

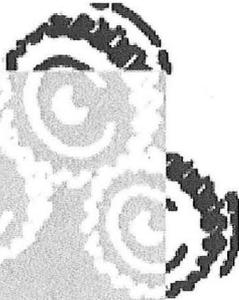
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FACTORY



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enters

More to “Pick” From at the Orchard

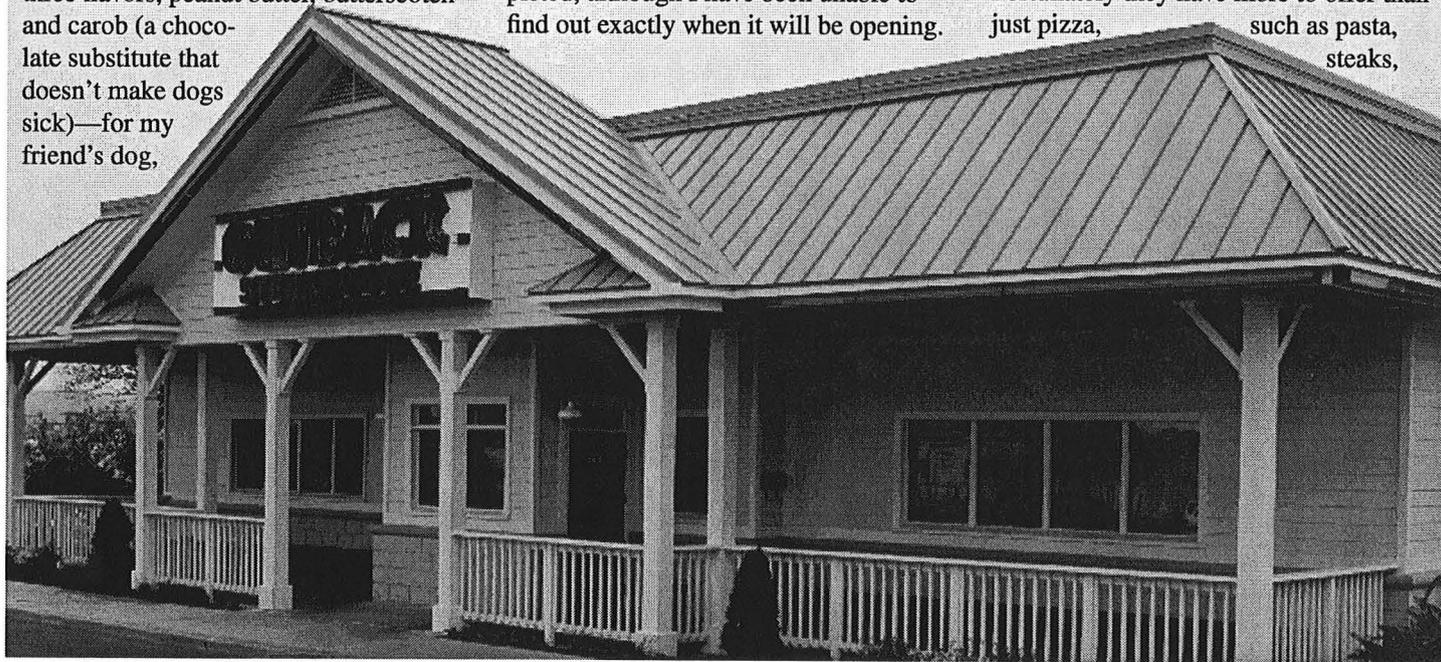
by Delia Webster

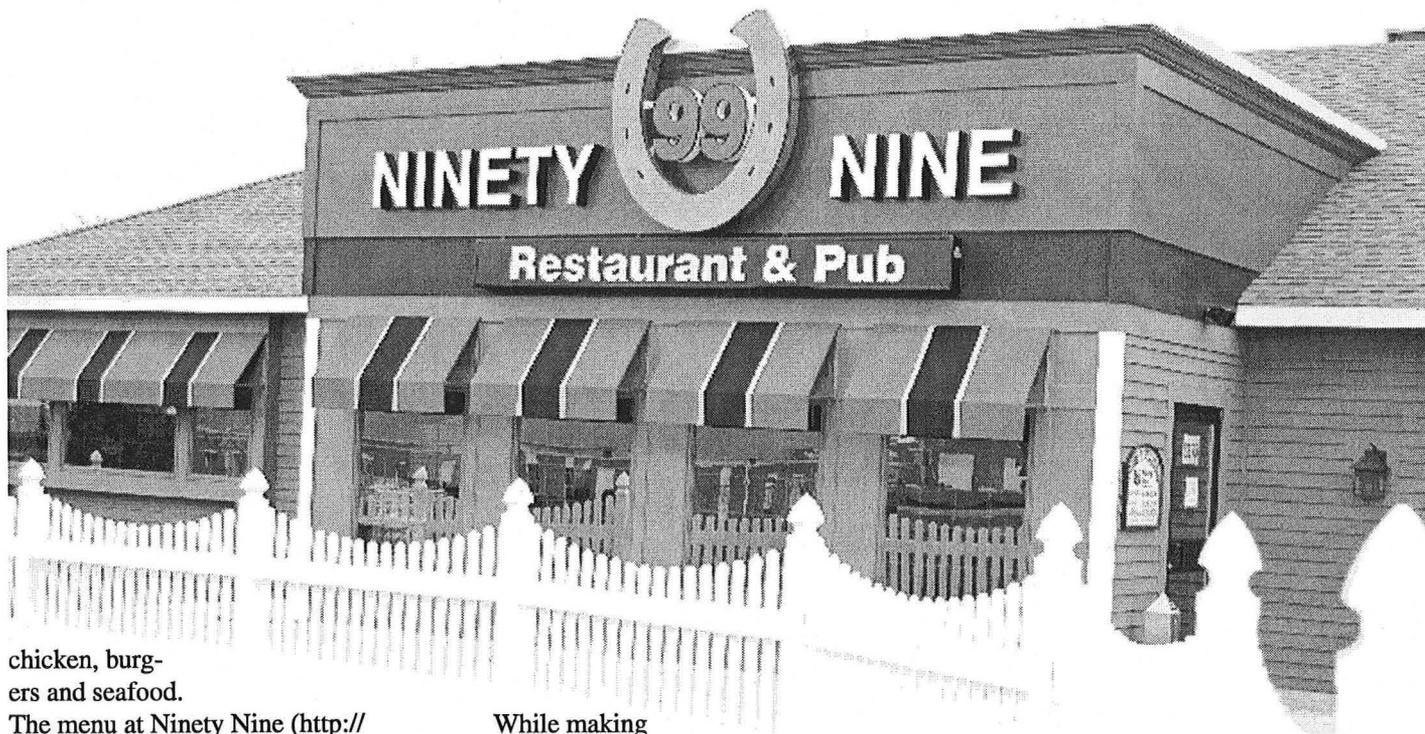
Every time I go by this development on Clinton & Middle Settlement Road it looks busier. This weekend was no exception. I noticed a new store right next door to the Cold Stone Creamery, which hadn't been there when I last visited that establishment, with a “Grand Opening” sign on it. The new store is called Maxie Biggz, a dogs-only pet store. They sell many breeds of puppies, dog accessories, dog-themed human accessories such as T-shirts and lunch boxes, and a variety of high-end fancy dog treats. I had an opportunity to get a canine perspective on some of these treats. I couldn't resist—just had to get a frosted biscuit in each of three flavors, peanut butter, butterscotch and carob (a chocolate substitute that doesn't make dogs sick)—for my friend's dog,

Tosh. Tosh gives them two paws up! Of course, at forty-nine cents each for the smallest size biscuit, Tosh will enjoy them as often as I plan to enjoy Cold Stone ice cream—for birthdays and graduations only!

Two more stores have yet to be occupied in the strip that houses Cold Stone and Maxie Biggz. Construction is also moving right along on two new restaurants in the development, Uno Chicago Grill and Ninety Nine (99) Restaurant & Pub. So far, Uno is just a cinder block shell with a sign proclaiming “Opening Fall 2004.” 99, on the other hand, looks nearly completed, although I have been unable to find out exactly when it will be opening.

Uno Chicago Grill (formerly known as Pizzeria Uno, <http://www.pizzeriauno.com>) features “Chicago Style” deep-dish pizza, as well as thin crust pizza, in some exotic flavor combinations such as Chicken Fajita, “Spinoccoli” (with spinach & broccoli), Chicken & Wild Mushroom and “Artipeggio” (with artichoke hearts & eggplant). Of course here in the Utica area, which certainly appears to have more pizzerias per capita than anywhere else in the world (according to my own unscientific observation), a pizza place had better have some interesting offerings if it hopes to compete with the many fine locally-owned establishments. Fortunately they have more to offer than just pizza, such as pasta, steaks,





chicken, burgers and seafood.

The menu at Ninety Nine (<http://www.99restaurants.com>) consists mainly of steaks, ribs, chicken and unique seafood dishes like the "Lobster Roll" and "New England Scallop Pie." They are also on the low carb bandwagon with several selections in this category. Among their unique offerings are "Lunch Box Express" dishes which are meant to be served up quickly for lunch hour, and "Crowd Pleasers", several of their most popular concoctions in portions intended to serve 4-6 people.

While making my rounds of The Orchard I also drove by the new Gander Mountain (<http://www.gandermountain.com>) store. Gander Mountain is a large retailer of outdoor sporting goods such as guns, fishing equipment and camping gear. The store appeared to be open—there were about a dozen cars in the parking lot, the lights were on and the inside looked fully stocked—but on the door was a sign that said "Opening Oct. 1."

Apparently a lot more businesses are expected to move into the area. The bulldozers and backhoes keep digging up and leveling off more and more ground. I'll keep you posted as I find out more!



Sharin' With Sharon

The Factory Times' new advice column

Hello fellow students! My name is Sharon R. Payne. I have been a "professional student" here at SUNYIT, and the School of Hard Knocks, since before you were born! Are you having problems with a professor, a fellow student, a roommate, or other school situation? Whatever it is, I'm sure I've been there & done that—or at least know someone who has! Write to me here at the Factory Times and I'll have something to say...

