ALS PISS
BUCKET CHALLENGE

DESTINY

CONTEST

MORE!!!
Welcome back SUNYIT! Or should I be saying welcome back SUNY POLY now? Either way, welcome back to this little square above Utica! This year, Factory Times is going to be focusing on more contests and involvement from the students, kicking it off with the wordplay contest featured in this issue. Stay tuned for more contests and giveaways, and as always, enjoy the issue.

Sincerely,
Elliot O’Reilly
Publication Director
With the merger between SunyIT and CNSE (College of Nanoscale Science and Engineering) made official, the stage has been set for an exciting and busy year. Freshman got to have a good look at what is coming for them, and future students, at this year’s Convocation. There were speeches given by Robert Dipeolu, the Student Association President, Doctor William W Durgin, the Provost, and Robert E Geer, the COO of the new merged school and current president of SunyIT. Plenty of information was given out about what changes will be coming to the school over the next few years.

For example, SunyIT will be reverted back into the college system. We will have three separate colleges with deans to head each one. There will be a College of Art and Science, a college of Engineering, and a college of Health Science and Management. CNSE will be getting two colleges of their own; they will be the College of Nanoscale Science, and the College of Nanoscale Engineering. These changes will not be immediately obvious to current students, but are to help administration become more structured and organized.

Most current students were clueless about these changes, but some others are quite happy for it.

We also learned more about Quad-C (Computer Chip Commercialization Center). The building itself is slated to be finished in December, which would make total construction time around 13 months. The total project is stated to have been a $1.5 billion investment, coming from state and private funding. The building is part of Governor Cuomo’s Nano Utica initiative, which hopes to make Central New York a large hub for Nanoscale Science and Engineering. The building will have a large emphasis on manufacturing, and have plenty of space and equipment to rent out to private businesses. One of the major projects planned is research and development on multi-layering computer chips. Quad-C is also looking to give plenty of opportunities to students. Partnerships with local businesses will allow a large number of internships and Co-Ops. There are mixed feelings among students and staff about Quad-C.

Along with Quad-C, there are plans to overhaul the confusing hallways of Donovan Hall. Not many details came out about the changes themselves, but there seemed to be a positive attitude towards the potential. Especially with many students admitting that they get lost in the structure.

Finally, there was an appearance by the new CEO of the merged school SuPoly, Alain E. Kaloyeros. However, this was interrupted by a large exodus of freshman students out of the building. As soon as Kaloyeros stepped on stage, over half of the students sitting in their seats got up and left. It was not hard to see that this was frustrating to Kaloyeros. After most of the group left, he made a joke about giving a 100% raise to those who stayed. I graciously accepted the offer, and hope to see that return on my $0 income.

After that, Kaloyeros did not waste any time. He asked if there were any questions from the audience. After answering the few questions that were asked, he bade everybody a good day and ended the Convocation. It was interesting to witness, as it was a very straight shooting and quick session. He came in, got to the point, and left with very little words. If anything, this was a fabulous method of establishing an image; which will be something that will make an impact on those who stayed.

All in all, we got some new information, saw the basic structure of what’s to come, had a large amount of students leave right before a rich and powerful man, and saw the attitude of somebody who does not like to play games. This year might possibly be one of the most exciting years at this school.
Have you recently participated in the Ice Cold Glass of Urine Challenge? Or the Ice Backhoe-Bucket Challenge? Maybe the Amyotrophic Lateral Sclerosis Ice Bucket Challenge sounds more familiar? Also known as Lou Gehrig’s disease, the three letters, A-L-S, have been rushing through social media outlets this summer like cold water through an open Harlem fire hydrant. This popular hot weather challenge, which is supposed to be more painful than refreshing, pushes participants to face a debilitating rush of freezing water so that they can feel mental and physical strains empathetic towards ALS sufferers. The ice water, which also serves as a punishment for not donating, has been replaced by urine or kept in large industrial buckets during the many variants of the challenge which have been recorded between June and August of this summer.

Sometimes the challenge is pushed towards extreme ends to personify participants’ solemn dedication to the cause, or is pushed to the extreme for humorous effect. Regardless of the tone, the challenge’s popularity has skyrocketed the ALS Association’s typical donation of $2.5 million in one month, July 29 to August 27, to an unfathomable $94.3 million in the same time period. To put that in perspective, the operating budget for the organization is typically $25 million for an entire year. Although billionaires like Bill Gates have given their fair share to the ALSA, it was certainly the brave work of millions of new donors, 2.1 to be exact, that raised the donations to Olympian peaks. It is truly the brave, brave work of urine-collectors like James Ashby of SMBC Theater fame, who heroically stored and chilled his personal apple juice in a glass beer stein for 24 hours, that helps cumulate the Herculean amounts of money that is being donated towards the cause.

