute. From here, the route travels south through Illinois and Missouri before turning and heading southwest. Along the way, the route passes by some of the greatest natural and man-made wonders the region offers to tourists such as the Grand Canyon in Arizona, The St. Louis Arch in Missouri, The Great Plains in Oklahoma, and the glitz and glimmer of Hollywood, California. The road continues west, terminating by the Pacific Ocean in Santa Monica, California.

To mark the occasion of the anniversary, many enthusiasts of the road have taken the challenge of traversing between Chicago and Santa Monica on Route 66 by a method of transportation of their choosing. The most popular choice for this long journey has not been cars as many would assume, but bikes. The reason for this is simple, you can no longer drive Route 66. The route itself was decommissioned back in 1985 and the roads that composed the route were either used for other routes, destroyed, or abandoned altogether. Because of this, many find it difficult to drive on the route since it is no longer on any map and has no signage beyond the occasional historical marker. Many have begun lobbying the US Congress and the Department of Transportation to reinstate and rebuild Route 66 to its former glory. For now, however, the best choice for people who want to drive the route is to follow the interstate or highway that most closely matches the path of the original route.

For bikers, the situation is somewhat better. Bikes, with their small size and durability, have a greater ability to follow the original route, especially along those portions of abandoned roadway which are now crumbling into uneven gravel. The 2,451-mile (3,945 kilometer) journey is no small feat, as it takes months of training and preparation to ensure the rider's health and safety along the way. The riders will face generally unpleasant conditions which include trekking through the Mojave Desert, climbing elevation in both Arizona and New Mexico, and generally isolated locations. This is all along the path where resources or help are hard to come by. Despite the risks and challenges, many still make the journey, often travelling in large groups and camping on the side of the road at night to ensure the safety of all the riders.

The journey takes roughly over a month to complete if done with no unnecessary stops along the way, and many of the groups that plan to reach the opposite end of the route

by the anniversary date have already departed from either Chicago or Santa Monica. Along the way, many cities will be celebrating their links to the famed road, including celebrations scheduled in Kingman, Arizona; Gallup New Mexico; Amarillo, Texas; and Springfield, Illinois. Chicago will also be hosting several celebrations across the city this month to commemorate the route's anniversary. The bikers heading towards Chicago should be traversing the state of Arizona or entering the state of New Mexico at the time of this article's publication. Slower riders that left California at a much earlier date should currently be in either Oklahoma or Missouri. The bike riders should begin arriving at the entrance of the Art Institute of Chicago within the next few weeks, with the majority arriving around Thanksgiving weekend.



Photos by Steven Milan Moreno

Retro arcade game review: OutRun

David Sobel
COPY EDITOR

Ever feel the need to just play a game that's very behind the times and allows you to drive at speeds that would make you sick? Well, I would never put it in such a light, but if you said no to either of those, there clearly isn't enough fun being had in your life. If you said yes in any capacity, I'm going to go ahead and suggest you play OutRun, an arcade-style racing game released in 1986 for arcades and later, the Sega Genesis in 1991. The game was awarded 1987 Game of the Year at the Golden Joystick Awards in 1988 and was the top selling arcade game of 1986.

Gameplay

As it's the most important, let's talk gameplay first. The main goal of the game is to drive as far as you can within the given time limit while also driving as quickly as possible and "outrunning" traffic. The more distance you cover, the higher your score, which will be entered into the leaderboard upon receiving a game over or completing the game. In addition, there are two gear options, L and H, which are slower and faster. L is the default and, according to the game, has you driving at a maximum speed of 110-120 Kmph (you can change to Mph in "options"). Depending on your controller setup, you switch to the H gear by pressing the designated button, thus allowing your car to travel closer to 200 Kmph, which, while faster, is also significantly harder to turn with and brings up the issue of avoiding traffic. The main strategy to acing this game is to time when you change gears and, of course, to avoid any obstacles. If you do happen to run into a car, a tree, or even a rock while in H gear, be prepared to see your car lose the driver and fly into the distance. Now, being a video game and having video game logic, you can simply start driving again after being spun out, putting you back in the game, but at the loss of precious time. The player can extend time by reaching checkpoints, denoted by the game yelling "checkpoint!" In total, you will pass five checkpoints, with a fifth one being the finish line of the game. There are many possible paths that can be followed, allowing for a somewhat different experience each time you play, with

a total of 15 levels available. If you don't make a checkpoint in time, it's game over and you'll have to start the entire game over again. Now, this is all well and good, but how are the visuals?