I'm officially open for business now, and I'd like to tell you a little more about some of my areas of expertise where hopefully I'll have some words of wisdom to help you. Is your professor a weenie? Are you having problems with some administrative policy wonk? Do you have a roommate from hell? Or maybe you don't know what you want to be when you grow up? (I've got lots of experience with this one, being that I've been a student since dirt was still a rock and haven't figured that out for myself yet!)

But before we get down to business with these issues, I want to be right upfront about a couple of areas where you will

get absolutely no sympathy from me, so don't even bother writing in about them:

"There's nothing to do at this school/no social life/too much apathy/etc.!!!" What kind of cheese would you like with that w(h)ine? I have lost count of all the really good programs—performers, presentations, comedians, etc.—this school has hosted that had an audience of a dozen people or less. Where were YOU when all this was going on?

Besides that, show me one student club or organization that isn't begging for new members! I'm reminded of a basic principle I learned in my Economics 101 class (which was about the time folding money was invented) called the "80 – 20 Principle" which said that 20% of all companies produce 80% of the goods, or something like that. I may not be quoting it correctly but the gist of it can be applied to student life: 20% of the students provide 80% of the "student life" on most campuses. The other 80% of the students sit home and do 100% of the bitching! If you don't like "apathy" stop contributing to it!!!

"The food in the dining hall is terrible!"



Three or four different entrees every day, plus pizza, burgers, salads, deli stuff, ice cream, etc...seriously, what more could you want? If you really can't find some form of acceptable sustenance in the dining hall, you need to move off campus and live on all the "Ramen Pride" noodles you can buy with your deposit refunds on beer cans for about six months— then we'll hear how many complaints you have about the food!

Other than that, my door is always open, so knock any time!



Students Speak Out On the War With Iraq

by Tammy Martin

The war with Iraq has left many students with mixed beliefs. My talk with SUNYIT students about the United States' involvement has touched on many areas. Students may support the troops, but may not believe in the cause or the reasons why the United States is still occupying Iraq;

Most students I spoke to expressed opinions against United States involvement and felt that the United States has lost too many lives over a cause that they do not believe in.

One student, Vicky White, says that she has mixed feelings. She believes that the United States should not be over in Iraq, but she is supporting our troops while they are stationed in Iraq. Aaron Perkins feels that the war with Iraq is being too drawn out. He believes that the United States spends more money on other countries than what

we should on our own country.

Students also are looking at the way that the United States became involved with Iraq. Noel Benoit stated "The war on Iraq was ill thought out. All possible outcomes were not anticipated. And no contingency plan was in place for the present situation."

Some students have serious concerns about our president's behavior concerning the war. For example, Joe Basi believes that George W. Bush should be impeached. "We should have never gone to war anyway. What war? Technically we are not at war. Show me the weapons of mass destruction. The WMDs."

There are students who believe and support the United States involvement and believe that the United States is sending the rest of the world a message.

Nicole Lips, for one, has very strong ideas about the United States and its occupation in Iraq. She states, "The war in Iraq is an essential part in keeping terrorists from attacking our homeland again."

Some students are curious to know what our troops have to say about being sent over to Iraq. How do our troops feel about following orders from the Commander and Chief of the United States Military?

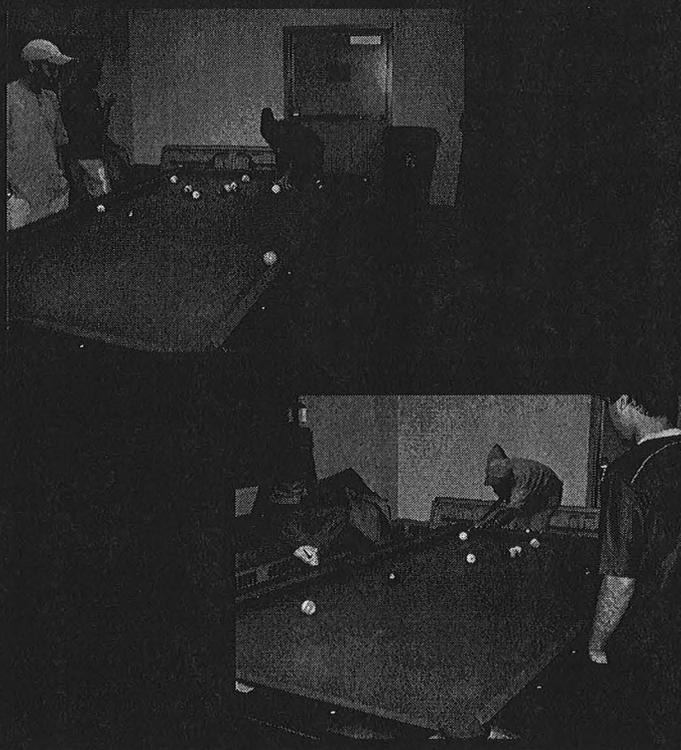
A following piece in this issue (page 24), views Iraq through the eyes of a soldier in the United States Army. We will go in depth on how soldiers feel about the United States involvement and what they would like to see as an outcome for the United States and Iraq.

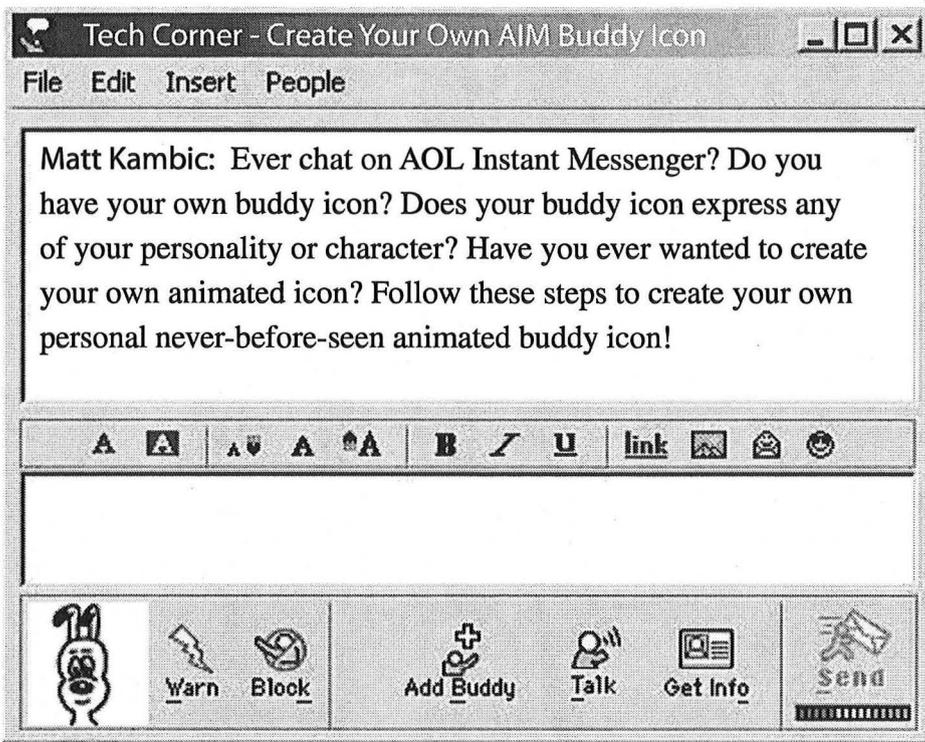


Pool Tournament

On Sunday, September 26, Pandey organized a pool tournament in the Adirondack Lounge. Sponsored by Hall Council, the pool tournaments have become a tradition on the SUNYIT campus,

bringing in a good crowd to each event. You can hardly walk by Adirondack's pool table without seeing a group of students playing. September's tournament brought ten of the campus' best teams together to compete for nearly five hours. After playing long into the night a champion was finally named at nearly midnight. Congratulations to the team of Rishit Shah & Rohit Radhakrishnan this tournament's winners.





users). If you don't already have it surf on over to www.prouser.org/rugs/U52/ download/mmsgifani/mmsgifani.exe and download the free program. Install and run the program and it will look like Figure 2.

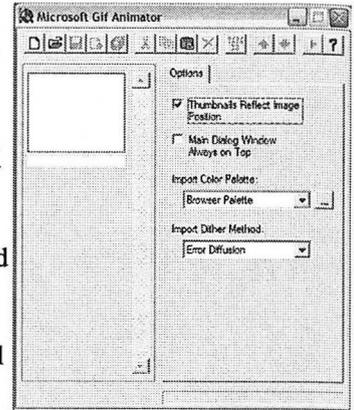


figure2

Open the first icon in the animation in the Microsoft GIF animator by hitting CTRL+O or clicking on the Open button. Drag or insert (CTRL+I) the rest of the pictures onto the Microsoft GIF animator until they are all in the program. Move any out of order pictures by selecting it and hitting the up or down arrows.

AOL Instant Messenger (AIM) is picky about the size and format of buddy icons. An icon is limited to a minimum of 15 pixels and a maximum of 64 pixels across and high. Microsoft GIF animator easily solves this problem since it can resize the

First comes the fun part! Open up your favorite paint program like MS Paint or Photoshop and create some art and let live your hidden artistic self! Or choose your favorite picture off the internet, a picture from a family vacation, or create several pictures that have slight differences so that you can animate them. Remember when creating an animated buddy icon to give each picture a sequential file name like a1, a2, etc.

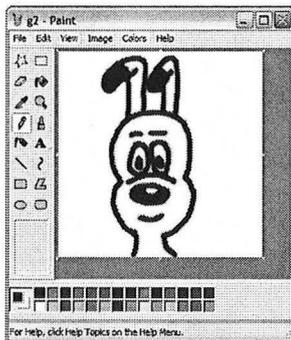


figure1

so you can remember the order later. For

8

my illustrative purposes I created several frames of a dog (see Figure 1).