In a 2.7 minute YouTube video entitled “ALS Ice Bucket Challenge – Urine Edition,” Ashby notes that his drastic choice reflects his earnestness in donating and promoting charitable causes. His departure from your typical Facebook Ice Bucket video stands to emphasize a more serious and sacrificial side to raising awareness and funding to charitable means. Ashby chose his soapbox opportunity to donate $50 to ALS as well as $50 to the American Civil Liberties Union. ALS is a worthy cause, but why not use the momentum towards even more positive change in the world? As he metaphorically prepares to dismount his soapbox, which he literally prepares to use the contents of, Ashby doesn’t simply nominate his closest friends and family. I should warn you, he chooses to nominate his compatriots. In this golden opportunity Ashby calls out you, the viewer, to accept a similar challenge of your own. To push your comfort zone and your boundaries when it comes to actually making a difference in the world, and I posit the same challenge as well. What you do need not be as drastic but at the end of the day what matters is that you have done it. So be brave, crazy, and fearless, but just don’t forget the soap.
Pool Players Club

Pool Players Club is formally known as PPC. We hold amazing tournaments throughout the semester. We are going to be holding an 8 ball single, doubles, and grand tournament throughout the year. PPC will also be holding a buy in tournament. All of the tournaments that we will be holding during the year will include cash prizes for the people that finish in the top 3. There will also be FUN ranking challenges that will go on every Saturday at 2pm in the Student Center game room. We meet on Fridays at 4pm in the Student Center game room.

Alt Tranz Club

The skate and longboard club is now renamed Alt Tranz for Alternative Transportation. The purpose of the club to get people with common interest to hang out and meet new friends. It’s a club for unity and friendships basically and to have fun with something you love.

Meet at ADK Lounge at 4:30 Fridays

WIAC Club

As members of W.I.A.C, we aim to promote the West Indian and African culture through our personalities and creative events. Last year we held very successful events such as the Ghana Independence day Party where students were invited to come and have fun and celebrate the independence of Ghana. This year we plan on topping our success with events such as:

- Car Wash (Sept 26th)
- Taste of W.I.A.C (date to be announced)
- Masquerade Ball (Nov 22nd) Etc.

These may seem like regular events but we have added our West Indian/African flavor to them. What do i mean by ‘flavor’? You’re just going to have to attend to find out!

Meet at Student Center every Saturday at 2pm

DIY

It’s that time of year folks where we all gather back to the institution of technology that holds a special place in our hearts. Once again we schlep to the classroom and stare blankly at the front of the room and hope that the professor doesn’t call on us and dismisses class early. We anxiously await the fast approaching winter months in hopes that our classes will be canceled so that we can sleep in if not for only a few more minutes. In fact, it seems that we spend most of our time waiting. Whether it’s for mid semester break, graduation, or even the weekend, we all are marking our calendars and are counting down the days, but why?

What is there to gain from waiting? Are you expecting some kind of sign to point you in the right direction? You’re only wasting your own time, and time is very precious. Your time and energy could be better allocated learning a new skill or talent. Rather than reading the tabloids to find out the latest drama about Kanye and Kim or Jay Z and Beyoncé, you should be trying something new. Be adventurous and make a name for yourself: stop living vicariously through the lives of celebrities and pop stars. But if you’d like to stay in the flock and follow the fold then you are free to do so. No one is stopping you from wasting your own time; if you’re content with your mundane life and prefer it without spice then that’s just dandy. Just know that you only live once. /DISCLAIMER: Y.O.L.O. IS NOT AN EXCUSE TO ACT A FOOL AND BE RECKLESS, IF YOU’RE GOING TO BE DUMB, YOU’VE GOT TO BE TOUGH/ and that there are opportunities everywhere. Take a chance and go Nike with your life and ‘JUST DO IT.’ There are some pretty dope clubs and organizations on campus that you can get involved with. Maybe you like sports, we’ve got sports. Maybe you like to play Magic: The Gathering or Dota, well guess what?? We’ve have clubs for that too! Do you like nature? Join adventure club! Do you hate nature? Don’t join adventure club. Life is what you make of it and what you do with your life is up to you and you alone. So in closing I leave you with one last question: What are you waiting for?

Written by: Mike Simpson
Designed by: Ashton Simons
What is nanotechnology? There is an amazing building being built for it on our campus and it is bringing a lot of attention to our humble little institute. But what exactly is going on and why is it such a big deal? Nanotechnology is a growing form of technology that has amazing possibilities to improve the quality of products that we use today. Our school teaches a class that explains nanotechnology, the equipment used and the benefits of the technology on products that we use today. I will try to give you some idea of what nanotechnology really is and what the nano building here will do.