Graphics

Let's consider that in front of us is a mostly simple game that involves some basic strategic driving. Now consider that this is a game on a 2D plane acting like it's in 3D (read: "ow, my eyes!"). So, what does this mean? Well first, it could mean pain to your eyes, but if

Sound

OutRun has your standard array of skidding tire, revving, bumping, and crashing sounds that you would expect from a racing game, doing its best to make you feel like you're in the driver's seat, and out of it if you happen to crash. As for the soundtrack, well, I do a radio show on WIIT called "Goodbye 70s," which indeed features music from the 80s, so I should get some biases out of the way. I would be lying if I said I didn't have an obsession, so here is my take on the soundtrack

Breeze," with a sound somewhat like Sonic the Hedgehog 3's save file select screen (for those familiar with that game, which actually came out later than OutRun). Alongside the gameplay tracks is one titled "Last Wave," which plays upon receiving a game over or completing the game and reaching the leaderboard. Considering that there are only five music tracks in the entire game, it was important that they all be decent to good in quality, which Sega accomplished. That said, I have a little extra information for the reader.

Extras

Hit me with a magazine and call me Nintendo Power, because I'm about to lay down some cool extras that significantly increase the fun factor of OutRun. This will be a throwback to those who remember games having cheat codes built in. If you're playing the Genesis version, you can press A 11 times, B three times, then C eight times to unlock a special version of the "options" menu called "hyper options," which includes a stage select option for playing any of the 15 stages whenever you want, a higher difficulty option called "hyper" (max speed is now 300 Kmph), and a "mode" changing option. Mode is interesting because it essentially sets whichever stage you're on to act like a specified stage when you reach the end. For instance, if you change mode to "15" and stage to "01," then upon completion of stage 01, you will reach the finish line of the game. There isn't a particularly great usage for this, but it certainly adds another layer of fun and experimentation, which I feel games tend to lack now.

Closing comments

If I were to review this game as compared to all others in existence at this moment, it just would not stand up to any degree aside from perhaps the gameplay and music. So, taking this into account, I'm giving this game a 4/5. If you're wondering how to play this game yourself, you can actually find the game at arcades even now. Other than that, you'll be able to acquire the game in some form if you look hard enough. In the near future, look forward to an eventual article reviewing the OutRun official soundtrack (OST) vinyl pressing from Data-Discs!



Photo courtesy SEGA

you get past that, this game has an amazing aesthetic that just screams 80s. If that at least puts some air in your boat or even floats your boat like it does mine, you will probably enjoy this game visually. That said, the 16-bit graphics create an added level of challenge simply due to the limitations of the times, so often you will have trouble figuring out just where you are and when a turn is coming up (besides the road signs). This is a problem of all games from this time, however, but never the less it should be kept in mind. Aside from being clearly from its time, the visual feel of OutRun ranges from sandy beaches and palm trees to mountainous regions. Over time the sun sets as well, and as you get closer to the end of the game you'll get to see a wonderful 16-bit sunset over head, emphasizing the game's relaxing nature and striking a nice counterbalance to an otherwise fast-paced game. Visuals alone are not enough to get the feel of the game across, and as 80s as the game itself looks, the music is no exception.

given my admitted bias. You have the choice of four different background tracks, which you can select before starting the game. The tracks are "Passing Breeze," "Magical Sound Shower," "Splash Wave," and "Step On Beat." The first track, "Passing Breeze," has a very calm, tropical sound, featuring melodic synth alongside a pleasant drum beat, giving this feeling of taking a pleasant cruise. "Magical Sound Shower" is the most iconic track from this game, and has more of an upbeat, Caribbean style, featuring a chiptune steel drum, giving a real sense of driving alongside the beach. "Splash Wave" is my favorite track, starting off strong with a fast-paced drum beat and a well-placed "clap track," progressing into almost a breakbeat, which sounds amazing on a 16-bit MIDI. That said, the track, despite its fast beat, manages to have an on-edge yet relaxing sound, making for an exciting and pleasant cruise. The last track, "Step On Beat," is essentially a notably funkier "Passing

Ophelia

Oh Hamlet!

That thou didn't have an Ophelia

A vessel to stuff a second of your brimming
madness

Oh how you would have learned to control yourself

Oh Chaos, I am born in the mud

Learned after a time to no longer suffer

The absurd plight of cleaning it

I live in the mud

Sitting, arms outstretched towards Ophelia

Madness, stuffed

Vision, waxing hallucinations and waning
blindness

Chaos, embraced and sucked dry

Oh Ophelia, she will suffer and die

At the whim of an injustice

A good chaos, so erudite and fine

That stabbed such a sympathetic mind

Drowned herself in the freezing waters

Of a spoiled faucet

Running off into the outlet, standing still

It caught her; she never ran dry

Arms outstretched towards Ophelia

Please run Ophelia

And if you were a fish in the sea, please swim

Lest ye be drowned in the sulphurous air

Lest ye be burned in the spitting flame

Lest ye be carried into shore to lie on the floor

Please run fair Ophelia, lest I have to kill thee

That it would not be of your own accord

- Reno Fera-Ducatt

Tongue Tap

Little

Lovers

Lumber

Lawless

Looking

Lost and new

Surely

Someone

Swift and

Solemn

Shall soon

Say

Something too

-Hina

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By JONATHAN WEISMAN
AND LAURA MECKLER

Obama

WASHINGTON—Sen. Barack