To animate the icon we are using the GIF (General Information File) file format. From the pull down menus select "File" then "Save As...". At the bottom under "Save as type:" change the type to GIF. Choose a file name and hit save. GIF only supports 256 colors in a picture and it may have to throw out some colors in pictures with more than 256 colors. This is typical and necessary step to converting a file to GIF. Repeat all the previous steps for each picture in the animation.

Next, we need a computer program that can animate the many images you just created. I found that one of the best little freeware programs out there is Microsoft GIF animator (you are on your own Mac

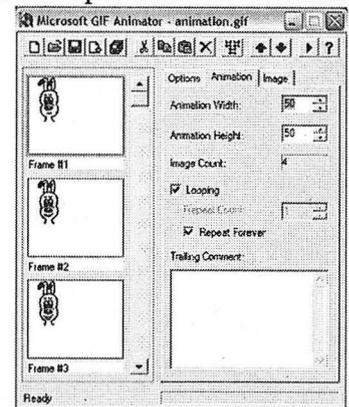


figure3

entire group of icons. Choose the animation tab and select an appropriate width and height. A typical size is 50 pixel across by 50 pixels high (see Figure 3).

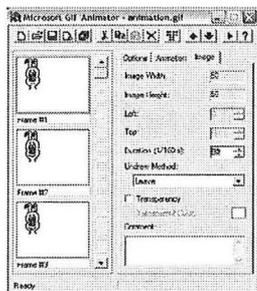


figure 4

Click the Image tab and then select an image to adjust the amount of time that individual frame or picture is displayed in the animation.

The time is listed in milliseconds so 100 of them equals one

second (see Figure 4). Click the loop box on the animation tab to specify how many times the animation will loop. Preview what it looks like by hitting the Play button or CTRL+R. When you are finished hit the Save button (CTRL+S).

Finally check the file size of the picture since AIM limits the maximum file size that a buddy icon can be at 7,168 bytes. Right click on the file itself and choose properties. Under the General tab it will list the "Size on disk". If the picture size is less than 7,168 bytes then your new buddy icon is good to go. Otherwise go back into the GIF animator and shrink the

pixels of the animation down or chop out a few frames.

The last step is to use the buddy icon in AOL Instant Messenger. In AIM click "My AIM", "Edit options", then "Edit Preferences" (or just hit F3). In the preferences click on "Expressions" on the right pane. Use the "Browse PC..." button to choose your new buddy icon. Congratulations! Your friends will be jealous, your fame will soar to far off nations, and good fortune will come your way you will just be real happy that you finished it yourself.



Vote OR Complain

(Choose only one)

submitted by Kattie Bepalko

I'll never forget my 18th birthday. I went out, bought some dollar lotto tickets, bought a cigar for my mother with my younger brother, then drove to the local post office so I could pick up my voter registration form. The date fell in the center of a streak of my closest friends also entering into adulthood. Dead center in a streak of proclamations stating how we could buy tobacco and porn, drive past nine, and vote. And of course, how it was especially cool on that day.

It really disappoints me how much our generation lost the feeling of how awesome that actually is, most losing it the day after their 18th birthday. No matter how many outlets are created with the sole purpose of roping youth into voting. No matter how many bands, movies, magazines, or TV programs voice a political agenda. Satire sites run rampant (my favorite of which being www.johnkerryisadouchebagbutimvotingforhimanyway.com.) No matter what people try to do to get the 18-25 demographic voting, our generation has one thing to resoundingly scream- "Apathetic!"

When I started asking around, I

honestly (apparently, naively) expected between 50% and 75% of the people I asked to tell me that they were voting. After all, you can't really walk through the dining hall here without hearing a politically based conversation. People talk about the government all the time, ranting and raving its pros or its cons, voices raised and fists shaking. People deal with scrutiny of their peers, saying things that won't exactly make them popular because, heavens forefend, they believe in something. People obviously feel passionately about whatever it is our government is doing.

I am sad to say that after asking almost everyone I talk to on a regular basis, semi-regular basis, or only when I absolutely have to, that no, I did not even get remotely close to 50% telling me they'd vote. I didn't even get one in four. I'm thinking one in every ten people I talked to was registered and prepared to vote.

I don't get it. I don't understand how the same people who get so mad that they shake their fists and raise their voices and generally act like they believe that politics have some bearing on their lives can just sit

by, and watch the election happen.

These are people whose friends have joined the military. If I was looking for a reason to join the voting minority, I think that would be a good place to start. In some way, shape, or form, any international policy brought into play by our government is going to potentially effect the lives of the youth who have joined the military, or the seasoned military officials who have been there a while. That's a lot of people. Let that sink in for a moment. All the people who aren't voting

That's not it. How about gun control? Or abortion? Terrorism? There are dozens of important issues. Whether or not you realize it, there's bound to be something that gets your goat. If you don't believe me, take a look at <http://www.issues2000.org/default.htm>. Yes, it says "2000". It's been updated for this election.

Go look. Don't be one of those people who can't care enough to vote. Because whether or not you like it, there's something there that matters to you. And that should be more than enough.



Fable has been one of the most anticipated games this year for the Xbox.

It was spoken of with the same mythical status of "Knights of the Old Republic in medieval times." And as bad news poured in left and right about how things were cut out of the game for technology's sake or for other reasons, many of us began to worry. Worry not, my friends: Fable is the game it's supposed to be. Does this mean that things haven't been cut out? Not absolutely sure- I, personally, never kept with the bad news coming in about the game. So I don't know what was supposed to be in it that wasn't. However, I can tell you of the game from the perspective of one who wasn't expecting the world, but still received something that made it worth my effort.

Earlier, I made a comparison to Knights of the Old Republic. Unfortunately, I found myself using KOTOR as a benchmark to put Fable up against, which I suppose is unfair. You will have to agree, though, that the

by Andrew Hookway

games are very similar in basic principle, if not in execution.

You begin the game as a little boy of about six, just before bandits come and destroy your little hamlet, leaving only you alive. Just before the brutality, you wander about, learning basic controls and facets of role-playing in

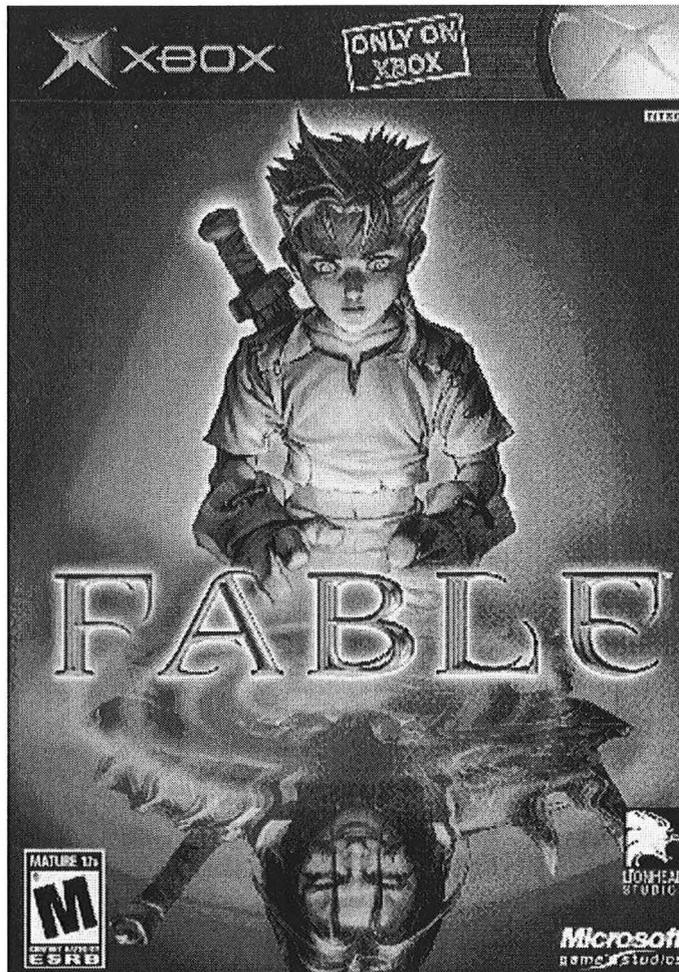
swers: yes or no. There is no middle ground. Also, it doesn't impact your affinity towards being good or evil. These two are fairly noticeable, and make a negative first impression. Fortunately, Fable recovers from this bad first round and, by the end of the game, delivers a fairly quick knockout.

Yes, you can choose to be either good or evil. Good, and your face becomes wholesome (though I found my character gaining scars for very little reason... I'll have to look into that). Evil, and you get darker, grow horns, and- at the very peak of evilness- your eyes will glow red. I played through once on the good path, and that is what I will mainly be reviewing in this issue. Look for a quick evil path overview in the next issue.

A very extreme level of minor detail has been added to the game. You lean into turns while running; little bugs actually fly around in full 3D. However, some of the character modeling- especially on the little kids- is off by quite a bit. It's certainly a style thing, and one that grows on you as you play the game. While straight dialogue with characters is yes or no, there is an added dimension: expressions. You can sneer, apologize, flex your arm muscles, burp, pass gas, taunt, and flirt. Flirting, depending on some of your stats (how attractive your character is falls in among those stats), can get many of the ladies in the game to love you. That, with many other little features such as buying property and buying cheap things here and selling expensively there, turn the game into a com-

plicated version of The Sims. Relationships can... go far. How far? Well, those working at Health and Wellness might be interested to know that the extreme attention to detail doesn't go far enough to debilitate your hero with STDs.

