new faces in
GAMING

SUNYIT Staying Green

SPRING
issue two
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Baseball fans rejoice, football is over and baseball is here. There aren’t any major games but at least there’s training. Each team has already played at least 9 games. There are a few more games till the regular season starts. With the training season we will see how the new players and if there were any good or bad player trades.

Regular season opens April 1st with 12 games followed by 7 more games day after. There will be some pretty interesting games this regular season. On day one we will see the always good Yankees vs. Red Sox game. We know how good that game could go since they are one of the best rival matches in the sport. Another pretty good game we will see day one is last year’s World Series champions, the Giants, go against the Dodgers. They will play both day one and day two. For all the Mets fans out there we will see them play day one against the Padres. There will be more teams playing day 1 like Marlins against Nationals and Cubs against Pirates. Other teams playing day one are Rockies vs. Brewers, Angels vs. Reds, Tigers vs. Twins, Royals vs. White Sox, Phillies vs. Braves, Mariners vs. Athletics, and Cardinals vs. D-backs.

Day two will have Orioles vs. Rays, Indians vs. Blue Jays, Rockies vs. Brewers, Rangers vs. Astros, Cardinals vs. D-backs, and Marines vs. Athletics. It’s going to be a mysterious season for sure, one that nobody should miss. Who will come out the best team? One way to find out, tune in on all their games and let the best team win.

PLAY BALL!

Kurt Cobain’s suicide was said to be the outcome of their immense popularity. It is thought that he felt closed in, like he couldn’t escape. His death in 1994 was the beginning of the end of grunge. It all went downhill from there.

My favorite Nirvana song is “Lake of Fire.” The lyrics are dark and edgy. This song was written by The Meat Puppets and was covered by Nirvana live at their MTV Unplugged concert. Nirvana’s most popular song is “Smells like Teen Spirit.”

This song was the start of grunge’s popularity. It really launched the popularity of Nirvana and grunge in general.

My favorite lyric form “Smells Like Teen Spirit” is “I find it hard, it’s hard to find, oh well whatever never mind.” Their lyrics spoke of the angst and loneliness of being a young adult. Their lyrics were like an anthem to young adults everywhere, and there has been nothing like them since then.

Nirvanas quick road to popularity made them uncomfortable. Kurt Cobain, the front man of the band, tried to get away from grunge on Nirvana’s last album. Their last album was still a success though, despite their attempt at making it less commercially viable.

Nirvana was a major band in the movement. There weren’t many popular Grunge bands because many refused to sign with a major label; they were against the idea of selling out. Pearl Jam in particular was not planning on getting as big as they got, and after just a few years quickly came to hate their level of fame.

With the exception of Alice in Chains and Soundgarden, who recently got back together, there are no grunge bands anymore.

The ‘90’s was the era of grunge music. Alice in Chains, Stone Temple Pilots, Soundgarden, Pearl Jam, and most popularly Nirvana were and are big Grunge bands. This was the last true musical movement. The 50’s had Elvis and rock and roll, the 60’s had the Beatles who brought about more album oriented rock and continued into the 70’s with bands like Led Zeppelin. The 80’s saw the concept of art and music die; artists were only concerned about making money. The 90’s brought back artistically expressive music.

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Written by Kristen Murphy
Designed by Pamela Cooper

Written by Krysztof Gawel
Designed by Mike Rosenberger
On March 8th, Walt Disney’s Oz the Great and Powerful was released to theaters with much anticipation. Movie goers were excited to see the prequel to the infamous 1939 classic The Wizard of Oz, especially since the cast was loaded with very big time actors. The trailer promised amazing computerized landscapes and epic battles against witches. Although the visuals did deliver, the rest of the movie seemed to lag at wowing audiences as well as expected. I will say now that from this point forward, there will be spoilers, so don’t read further if you have yet to see the movie.