First of all, let me explain what nanotechnology is. "Nanotechnology involves achieving the capability to manipulate matter in a desired fashion, atom by atom." Now let me put into perspective exactly how small the units we are dealing with are. A nanometer is $10^{-9}$ meters small. For you to picture that, imagine if an everyday marble was the diameter of a nanometer, then the entire diameter of the Earth would be one meter. For some reason, matter behaves differently at such small levels, sometimes causing tremendous unexplained properties that are extremely beneficial to the world. For example, graphite is a mineral that is used in pencils. Overall, it is not the most useful material in the world, but on the nanoscale it is because of the graphene, which has a lot more practical uses in technology.

Graphene is known as the strongest and lightest material and can also conduct heat and electricity with incredible success. It's hard to imagine all this power in your hand but nanotechnology has made it a reality. Graphene is just one of the miracles of nanotechnology. Another example of how nanotechnology can be utilized is in the medical field. Nanotechnology has led to building objects that are atoms small, so they are able to fit into many places. Imagine tiny robots being able to go into your body to deliver medicine and even fix parts of you that are damaged. While they are in there, they could also look inside your body for growing problems that are hard to be detected with X-Rays and MRIs. Instead of having complicated surgeries that can be dangerous due to human error, imagine taking a pill that contains tiny robots that fix you from the inside while you read a magazine or sleep. The possibilities with this type of technology are staggering.

With the nanocenter that is being built on our campus, a lot of research in this field of study will be done and great improvements can be made. I'm not saying that all of amazing things are going to happen and be available to the public soon, but with the state of the art center that is being made along with dedicated students from our prestigious institute, changes are coming. I fully believe that this center will be a place that leads to many new and amazing discoveries in the field of nanotechnology. Maybe with the nanocenter and the St. Elizabeth's nursing program we can make great strides in the medical field and find cures and new treatments for many diseases and illnesses all around the world. This may be a little farfetched but I don't see why we can't do so.

CONTEST:
SUNY POLY PUNS

With SUNYIT getting it’s name changed in the upcoming merger, Factory Times is holding a contest to reward those with the best puns, jokes, one-liners, or general wordplay off of the new name, SUNY POLY. Send your submission to factorytimes@sunyit.edu, and the best three (non-anonymous) submissions will win a $10 mastercard gift card!

SUNY POLY!?!?
More like SUNY FOLLY!!!

DEADLINE:
OCTOBER 3RD
Bungie has just released their newest game, their first game not in the Halo universe since 2001. Destiny was developed by Bungie for the PS4, PS3, Xbox One and Xbox 360 and was published by Bungie’s new publisher, Activision, and cost the companies a whopping $500 million to create. With the incredible stories from the Halo universe in their past and about 936,000 pre-orders on the Playstation 4 version alone the week prior to the games launch, Bungie really had quite a bit of hype to live up to. The question is did Bungie achieve the greatness that was expected of Destiny?

Unfortunately the answer to that is a resounding no. While Destiny is a solid enough game; it would be a complete fabrication to say that it met the hype surrounding it. To begin, Bungie has called the game on numerous occasions a “shared world shooter”. Really what this means is that Bungie built a small scale MMO which plays out like a standard first person shooter. While you’re in the main city area you portray your character, known as a guardian, in the third person. The city is also populated with other players from all around the world, in first person, you’ll encounter other players also shooting their way around the planet to accomplish their missions. You may also find that random events may occur when there are four or more players in an area, usually consisting of chasing down a specific enemy and killing them before they manage to escape. The planets are large, and do offer you the freedom to explore them, but the problem is that the planets actually are too big. Frequently you will find locations completely barren of any life. Where the planets lack enemies, it would have been nice to have seen some other alien or animal life living and going about. Once you enter your mission defined area you enter a respawn restricted zone, meaning that if you die you start up from the beginning again. This may sound similar to how most first-person shooters actually play out and that’s because it is. While you’re in the mission, you are running and shooting through the mission until you hit a boss. Once you kill the boss you’re done. Most first person shooters usually have a way to make it more interesting and challenging. By putting them up in a bit, but often the missions were simply two repetitive and didn’t make much effort to change things to make them more interesting. In particular I can pick out one mission, in which you end up using a sword and running around in third person in an attempt to kill some bosses. Outside of that, I can’t say that any of the other missions actually stood out.