Of course, Fable is mainly a combat game.



the game. Two of the biggest flaws are displayed right here: the voice acting in the first section is off, something which gets corrected later on. However, the second problem is this: role-playing doesn't take the form of too many discussions. Any person you talk to has questions to which you are allowed two an-

The combat controls are fairly easy to master, because they feel natural. Attacking, blocking, rolling, and spells are all accessible through the natural resting place of your thumbs on the controller (at least, on the classic Duke controllers. I don't know about the Controller S's). Experience is gained by picking up orbs that the enemies drop, times a multiplier which you build up with successive hits. You can then spend that experience later- you don't "level up" at a certain amount, but experience acts a lot like money, where you can go back to the Guild of Heros (for such a great game, you think they could be a little



more original with that) and spend it on skills such as Inflammation, Accuracy, and Toughness. The only annoying part of the combat multiplier is this: the Guildmaster will sometimes speak to you through your Guild Seal, which has him butting in sometimes. Most annoyingly, you hear him saying, "Try getting your combat multiplier even higher," even when you are not in the middle of a battle. The effect is horrifyingly similar to the worst line ever uttered by David Scully; anyone who's ever played the game Azurik: Rise of Perathia will know who I'm talking about when I say that annoying line from that game: "Press the

A button to continue your quest." Just as annoying, and sounds exactly the same. Cutscenes between periods of time are done very well. The burning of your home, being awarded the prestigious title of Hero (...yeah...), being locked in a prison for a year, and getting married are all done in a wonderful fresco-style wall painting that you can revisit at any point to look at- your entire life can be laid out in wall paintings in the Chamber of Fate in the Guild.

Fable has a respectable plot. It's nothing terribly new, but the presentation is fresh, and the way it is done makes it unpredictable. I won't reveal anything, as the plot is one thing that keeps you at the TV for hours on end, but suffice it to say that the presentation and the voice acting (especially later in the game) make playing an experience where you lose hours of your life. The amount of time you spend on

the game can vary a lot. I spent less than 15 hours rushing through it, but I skipped many of the side quests that help to flesh the game out. I could have easily spend twice that time, and after the credits you can continue playing, enjoying your life, your wife, you home, and destroying random enemies. And kicking chickens (one of the tracked stats- it's unbelievable how much is tracked in those statistics).

Technical Breakdown

Developer: Big Blue Box/Lionhead Studios
Publisher: Microsoft Game Studios

Gameplay: Controls are very easy to learn. There are many different choices to make, and almost everything you do affects stats such as affinity to good or evil and attractiveness. The in-game map can be a bit confusing, and gets only slightly better as the game goes on. 27/30

Sights: Amazing. Some models are a little off, especially early on with a bad first impression, but it is quickly cleaned up into an immersing atmosphere. Many of the in-game effects are well done, and only minor issues presented themselves. 22/25

Sounds: After the first bit, voice acting quality increases to something that is refreshing to listen to. Weapon clashes sound real, even with fire and lightning enchantments added on. Ambient noise and music is pleasing without being intrusive. 22/25

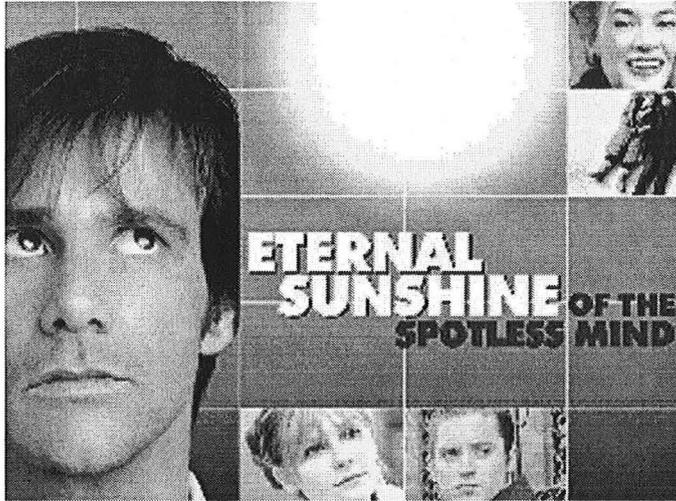
Originality: If Fable hadn't been delayed as much as it had, I might have been able to score it higher on this scale. It is a grand effort, but it does show many borrowed aspects from many different genres. 16/20

Addictiveness: Once again, this was a 15-hour job that could have easily been double that. I plan on going back within the next two weeks to bring you an evil path evaluation addition- I could have for this issue, but I can only do so much power gaming at once. 9/10

-86%-



MIKE Lisi's Must Sees



Alfred Lord Tennyson once said, "Tis better to have loved and lost than never to have loved at all." I think that just about everyone has heard the saying before, whether they believe its meaning or not. Relationships begin and end. It happens all the time, and breaking up is never an easy situation for anyone (or maybe sometimes it is). But what if it were possible to completely forget about your old boyfriend or girlfriend completely? Do you think that you would want to remove that person, and all the memories from the time you shared with them? With *Eternal Sunshine of the Spotless Mind*, Charlie Kaufman (Writer) & Michel Gondry (Writer/Director), give a unique perspective into that possibility. In the movie, there exists a company called Lacuna Inc. that a person can go to remove someone from their memory. Lacuna uses a sort of memory mapping system to electronically find and delete specific memories. *Eternal Sunshine* is one of those movies where afterwards you actually have to think about it, and eventually you come to realize how great it actually was. Most of the movie takes place in the mind of Joel Barish (Jim Carrey), as

10/10

"How happy is the blameless vestal's lot!

The world forgetting, by the world forgot.
Eternal sunshine of the spotless mind!
Each pray'r accepted, and each wish resign'd,"
-Alexander Pope

If you're looking for bonus material:

- * Deleted Scenes featuring Jim Carrey
- * A Look Inside *Eternal Sunshine of the Spotless Mind*
- * A Conversation with Jim Carrey and Michel Gondry
- * Feature Commentary with director Michel Gondry and screenwriter Charlie Kaufman
- * Polyphonic Spree "Light & Day" Music Video
- * Commercial for Lacuna, Inc.

he is erasing Clementine (Kate Winslet) from his memory. The memories are erased in a reverse fashion, so the viewer sees bits and pieces of the relationship starting at the end of it. The last few memories (first to be erased) are mostly of Joel and Clementine being bored with their relationship and being miserable, and as they are being erased, Joel is happy with his decision. However as the procedure progresses along, Joel comes across memories that he didn't really think about but were very meaningful to him that he'd rather not erase. There's one that takes place under a blanket that I thought was really well done. Joel then tries to save the memories that he still has with Clementine, before she's gone completely. I've decided that this movie is very near the top of my all time list of favorites. There's really nothing didn't like about it. Jim Carrey and Kate Winslet performed (in my opinion) at an all-time best, and the concept and the way it was presented felt very genuine, which has been rare lately in movies.

So, going back to my original question, would you erase someone completely from your memory, or are there times that are worth saving?

ON SEPTEMBER 24,
EVERYTHING
YOU'VE EXPERIENCED
EVERYTHING YOU'VE KNOWN
NEVER HAPPENED.

THE FORGOTTEN

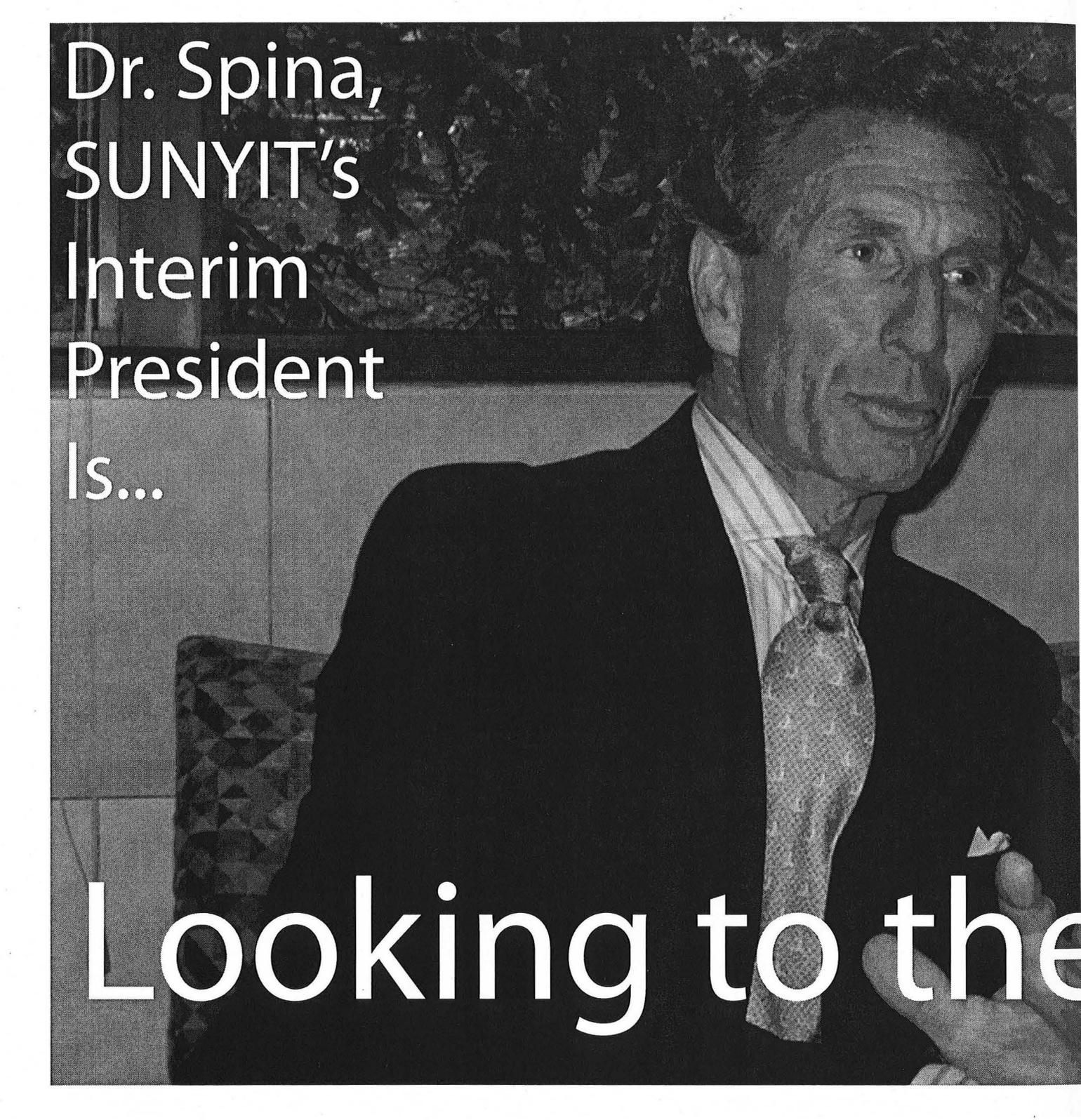
REMEMBER

Enter the life of Telly Paretta. She's been grieving over the loss of her son, with the help of her psychiatrist (Gary Sinise). Telly (Julianne Moore) believes that her son Sam, died in a plane crash fourteen months ago, but suddenly everyone, including her husband, is telling her she's crazy, and that her son never existed. Telly is determined to prove them wrong, and in the process discover the real truth of what happened. Telly teams up with Ash, who also lost a child on the plane crash, although he didn't remember her until Telly came along. Together Ash and Telly repeatedly escape government officials and use some social engineering tricks to slowly piece together the truth, in hopes of finding peace.