The story starts off similar to the original Oz movie back in the thirties: black and white and set in Kansas. We see the wizard, played by James Franco (Spider-Man, 127 Hours) as a womanizer and a cheap carnival magician that tricks people out of money. As soon as his flaws are clearly established in the first 20 minutes, the wizard gets whisked away in a hot air balloon by a twister. He ends up in a magical land called Oz, at which point the movie morphs into full color and widescreen. There, he meets a witch named Theodora, played by Mila Kunis (Family Guy). Eventually, the wizard makes his way to the Emerald City, where he is entrusted with a mission to kill the wicked witch of the West. The movie progresses through a journey for the wizard to kill the wicked witch.

All around, the visuals of the film were impressive. The high color saturation and CG creatures made the land of Oz seem surprisingly realistic. However, that is where the quality ends. Although the cast was impressive, especially with Zach Braff (Scrubs) playing a cute flying monkey, Rachel Weisz (The Mummy) playing Evanora, and Michelle Williams (My Week with Marilyn) playing Glinda, other cast members failed to impress. James Franco tried to pull off a sexy trickster, but ended up looking like a creepy pedophile. His age definitely showed in every close-up. Mila Kunis is a great actress, and has had many successful movies and TV shows, but she cannot play an evil witch. Her scenes prior to turning green were ok, but she doesn’t have the angst and hatred to truly act evil.

The musical score sounded very familiar, and then I saw that it was written by Danny Elfman, a famous composer known best for his work in most Tim Burton films. I am a big fan of Elfman’s past work from The Nightmare before Christmas, The Corpse Bride, Edward Scissorhands and many others, but his work seems to repeat itself in recent films. I feel as though I’m hearing the same score over and over again. When the munchkins began to sing and dance, it was almost an exact copy of the songs the Oompa Loompas from Tim Burton’s Charlie and the Chocolate Factory sang.

The hype this movie generated before its release raised expectations for its quality, and in the end, it was slightly disappointing. Many plot holes kept me from fully enjoying the story. For example, the wizard leaves Kansas with many unresolved conflicts with his closest peers (like the 1939 film did), however this time we didn’t see the wizard return to Kansas as Dorothy did to mend those relationships. Another example is the appearance of Michelle Williams as two characters in the movie, the first being the wizard’s romantic interest in Kansas and the second being Glinda in Oz. The connection between the two characters is never explained or even touched upon in the film. Also, there were no signs of the ruby slippers that became iconic in the original film. Dorothy gets the shoes from a witch she accidentally kills, but the origin of the shoes is not known in either film.

Overall, the movie is cute, but it lacks depth and a well-rounded plot.

Written by Courtney Couture
Designed by Eric Markson
Pretty Little Liars

The TV channel “ABC Family” is notorious for playing cheesy made-for-TV movies and original shows that are reminiscent of public service announcements (“The Secret Life of the American Teenager” comes to mind). However, there is an original ABC Family show that sets itself apart from the others, and has surprisingly been running strong since 2010. That show is “Pretty Little Liars.”

Having just finished another season, “Pretty Little Liars” is set to return in June. The show, despite its embarrassing affiliation with ABC Family, is suspenseful, exciting, and a bit romantic, and it’s everyone’s guilty pleasure.

“Pretty Little Liars,” set in the fictional town of Rosewood, Pennsylvania, is about a group of friends whose leader Alison (played by Sasha Pieterse) goes missing, and later turns up dead. A year after she disappears, the group of girls are plagued by threats and attacks by a mysterious person named “A.” The girls, Aria (played by Lucy Hale), Emily (played by Troian Bellisario) and Spencer (played by Shay Mitchell) ban together to solve the series-long mystery of the identity of “A.”

The mystery of who “A” is has been the main plot since the start of the series, and many thought that the show wouldn’t last long because most viewers don’t have the patience to watch season after season without results. However, even though “Pretty Little Liars” has yet to reveal the identity of “A,” they dish out little plot twists and big reveals to keep viewers interested, very interested. Another plus is that each girl in the group has their own side stories playing out, and that provides a nice distraction from the constant attacks from “A.” It also adds a bit of variety.