The problem isn’t only that the story missions got repetitive, but it is simply the story itself is lacking in actual depth. Bungie’s former franchise, Halo, was incredible at this, giving players a huge and incredibly in-depth story with constant changes keeping the story always fresh. Destiny just flat out didn’t. Destiny took an extremely bland story route and never really bothered to indulge the player in what was truly happening. The storyline is extremely bland story route and never really bothered to indulge the player in what was truly happening. The storyline is extremely bland story route and never really bothered to indulge the player in what was truly happening. The storyline is extremely bland story route and never really bothered to indulge the player in what was truly happening. The storyline is extremely bland story route and never really bothered to indulge the player in what was truly happening. 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The plot revolves around “The Traveler”; a planet looking entity which brought about a golden age to humanity allowing our exploration of the solar system. Of course the Traveler is followed by “The Darkness” which seeks to destroy the Traveler but humanity as a whole. As a guardian, it’s your job to stop the Darkness. Throughout the planets you are exploring you end up fighting against multiple alien races. It would then be assumed that these are the races that make up the Darkness, but then as you progress you notice that the different alien races are all fighting each other. There are never any real clues as to who or what the Darkness is and how we’re actually fighting it. On top of that, the few supporting characters we are introduced to are never really given any depth. Throughout the course of the game we learn almost nothing about the characters who we are taking orders from, nor the characters who you meet along the way. On top of that Destiny had one of the worst endings that I’ve seen in gaming in a very long time. I’m not going to spoil anything, but it would also be impossible to because the ending didn’t actually conclude anything. No answers were given to any questions about what is going on in the game world, but only rather hinted that these may be given in a future expansion pack or sequel to the game. Additionally the background lore to the game, which can be collected in game and could have potentially helped to explain anything you may get confused on, is not actually readable via the game and must be accessed on Bungie’s website via a computer or smart phone.

Outside of the story is where Destiny does excel however. The Crucible, is just a fancy name given to Destiny’s online modes, of which most are very well done. Not only was Bungie known for their stories in Halo, but they also helped shape the way online multiplayer is today and in that they succeeded my expectations. When playing multiplayer you bring your character, weapons, armor and all into battle in one of four different game types: Control (Capture the point), Clash (Team Deathmatch), Rumble(FFa For All) and Skirmish(3v3 Team Deathmatch with recovers). All of the maps are well designed and with the vast variety of different weapon types, class types and weapons and armor customizations you will never find a match to play out quite the same way. With players of all levels able to compete against each other, one would expect the balance of the game to shift significantly towards the more veteran players, but that has not been the case. All too often the games are neck and neck regardless of player level and armor. Of course if you’re a level 4 and you go head-to-head with a level 20 it’s much more likely you will lose, but when it comes down to team play I’ve yet to really see that difference show. Since its release the game has taken the different MMO’s, Destiny is by far more consistent of doing strikes, which are the equivalent of your typical Dungeon, and the just recently added Raids. The “soft” level cap is currently 20 however the “hard” level cap is 30. This simply means you stop leveling from XP at level 20 and can then only proceed to level to 30 by obtaining and equipping items that build up your Light Points, which are the same as your standard armor level in other MMO’s. Unfortunately what this means is that the end game truly consists of doing Strikes or Crucible over and over again until you manage to finally obtain loot which will help your score. Then you’ll continue to repeat. The Strikes are entertaining and at the right level they can be quite challenging. However the only raid to currently sit in the game requires a minimum level of 26 and has an average play time of six hours to complete. Additionally Destiny has weekly and daily strikes, which can help you earn currency at a much faster rate, but for some unknown reason, Bungie dropped the ball and left out matchmaking on these. In turn if you want to play through the weekly and daily strikes you must come prepared with four to six friends also willing to play this.

Of course outside of everything else I’ve mentioned, it would be impossible to not discuss Destiny’s audio and visuals. Bungie has always done a great job creating beautiful games with even more incredible soundtracks and they have again succeeded in doing so with Destiny. Destiny’s worlds are beautifully crafted as are all of the characters, enemies, weapons, armor and ships. Even more impressive than the graphics are Destiny’s incredible sound effects. The game succeeds at having all the correct sounds perfectly orchestrated to be truly believable in which they are played. Additionally and unsurprisingly, Destiny’s soundtrack is top notch and fits the game and the game’s world perfectly.

Overall, it’s sad to see that Destiny failed to create a game that could have truly fit the hype that Destiny had created for itself. At the same time, Destiny had such huge hype it’s unsurprising that it was unable to meet it. Destiny is far from a bad game; it’s just a bit disappointing. Destiny’s story was lacking to say the least with a truly horrid ending. Destiny is redeemed however, by its incredibly addicting multiplayer, beautiful visual and audio, and simple say the fact that Destiny handles so well. Destiny may have its count of problems and issues in its current state, but I do believe that with some time and future expansions, Bungie can transform Destiny from an average game, to that truly special game that gamers worldwide wanted.

Bottom Line: 7.5 out of 10

Written and designed by: Michael Rosenberg
RIP Drew Sabol
12/13/1967 - 8/2/2014

Friend. Father. Advisor.

Our Advisor, Drew Sabol, passed away in his home over the summer. Drew was a man with a quirky sense of humor, an upbeat disposition, and became a friend as well as advisor to many of us at Factory Times. Drew was a driving force behind the magazine, and will be sorely missed by both Factory Times members and the staff and students of SUNYIT.