The Forgotten is by no means a new concept as far as movies go, but I was pleased with its result. It has the normal twists and scares that go with movies in the drama / thriller category. I was considerably disappointed with the performance of Anthony Edwards (Telly's husband in the movie), who gave a mediocre performance at best. Aside from that, the rest of the acting was pretty decent, save for a few unrealistic responses to situations that occur (I don't want to give anything away). I had a few

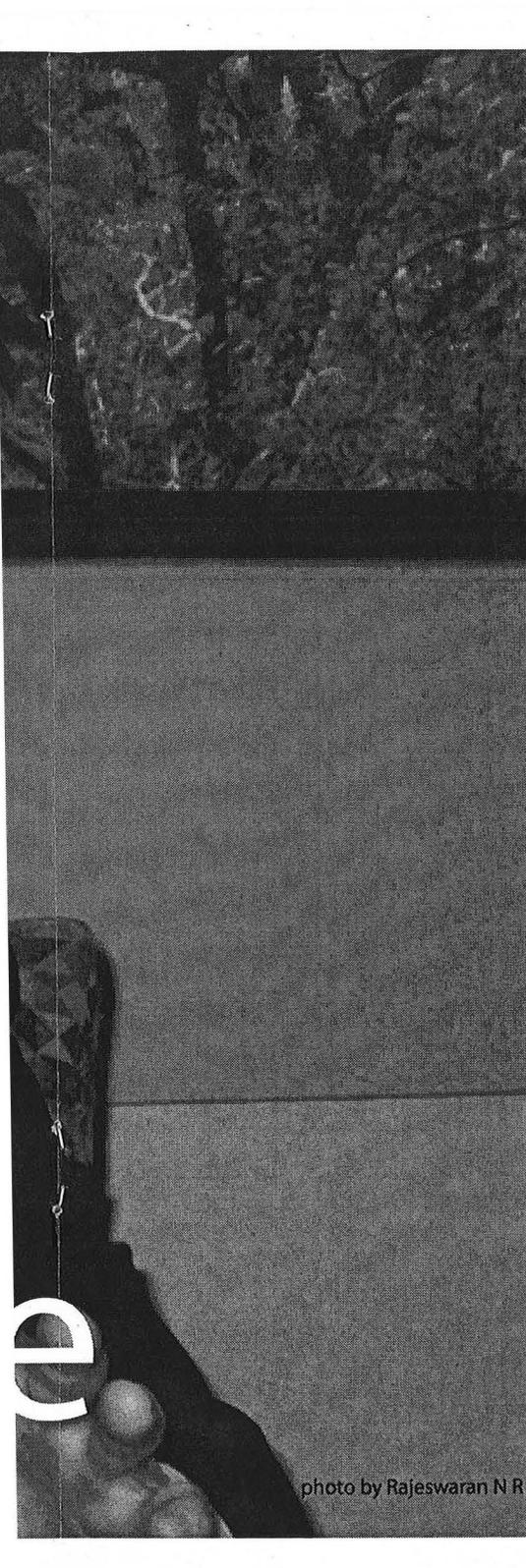
issues with different parts, but overall I was pleased, and if nothing else, the movies worth at least a weekend rental, especially if your in for a few scares. Worth the money.

7
OUT
OF 10



Dr. Spina,
SUNYIT's
Interim
President
Is...

Looking to the



S new president looks forward to the future. Born and raised on Manhattan Island, Dr. Peter A. Spina is a man of action. And that is just what President Spina is doing, putting plans in motion for the future of SUNYIT.

Dr. Spina moved from the hustle and bustle of NYC to rural central New York, starting his education and earning a series of positions and awards. Dr. Spina focused his career around the community colleges while earning an A. B. in English and an M. A. in Speech at the University of Albany. Dr. Spina also earned his PhD in Higher Education Administration at New York University.

In 1999 Dr. Spina founded the Institute for Community College Development at Cornell University and ran the institute until 2003. Now Dr. Spina is focusing on the smallest community college that he has worked for in his professional career as an academic leader, SUNYIT.

Dr. Spina is first and foremost an interim president; as such, he has big plans to move SUNYIT into the future. Dr. Spina would like to make a head start for SUNYIT's next president. He states that it is important for him to understand

where SUNYIT is going. Dr. Spina has looked internally at SUNYIT and is learning from its past to make effective changes for the future. Dr. Spina plans on making several changes to the image of SUNYIT and its role in the community and as a university.

"We need to do some things, not just talk about some things," Dr. Spina emphasized. He believes that in the past, SUNYIT has relied on other colleges for its student population. Dr. Spina says that it is very critical for the future of SUNYIT to build its enrollment. Dr. Spina will aggressively promote recruiting student markets. He feels that SUNYIT needs to look for other student cohorts.

Dr. Spina has been meeting with SUNY officials in Albany about the future of SUNYIT. Promoting SUNYIT's growth has gotten positive feedback from the SUNY Chancellor, Robert King.

Dr. Spina wants students to have a pleasant learning experience here at SUNYIT. He believes that the faculty and staff of SUNYIT is one of the best and is an important part

continued on next page

e Future

by Tammy Martin

photo by Rajeswaran N R



photo by Rajeevaran N R

college, and its faculty and staff. Dr. Spina proudly comments about the quality of the professors at SUNYIT, and how remarkably well they work with students. By marketing this, Dr. Spina also explains that enrollment will increase.

When asked about obstacles to accomplishing the goals set for SUNYIT, Dr. Spina believes that they are few. One is the fact that certain degree programs have a higher enrollment of male students than females. He believes that this may prevent growth in these particular programs. He also feels that SUNYIT is operating at a “deliberate” pace, and in order to grow, it must accelerate its pace by promoting itself within the community and focusing on its positive aspects.

In all, Dr. Spina is very optimistic on the future of SUNYIT. The most important thing that he wants the students of SUNYIT to know is that he is approachable. He wants the students to know that Interim Presidents can get things done. He looks forward to students’ input. And finally wants them to know, in his own words, “I’m here.”

of the learning experience. But there are other much needed programs to aid new and existing students. These programs are:

- Student counseling programs
- Student support
- Training programs
- Student clubs and activities
- Athletic programs

Dr. Spina is also focused on bringing new academic programs to

SUNYIT and he believes that the process of adding new academic programs needs to be accelerated for SUNYIT’s growth. Meeting with the faculty to develop more programs takes time, but is a necessary step. Dr. Spina is now looking for ways to accelerate the academic growth of the college.

Growing academically is one of the steps that SUNYIT must take to become a regional

college, which Dr. Spina is moving toward. To do this, Dr. Spina explains that the college must overcome the economic issues it faces. SUNYIT would earn its self-sufficiency by becoming more involved within the community. If the college worked more with the surrounding businesses, those businesses would bring economic support to SUNYIT and

SUNYIT’s increased involvement in job fairs and other events with

surrounding businesses will do this. He would also like to add more buildings, more student lounges and gathering places.

Overall, Dr. Spina is accentuating the positive aspects of SUNYIT. The college is based on technology, which Dr. Spina says is the college’s driving force for the future. Other positive aspects of SUNYIT that Dr. Spina points out are its safety, the ambience of the



“ I ’ m here ”

Elliott Smith cd Preview

And now I'm a crushed credit card registered to Smith, not the name that you called me with . . .
--Elliott Smith, the biggest lie

The music world, or at least a small part of it, was stunned last year when Elliott Smith died. Smith was found dead in his apartment in Echo Park, California, of what appeared to be self-inflicted stab wounds. One year later, amid ongoing speculation that Smith might not have died by his own hand, a fifteen song CD is being released on the AntiC records label. This label did not produce any of Smith's music while he was alive. In fact, Smith's last CD, Figure 8, was his second produced by a major label, Dreamworks. Figure 8 had been well received, and five years earlier Smith had garnered an Oscar nomination for several songs that were part of the Good Will Hunting soundtrack. The movie had introduced Smith's work to a new audience, and longtime fans were pleased that Elliott was gaining some recognition for his hard work.

So things were looking up for Elliott Smith, but there were always complications. When he died he had apparently made great strides against his ongoing addiction to heroin and other substances: toxicology results revealed no illegal substances in his body. His latest CD had been complete for quite some time, but there were rumors that the label had told him it was too rough and to take it back and rework it. Figure 8, released in 2000, had been a departure from Smith's earlier sound; songs on other CDs like either/or and the self titled Elliott Smith had been more introspective and low fi. Figure 8 was rich and orchestral in ways that led Smith fans to call it overproduced. But like all of Smith's music, it was, in this writer's opinion, good work.

To his fans Elliott Smith was much more than a musician. He represented a way of life in song that we could see and learn from, in part because his images were strong and forceful and because things never seemed to come easily to him. Songs with intense melodic quality often had lyrics that were disturbing in their candor about drugs, love

and societal situations. Smith lived a life of hard work, whether in Portland, Oregon or New York City, and it showed in his music. He was a local writer of sorts; lines in songs like Alameda and Alphabet Town talk about situations and encounters in the cities he lived and worked in.