Nobody likes to admit that they have an obsession with an ABC Family original show (and most of the time for good reason), but “Pretty Little Liars” is not defined by its obsession with an ABC Family original show since 2010. That show is “Pretty Little Liars.” However, even though “Pretty Little Liars” has yet to reveal the identity of “A,” they dish out little plot twists and big reveals to keep viewers interested, very interested. Another plus is that each girl in the group has their own side stories playing out, and that provides a nice distraction from the constant attacks from “A.” It also adds a bit of variety.

It’s a teen show that takes everyone by surprise, and even sucks in the most unlikely of audiences. It may be a guilty pleasure, but it seems as though the show is moving away from guilt and more towards pleasure.

New Faces in Gaming

Nvidia Shield

Up until just a couple of years ago, portable gaming was a domain almost entirely controlled by Nintendo with their gameboy line. More recently Sony has entered the handheld gaming market with their Playstation Portable. These two companies are still quite relevant in the handheld gaming industry but smart phones are the devices getting the most overall play-time. Nvidia picked up on this trend and is now releasing a handheld gaming device with access to the entire Android library.

The SHIELD, as named by Nvidia, was first shown off at the 2013 Consumer Electronics Show. During the unveiling, Nvidia CEO Jen-Haung Huang showed a graphical breakdown of the system’s components. Its clear from this breakdown that Nvidia’s new Tegra 4 processor is the heart of the system. Nvidia calls this Quad-core A15 CPU “the world’s fastest mobile processor”. The system also boasts a 5-inch touch screen that displays at 720p.

However, the system’s real selling point is the console-grade analog sticks. Before this, gamers were forced to use solely directional pads or analog nubs. The Analog nubs as seen on the PSP and 3DS are too small and ineffective for moments in gaming that require extreme precision. Because the analog sticks are positioned in a groove a few centimeters lower than the rest of the controller, the screen flips down flat over them.

The Shield isn’t just relying on the Android gaming library. The system has the ability to play games from valve’s steam network remotely from your computer. Using your wifi network your computer does the heavy processing from a different room of the house. The image produced is sent to the Shield’s screen and you interact. The buttons pressed on the Shield are sent to the computer for instantaneous game streaming.

The gaming industry has never seen a device quite like this one. Fortunately we don’t have to wait very long to see it in person. The device is set to be released in the second quarter of 2013. Although unrestrained about the imminent release date, Nvidia has remained tight-lipped about the price of their new hand-held.
Similar to the previous two console generations Microsoft, Sony and Nintendo are grabbing at their share of the gaming market. With the contenders experienced and prepared, it may come as a surprise that PC-software company, Valve is teaming up with hardware manufacturer, Xi3 to introduce a new fighter to the ring. The “Piston” is a cube shaped computer roughly the size of a Rubik’s cube. The computer makes use of a modular design, meaning that the video card processor and ram can be removed and upgraded once they’ve become obsolete.

The system’s user-interface is optimized to work around Valve’s own Steam market-platform. With Steam, users can purchase and play games directly from their device. The piston has the ability to operate in Steam’s “big picture mode”. This mode switches the control input from the mouse and keyboard to a usb-controller. In big picture mode, a PC-gamer can lay back on their couch and play games in the same way a console-gamer would. The Xi3 Piston fits at the top-shelf, most expensive level. Being launched at $1,000, the Piston will contain a 128GB solid state hard drive, a 3.2GHz quad-core AMD R464 processor and 8GB of RAM. According to Xi3, the Piston combines the form factor of consoles with the gaming computer’s ability to be upgraded.

Gabe Newell discussed the new box at length in a recent interview at the Consumer Electronics Show. According to Newell, the box will come preloaded with Linux but the users will not be restricted from installing Windows. Gabe also mentioned that a note-worthy feature of the console will be its ability to display to stream to multiple televisions for multiplayer gaming. Using the Steam Box up to six people could play the same game on six different television screens. When asked if the console would implement any kind of “special input device like the Wii or Kinect’s motion tracking, Gabe expressed his disinterest with these devices stating that “motion tracking only slows down gamers”.