About Portland he wrote

They asked me to come down and watch the parade/
and to march down the street like the duracell bunny/
with a wink and a wave from the cavalcade/
throwing out candy that looks like money/
to people passing by that all seem to be going the other way/
said won't you follow me down to the rose parade?
A Rose Parade@ from either/or

And

Now on the bus/ nearly touching this dirty retreat/
Falling out at 6th and Powell/ a dead sweat in my teeth . . .
A needle in the hay - from Elliott Smith

Of New York he wrote

All I ever see is things of her that you left lying around/
it's all I ever see around here/ she kicked new york like a curse/
and you traced her footsteps in reverse back to Queens
A Good to go
-from Elliott Smith

And

I'm a color reporter/ but the city's been bled white/
and the doctor orders drinks all night to take away this curse/
but it makes me feel much worse/ bled white/so I wait for the f-train/
and connect through a friend of mine/ to a yesterday dream
Abled white
-from XO

When he wrote about love, his genuine nature shown through

I'm in love with the world through the eyes of a girl/
who's still around the morning after/ we broke up a month ago
and I grew up I didn't know/ I'd be around the morning after/
it's always been wait and see/ a happy day and then you pay/
and feel like shit the morning after/
but now I feel changed around and instead of falling down/
I'm standing up the morning after.
A say yes from either/or

Portland Oregon's underground newspaper, Willamette Weekly, did a story on Smith after his death, which Mark Baugartner began with these words: AA city is lucky to have a musical icon. An artist who, for a brief time, embodies the unique urban history of a place, while adding chapters to that history. New York had Lou Reed in the 1960s, Detroit had Iggy Pop in the early 1970s, Seattle had Kurt Cobain in the early 1990s. And up until last week, Portland had Elliott Smith. For some Portlanders, Smith's name might recall a simple, beautiful song from a sentimental film some years back. To others, Smith's tales about living on the margins of misery captured the city's dark side, while his gritty realism delivered beauty, too. Even though the musician left Portland five years ago, each song he has written since contains a new piece of history for our town.

There was a lot more to Elliott Smith than his music, and contrary to some press he was not just a junkie musician looking for a way out of his problems through fame and notoriety. He was a socially conscious man, who started a charitable foundation for children who are victims of abuse. In the last interview he gave before his death, Smith told undertheradarmag.com that although the foundation had been dormant for a year, he was making it his number one priority. Today the Elliott Smith Foundation has been taken over by family members. You can learn more about the foundation by visiting <http://groups.yahoo.com/group/esmemorialfund>. Smith started the foundation because he saw a need and wanted to address it. He didn't have any corporate sponsors; he just gathered money from those who were interested in helping others.

I've been listening to Elliott Smith for about six years now, and I still remember the first time I heard his songs. The effect was stunning: a sweet yet strong voice that was a little hard to hear at times, but that made me want to hear more. Ben, who had followed Smith's career from back when Smith and Neil Gust were the band Heatmiser, sat and grinned as I began a new musical chapter in my life. After keeping Ben's CD too long, I

scraped up the money (this was during graduate school) to buy Smith's CDs. Years later I still listen to every one of them and songs like The Biggest Lie and Clementine still seem new to me even though they bring the comfort of the familiar now and memories of times passed.

I was fortunate enough to see Smith live in Salt Lake City several years ago. I was surprised by the diversity of his following. There were the usual indie kids, those you'd expect to be at such an event. But there were guys that looked like they belonged at a fraternity meeting sitting right in front of me. I assumed they were just there to drink beer as I stood resentfully in back of them, but when Smith finished several songs, they started shouting out requests, and they knew the music. One guy asked for Alphabet Town so many times that Smith finally played it, apparently to shut him up. The point is they knew the music, these guys who on the surface looked like they should be light years away from someone as unassuming as Elliott Smith.

That night Smith was shy, and at first he smiled little, only revealing small grins between songs when he thanked the audience for their applause. He came alive when he was in the songs, and then I just closed my eyes and listened. He wasn't animated by any means; he was as reserved as I'd expected and more polite than I'd expected. Never awkward though, Smith just seemed like a nice, shy guy who was glad people had come to hear him play. It later years, some shows didn't go so well. After an intense bout of rehab, Smith sometimes had trouble with short-term memory and energy deficits became a problem during some shows a couple of years ago. But according to all reports, he was doing better last year, filled with optimism about a new recording studio he was building in the San Fernando Valley, and ready to get back on track with the new CD.

Elliott Smith won't see the release of his latest CD, which comes out on Oct. 19, 2004, and which bears the title from a basement. One song Twilight can be heard on the official Elliott Smith website, www.sweetadeline.net through the link twilightmp3, and I'm sure others are out there on the Net, or there will be soon. Smith's comments about eight of the new songs can be read along with the underthearadar interview at the website listed below. If you listen to twilight and you like it, take some time and listen to the old stuff, too. Elliott Smith had a rich and long musical history,

from the time he started he started Heatmiser in the 1980's to his death on , Oct. 21, 2003. Those who followed his career were happy for his successes; we felt how hard it was for him sometimes, and we appreciated the good work he did both as a musician and as a human being. We will miss him.

Sources used for this article include: www.sweetadeline.net, <http://www.wweek.com>, <http://www.undertheradarmag.com>, either/or, XO, Elliott Smith



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Give It Some

"Do the thing you fear
the most and the death
of fear is certain."

-Mark Twain

Thought

Sports



by Matt Woodman

The SUNYIT women's volleyball team is still on the hunt for its first win of the season. Coach Huntley says that he can see improvement among the girls, but with two sophomores, six juniors and only one senior, experience is hard to come by. Liz Crawford is the lone senior on the team and is also the team captain. "She shows great leadership skills as well as great volleyball skills," said Coach Huntley of Crawford, "she is great with the girls and does everything she can to be successful." Coach says that the rest of the season is going to be tough but with the girls improving game by game he is looking to pick up some wins and begin to build a strong program for the future. He is currently

recruiting and looks for SUNYIT women's volleyball to spark at some point within the next few years. GOOD LUCK GIRLS!

The SUNYIT baseball team went 2-1 on its one long day of competition with wins over UC and JCC while dropping the middle game of the triple header to HCCC. The wildcat's showed that young doesn't necessarily mean bad by getting strong performances from a young infield and outfield while also getting brilliant performances from the returning players on the team. Coach Edick is excited about the new additions as well as the play from the returning group. He looks

forward to watching the team come together as it seems that everyday they are improving as a unit. The team will finish out the fall with a few inner-squad scrimmages and drill work but come spring time, this talented group of young men will begin their quest toward not only a birth in the SUNYAC tournament, but a SUNYAC championship.



The Factory Times is looking for a Sports Writer. Contact us at ftimes@sunyit.edu if you are interested

SUNYIT Career Fair scheduled for October 21st

Hundreds of students, alumni and other job-seekers will join more than 65 employers at SUNYIT's Career Fair 2004 Thursday, Oct 21, 12:00 pm to 3:00 p.m in the Campus Center gym.

Career Fair provides an opportunity for students, alumni, and employers to meet informally. Students and alumni have the

opportunity to learn more about prospective employers while employers have the opportunity to meet students and alumni interested in securing internships and/or summer, part-time, and full-time employment.

Career Services needs student volunteers. If interested, stop in Career Services asap and sign up. Career Services assistant director Robert Palazzo notes, "Each year, employers comment on the wonderful service provided by the student volunteers. It is no wonder the employers return to participate. A minimum of two hours will get you a line on your resume".

Among the employers recruiting at Career Fair 2004 are: BAE Systems, Eversan Incorporated, Fiber Instrument Sales, Masonic Care Community, Orion Bus Industries, Resource Center for Independent Living,

Clough, Harbour & Associates, Community General Hospital, Dolphin Technology, Lockheed Martin, NYS Department of Transportation, Northland Communications, Rome Research, D'Arcangelo & Co, St. Elizabeth Medical Center, Oneida Indian Nation, and Utica National Insurance Group.

"Increasingly, employers are relying on Career Services as a resource for experienced professionals in addition to the more traditional entry-level hires," says Career Services assistant director Robert Palazzo. "Alumni interested in attending Career Fair will find employers offering professional advancement as well as opportunities to make a career change."



I first heard of the group "Enigma" on a TV commercial for this album. It was one of those things where I looked at it and said, "I need to get that." Enigma's unique blend of chants and opera with modern beats sucked me in with a style that is altogether new. Enigma is chiefly name up of one man: Michael Cretu. He studied classical music when he was younger, but set out to make something altogether new. Throwing out old conventions, he made the album "MCMXC A.D.", which released in- you guessed it-

the feel of older technical drawings (think Leonardo DaVinci) and occasional words of wisdom. Very classy-looking cover art and a tasteful interior. Once you pop in the CD, you find that the first track is actually a one-minute segue into the rest of the music- and this is where the real fun begins.

Trying to qualify each and every track on the album is a waste of time and space- each has too many intricacies to name, and at the same time each track is more representing of a mood than any idea from lyrics. The lyrics themselves are mostly in

English, though heavily processed, and some are in Latin (and that's without the chants that are in the background of many of the songs).

The first actual song on LSD is "Turn Around", a new single for the album.

It introduces you to Cretu's style of classical music in the background of a heavy hand on the synthesizer (what good European group is without one of those?).

It might come as a bit of a shock, but by the end of the track, you're used to it, and are ready for Enigma to pull out the big guns.

The next track is called "Gravity of Love". In

addition to the lyrics and singing, the main distinction of "Gravity of Love" is the best adaptation of Carl Orff's "O Fortuna" from Carmina Burana I've ever heard. You know, one of those grand-sounding pieces that are appropriate for a charging army in a dire time? The rest of the song is a great compliment or Orff's masterpiece.

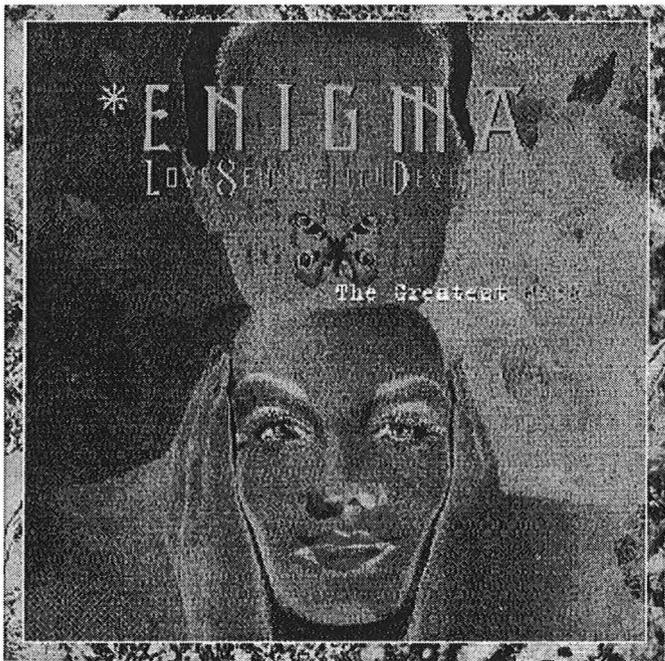
The other great song on LSD is "Return to Innocence". Again, it's not so much the lyrics as the background sample. Not that the lyrics are bad,

New Age

Spin on Old

Age

Chants



1990. Since then, he's turned out many more albums, all with that unique blend.

Love, Sensuality, Devotion is Enigma's greatest hits CD. Cretu has taken his best songs from his four previous albums and remixed them, with new song transitions, and blends them all together for yet one more unique feel.

18 tracks occupy the CD, which sells for \$13.99 at Best Buy. When one first picks up the case and looks through the leaflet, they are met with numerous illustrations with

mind you- no, they are fairly good- but they are overshadowed by Kuo Ying-Nau and Kuo Hsin-Chu's "Jubilant Drinking Song". A traditional song of the Ami Tribe in Taiwan, "Jubilant Drinking Song" is a cheerful piece that provides the framework for the highest emotional state on the album.

"Sadness (Part I)" is Enigma's first single, well represented on LSD. It mixes a more traditional Gregorian Chant with dark French lyrics in an ominous reference to Marquis de Sade, an infamous French novelist (and the origin for the word "sadism"). While not re-



ally depressing, it does a certain, darker feeling. The mixing in "Sadness (Part I)" manages to convey the depressing feeling while still keeping spirits up, again through a unique blend of chant and European beat.

There are many more pieces on LSD, all of them worth listening to. If you pick up one Enigma CD, this is the one. And with its price going down with the new album Voyageur, this is also the time to get it.

Originality

Music: Although Enigma samples many chant and opera pieces, they mix them with new music in such a way that the sound is altogether new. For many people, the new arrangement of some of the pieces sampled within the tracks of Love, Sensuality, Devotion may be better than the originals. The sections of songs that do not have samples in them feature fully unique music composed completely by Cretu himself. 4/8/60

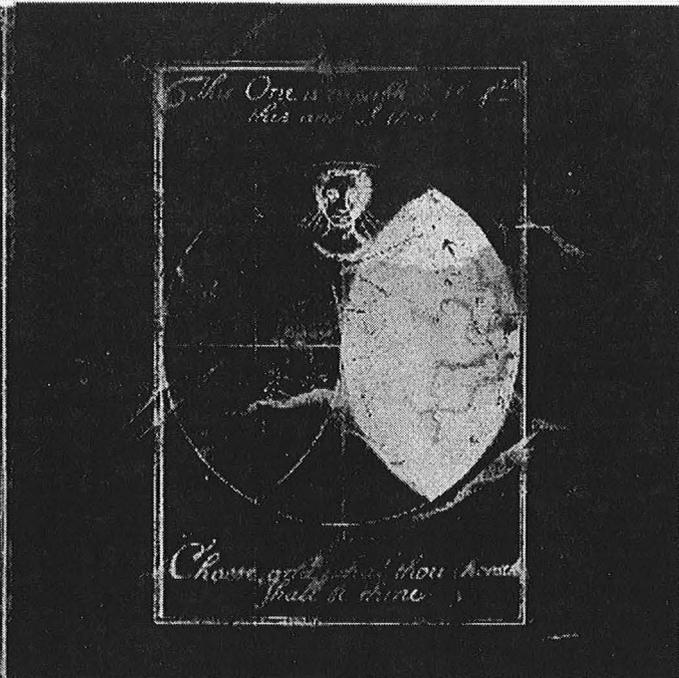
Lyrics: The lyrics in LSD are not meant to be listened to for meaning so much as to reinforce the mood lay down by the music. In this purpose, they excel, whether they be in English, French, Latin, or whatever. 17/20

Addictiveness: LSD will hook you with chants and keep you with everything else. Even if you are not a fan of chants, you should give the album a listen; I guarantee that you'll find something that you'll like. 17/20

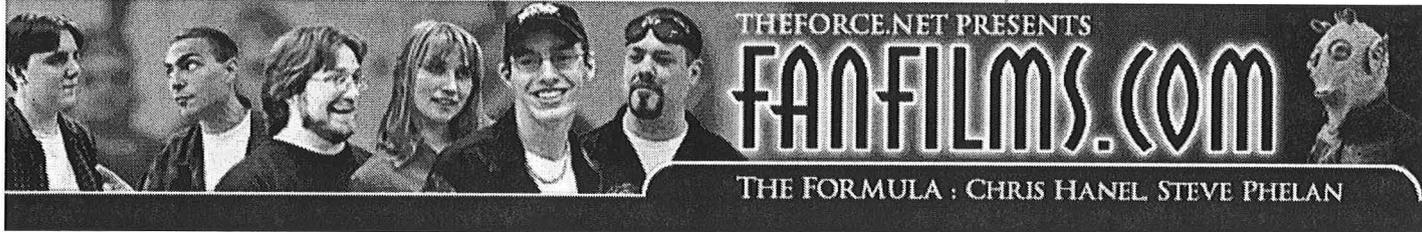
-82%-



Track List	Length
The Landing	1:05
Turn Around	3:51
Gravity of Love	3:58
T.N.T. for the Brain	5:17
Modern Crusaders	3:53
Shadows in Silence	4:19
Return to Innocence	4:15
I Love You... I'll Kill You	8:01
Principles of Lust	3:08
Sadness (Part I)	4:15
Silence Must Be Heard	4:46
Smell of Desire	4:32
Mea Culpa	4:31
Push the Limits	3:48
Beyond the Invisible	4:50
Age of Loneliness	4:10
Morphing Thru Time	5:25
The Cross of Changes	2:15



by Andrew Hookway



THE FORCE .NET PRESENTS

FAN FILMS .COM

THE FORMULA : CHRIS HANEL STEVE PHELAN

by Andrew Hookway

I first came across fanfilms.com while I was looking for light saber choreography tips. I had unwittingly Googled to a tutorial on the site that gives you many, many tips for creating fight choreography for film. Okay, I thought to myself, interesting enough. It wasn't until later that I actually looked at the rest of the site.

And boy, was I missing a lot. I finally went to the main page, and was greeted with a page that overwhelms you with information but is easy to take in. The main page of fanfilms.com consists of rotating banners at the top for the films hosted on the site. Your eyes are immediately drawn to three thumbnails of "Featured Projects"- the three most recently released films. Surprisingly, there are so many filmmakers that these change on a monthly basis.

Navigation is very simple on this page. Each of the "Featured Projects" links leads to the film's page on the site, allowing for easy viewing of the films. Below there are "Headlines and Reviews". Clicking on a headline will bring you to the latest news page, though older entries that show on the main page may have to be accessed by the archived news links. On the right are various links, such as the on-site FanFilm Selects and FanFilm Select Teasers and the off-site links to industry films, such as Hardware Wars, and finally off-site links to more film tools, such as Sci-Fi 3D and the Composite Toolkit. Finally, on the left, there is the navigation bar that lists everything on the site. There are links to pages on general information on FanFilms themselves; submission guidelines; pages with alphabetical listings of all the films, and pages that are listed by category; filmmaking tutorials; and links to community pages, such as the forum at http://boards.theforce.net/Fan_Films/b10015/, the cast and crew database (put together by one of the forum members), and a link to a chat room.

The site exists for the purpose of distributing FanFilms to the general populace, which it does quite well. The server they use is more than adequate to handle the flow of traffic looking for films and al-

lows for a very large number of downloads. Many people can download multiple movies while putting very little strain on the bandwidth. I have seen many films on fanfilms.com that rival- and even surpass- industry films in one way or another, and being a community member, I can watch a movie and say to myself that I know ten people that could do that twice as good with half the budget (I know of a feature length film, 93 minutes long, that was made for \$800 that was kept off fanfilms.com only for excessive cursing). You wouldn't know it by watching some of these, but the budgets on some of these films are extraordinarily low. At the moment, there is even a parody that was recently released called The Ten Dollar FanFilm. Now, that isn't professional quality, but it still has a plot that carries you through to the end.

I cannot expound on all of these films, however. Fanfilms.com professes a wish to keep poor films off their servers, and for the most part they succeed. However, there are always a few films that puzzle you with their presence.

At current count, fanfilms.com hosts exactly 80 fanfilms, ranging from a couple minutes for a duel to an hour for a well thought out storyline that will have you on the edge of your computer chair in front of your monitor. From Alternate Lightsaber Duel to Wookiee, there is a film for everybody, even more so now that fanfilms.com hosts non-Star Wars films. The Matrix has numerous tributes, such as The Matrix Regurgitated and Glitch in the Matrix, and fanfilms.com was the first to host the widely acclaimed superhero films Batman: Dead End, World's Finest, and Grayson, and also holds numerous other films (Freddy vs. Ghostbusters comes to mind). Finally, they also link to websites that have films of their own that were not accepted for one reason or another, be it quality, excessive profanity, or just the absence of a suspension of disbelief (I've seen sneakers numerous times in one of the films).

The tutorials hosted on fanfilms.com are all very helpful. From many different techniques of rotoscoping lightsabers (adding the glow to the blade)

to the exact RGB values of the opening crawl, you can find anything. However, you may have to look for a bit- oddly, not all of the tutorials are listed under the general "Tutorials" link, and you may have to look in the other categories as well. Should you still not find what you are looking for, you can always go to the FanFilming community, also accessible through the side bar through "Forum". A free registration is required to post, but I have found it very helpful. There are also many personalities on the forum, but that has less to do with the site than it does the people who frequent it.