“The lowest level and cheapest of these devices will actually just turn your living room television into an additional computer monitor. From a different room of your house, your gaming PC will do the heavy processing and stream the produced content to the box which will connect to your television via HDMI cable. The second level will be a bit more expensive but it will be equipped with the hardware required for moderately demanding gaming. The final level and most expensive of these boxes will contain the best possible hardware and should be able to play any game you want to run. The Xi3 Piston fits at the the top-shelf, most expensive level. Being launched at $1,000, the Piston will contain a 128GB solid state hard drive, a 3.2GHz quad-core AMD R464 processor and 8GB of RAM. According to Xi3, the Piston combines the form factor of consoles with the gaming computer’s ability to be upgraded.

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“Your hands, your wrist muscles and your fingers are actually your highest bandwidth, says Newell. “So trying to interact with a game using your arms is essentially like saying ‘oh we’re gonna stop using Ethernet and go back to 300kbs dial-up’.

Earlier in March, Gabe stated that Valve is currently working on proto types that will be released to testers in the next three or four months. However we shouldn’t expect to see a final, consumer model until the end of 2013.
SUNYIT is participating in Campus Conservation Nationals 2013, a nationwide electricity and water use reduction competition among colleges and universities created by The Center for Green Schools at the U.S. Green Building Council through its Students Program and in partnership with Lucid, Alliance to Save Energy and the National Wildlife Federation. Between April 1-22, 2013, students at SUNYIT and across the country will compete to achieve the greatest reductions in their residence halls over the three-week period.

SUNYIT joins the ranks of more than 200 universities and colleges nationwide that are currently registered for this exciting program. In this competition, Participating schools can choose to compete against other schools on their own campus or against a select group of peer institutions, with savings from all participants accumulating to reach a national challenge goal. Using Lucid’s Building Dashboard®, competitors will be able to instantly compare performance, share winning strategies and track standings among the leading schools and buildings. With generous support from United Technologies Corp., founding sponsor of the Center for Green Schools at USGBC, CCN is an opportunity for students and staff to make immediate and lasting impacts on a school’s carbon emissions and campus culture.

“Students have an exciting opportunity to do their part to reduce the campus’ carbon footprint,” said Mark Bremer, Lecturer in Biology and Green Team Coordinator at SUNYIT. “This year, students can earn some nice prizes, including a football table for their building. Last year, Adirondack Hall nudged out Mohawk Hall for the win, and together, all three residence halls saved 2,607 kWh of electricity and 36,166 gallons of water. It will be interesting to see who can save even more this time around and earn SUNYIT’s green bragging rights.”

During the CCN 2012 competition, over 208,000 students, living in 1,200 buildings at 100 colleges and universities, collectively reduced 1.7 MWh of electricity and 1.5M gallons of water, saving schools $157,926 worth of electricity. The 2013 competition will build on that success and encourages students to brainstorm innovative solutions for how their school can save energy and cut costs.

“Campus Conservation Nationals provides the perfect venue for students to demonstrate how their collective drive, paired with individual action and responsibility, can have a significant impact on their campuses and communities,” said Pat Lane, USGBC Students program manager at the Center for Green Schools. “We are excited to build upon the success of previous years and empower a new corps of student organizers to be green building leaders.”

“The growth of CCN, and the incredible results from 2012, clearly demonstrate the desire and ability for people to change their behavior when it comes to using resources. With the right information and tools, we’ve seen students able the make a significant impact on energy and water use, and more importantly inspire their peers to take action,” said Andrew deCoriolis, director of marketing and engagement at Lucid. “We know that CCN has a lasting effect on campuses and we expect to double participation this year.”

CCN offers valuable educational opportunities, enabling students to teach themselves conservation behaviors as well as community and campus organizing skills. Above all, CCN is designed to empower the future generation of leaders, and foster a culture of conservation within campus communities. To learn more about the competition, visit www.CompeteToReduce.org or buildingdashboard/sunyit.
Google Glass

Google has many projects going on. One of these projects is Google Glass. A clever device that essentially combines normal glasses with a smart phone. These glasses allow wearers to do anything from get directions through GPS, to take images and record videos. It also allows for video chatting and messaging. So, pretty much putting your smart phone into the right hand corner of your glasses. The design is surprisingly not intrusive. The display takes up only a small portion of the glasses, leaving the rest of the lenses clear for normal vision. This makes it so the display won’t be distracting the wearer of the glasses when they are driving or from other important tasks.

With all the capabilities of these glasses, some places are putting a ban out against customers from wearing them in their establishments. Fearing that the glasses would be used for nefarious purposes. All and all this project of Google is rather interesting. Creating “Smart Glass” could revolutionize many aspects of life, and not just by being able to have a smart phone in the corner of your glasses.

Written by Amanda Rhuland
Designed by Pamela Cooper
A yawn makes my jaw crack as I wake up, muscles are stiff so I need to stretch, tail in the air, head nearly touching the ground. I feel the bones in my back pop in order and I let out a light sigh. I straighten myself out, before shaking the snow from my fur. Dim light creeps in through the capes above my den. Snow... Great it snowed again. I sigh once more, no happiness this time. It always seems to be raining or snowing. I'm either wet or sort of cold.

It's time to start the day, there are things that I must do, I have to go to the food and sweat smelling brick building today. The two legged are throwing out the left overs that they can't use any more. A feast for me, though I hope this time I don't make myself ill. But first I must dig myself out. My paws take longer to tunnel out than I expected it would. Now that I'm on the top I look around, the trees are coated with snow, and the wind blows the loose flakes up into a whirlwind. Some of the stray flakes end up in my nose. I sneeze and shake my head. Time to head over to the food building. The day is lit dimly by the sun, which is being hidden by large clouds. It's going to snow again soon. I have to hurry or my new tunnel will close up and it will be a pain to re-dig it. So I pick up my speed, I'm forced to jump every so often to get over the drifts of snow.

As I run, I noticed more of the two legged, they are bent against the wind as they carry packs to some of the buildings. They are a funny sort, and they all smell strange. The wind carries their scents to me and I snort. Such strange smelling creatures.

I'm nearly to the brick building, the food smell makes my tongue snake out and drool drips down. Food! I keep moving along until I get to the back of the building where they dispose of the food. In one of the trees a crow caws at me. I growl at it, the bloody thing is going to get the others and eat everything. I rush on and reach the bins that hold all of the food, a quick jump and I'm in feasting happily.

Once I'm full, I take a scrap between my teeth, I can save this bit for later, or use it to trap a tasty rabbit. Another jump and I'm out, the crows have multiplied, like fleas in the summer. They all stare at me, and I get chills. They are plotting things again, I really don't like the crows all that much. I give them a warning growl before I head off. I need to get back to my den, maybe fix it up a bit so the snow stops coming in. I make it to the woods just fine, but that's when the trouble starts. A couple of the crows have followed me from the food building. They start cawing at me angrily. I pause and look up at them. Crap! I shouldn't have done that, they dive after me, and I am forced to run, their claws and beaks hurt, but they are not going to get my food scrap. I run and dodge, but the pair of crows continue to follow, diving and scratching at me, making a huge ruckus. I see my den up ahead. I'm going to make it!

A third crow appears right in front of me, its claws dig into my food scrap, and it beats its wings in my face. I growl and start shaking my head back and forth trying to shake the nasty bird away. The other two are still attacking, THEY ARE NOT GOING TO WIN! I refuse. Suddenly snow collides with one of the pair on my back, the projectile knocking one into another. Then a two legged's foot kicks the one trying to steal my food. The bird lets go and flies off, all three cawing at me and the two legged. The two legged is one I've seen before in the woods. It is already walking off. It pauses and glances back at me. Its lips curling at the edges. It nods to me, and I nod back. My tail giving a couple swishes of thanks. The two legged walks off to whatever it needs to do and I head back to my den. I get my bit of food in the corner. I shake a feather from my fur and curl up. Now it's time for a nap.

Written by Amanda Rhuland