Fanfilms.com has changed my life; I am now heavily into filming, and the community has been very supportive. And when my own films are done, I hope for the highest honor- to be hosted on fanfilms.com.

Navigation: Everything is accessible, though some links aren't where it'd be readily apparent that they should be. 27/30

Content: The films are all in QuickTime format with common codecs, so as to allow people on both PCs and Macs to watch. The films, for the most part, are wonderful, with a few notable exceptions. Tutorials are helpful and complementary. 26/30

Aesthetics: A basic, non offensive color scheme with everything evenly spaced. Some things are off slightly in the Mozilla FireFox web browser. 18/20
Fun Factor: Films are great to watch time and again, and the site itself presents nary a hassle. 9/10

Addictiveness: At present count, the films occupy over 5 gigabytes on my hard drive, and I've been and active part of the community ever since finding it more than two years ago. If you watch one, you will want to watch more. 9/10

Score 89%



STGC Frag Fest

by Andrew Hookway

By the Gamers Club meeting on Wednesday, everyone was pumped about the upcoming LAN party. Once again, they were going to be having their Frag Fest in the gymnasium in the Campus Center. Last semester's event brought in over 70 gamers from the area, each bringing in their own machines. For two days, 70 PCs were all hooked into one network, making each one able to participate in games with any of the others at any time they wished. Tournaments were played, and prizes were given out.

Close to a hundred people were expected this year. Plans were underway for a large number of tournaments, including the ever-popular Unreal Tournament 2004 and even an Xbox tournament with multiple projection screens. But something went horribly wrong within a week of the Frag Fest.

Having reserved the gymnasium since May of last semester, we were just about guaranteed to have the gymnasium. But Kid's Night Out was scheduled for the same day. And someone messed up.

So on Friday, at 3:00, a somber note hung over the proceedings of the setup- in the dining hall. Not the full dining hall; after all, non-gamers need to eat. But for the weekend, the gamers were able to call just under half

of the dining hall theirs. We were told that we would safely have power for 30 people. 38 have signed up, and more are expected "at the door".

Considering the last minute change of plans, setup went smoothly. The power supply was brought in through a cable a third of the size of last year's; the board used to distribute it was half the size of the one in the gymnasium last semester. Tables were rearranged, and computers were brought in. A box of cable, courtesy of Scott Miller, showed up to help everyone connect easily. And then, all they had to do was wait. As I left for Friday night and Saturday, and I wished them luck. They'd need it.

Coming back at 10:00 Sunday morning was an interesting experience. I walked into a room that hadn't seen the full light of day for almost two days, and showed it. At first, I thought that the FragFest had been a huge flop, but it turns out that many people were gone by Saturday night- by which I mean, very early Sunday morning. Only around ten gamers were still sticking around out of the thirty one that attended. "I don't think I'm completely cognitive yet," confessed Kevin Bertholf, the president of the Gamers Club. While talking to Kevin, I surveyed the mess

around me. A full box of Goldfish were almost gone; Gatorades of all sizes littered the area; and the distinctive blue bottles of Bawls were sitting on every table. Evidentially, one bottle even achieved the distinction of being on-and under- many tables at once. I heard at least one person in a perpetual state of sleep deprivation, rambling on to himself and his machine. For Kevin, sleep wasn't as much of a problem as it was last semester. In the spring, he got three hours of sleep over three days. This time, he was able to achieve ten hours- and was still showing negative effects. This semester's sponsor was the caffeine drink Bawls. They donated cases of the stuff (three of them, which were gone in an hour and a half), as well as posters, a hat, and a T-shirt, which were given out as prizes for the tournaments. Call of Duty and Halo were the two main tournaments, but people were able to play anything they wanted, including Need for Speed: Underground, Unreal Tournament 2004, and the new Star Wars: Battlefront. "Everything worked out," admitted Kevin. "We just want to fit more people next time." And as he takes one last look around the room, he groans, "Now we gotta clean up."

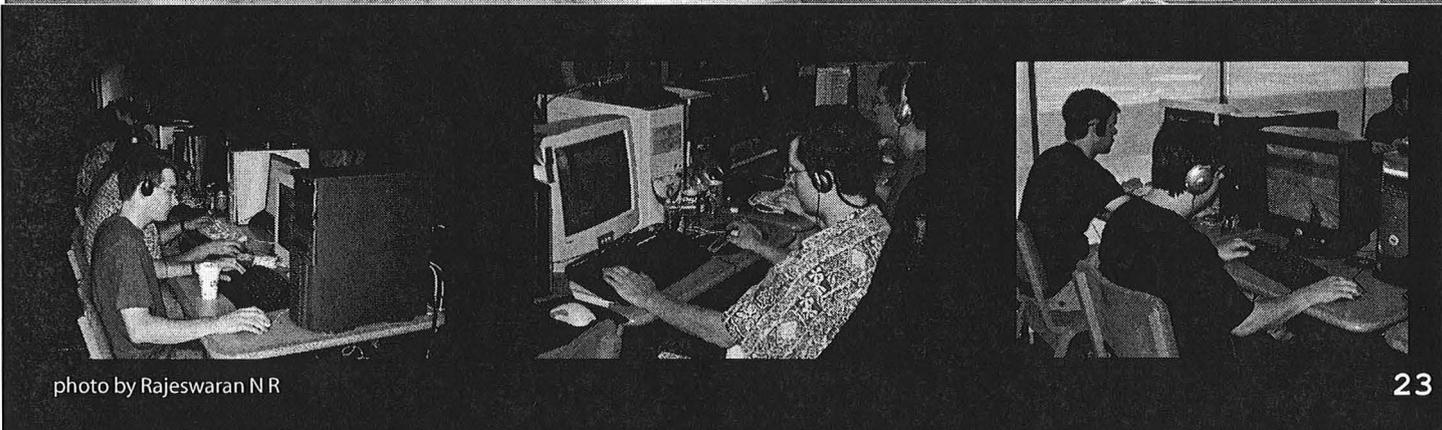


photo by Rajeswaran N R

A Soldier's View: Words From Our Troops In Iraq

by Tammy Martin

Seeing the destruction to Iraq, our country, and our troops has left Americans without hope of what more our troops must face while they are stationed in Iraq. It is hard for us to imagine what a full day is like for our troops and what dangers they have faced.

I had the opportunity to email questions to 2nd Lt. Hollis Gaynor of G Company of the United States Army to find out what our troops are facing and their views about Iraq. The company is currently stationed in Baghdad, Iraq. Their job is to assist Iraqis in the training the Iraqi people to become Iraqi Police.

I started by asking what the troops felt were the real reasons why they were in Iraq. The majority of the troops are not sure what the real political reasons for them being in Iraq were. The troops do feel, however, that it is not because Iraq had weapons of mass destruction. They do feel that the Iraqi people are better off with out Saddam Hussein, but also believe that the United States could have removed Saddam in a different way. The soldiers feel that they should have been told the real reasons as to why they are shedding blood.

When asked what the average day is like for our soldiers, they explain that their days have become a routine. Some of the soldiers instruct Iraqi Police cadets, other troops perform convoy operations, and some of the soldiers are assigned to force protec-

tion, while other soldiers do nothing but wait. After their shifts have ended for the day, the soldiers relax as best as they can by playing the Xbox, Play Station 2, watching TV, listening to music, or watching DVDs. Some of the soldiers continue to work out to stay in shape to help break up the monotony.

What would the troops like to change on a day-to-day basis about the people of Iraq? The soldiers in whole would like for the people of Iraq to feel that they can do things on their own, and that they no longer need anyone to tell them what to do and when to do it. They would like the people of Iraq to take up the responsibility for their own future, and not to continue to let other people dictate it for them. They want the Iraqi people to learn that not everything is negotiable.

What messages would the American troops like to give to the people of Iraq? Their answer is freedom. It comes at a cost. That is why it is the most valuable thing in the world to possess. Now that the people of Iraq have it, they need to embrace it. Treasure it, and hold on to it. In five to ten years when their children only look towards the bright future, because they have not had one, to never forget how the past brought forth their present and that future.

Would the American troops say

that being stationed in Iraq has changed the type of people that they are? The troops have answered yes. The majority feel that they will no longer take their lives that they live in the United States for granted. Seeing how the

Iraqi people were forced to live for the past 30 years, and having to live because of someone else's greed, gives each American soldier a whole new appreciation for the things they have back in the United States.

What are the personal thoughts and feelings that the American troops learned from Iraq, the situation and its people? The answer is not every troop has learned the same values and principals that 2nd Lt. Gaynor has learned. He says that the troops are all different,

and have their own way of looking at the world and each other. He has learned how to count on people, and react to the people that he other wise would not have given the time of day to. He has learned how to trust other people with his life and in return to do whatever he has to, to ensure that he protects his teammates lives.

Lastly, what message would the American soldiers like to give to the citizens of the United States? The troops answer as a whole in one simple statement. Just to keep them in our prayers.



WCOT

Channel 10

Monday:

11am-1pm Anthony Ford
2 - 4 Evan Christie
8 - 11 DJ Dan

Tuesday:

1-3 Joshua Carlucci
4-6 Philip Waclawski
8 - 10 Anthony Ford
10 - 12 Tim Ricci

Wednesday:

2 - 4 Evan Christie
8 - 10 Zack Hoffman
10- ?? WCOT MEETINGS

Thursday:

12 - 2 Yikuno Barnaby
7 - 8 DJ DAN SUNYIT TVSHOW
8 - 10 Anthony Espesito and Emmanuel Fordjour
10 - 12 Scott Kwieeinski

Friday:

2 - 4 Nick Olga
8 - 10 Zack Hoffman
10 - 12 Scott Kwieeinski

Sat:

10 - 12 Tim Ricci

Sun:

6 - 8 Anthony Espesito and Emmanuel Fordjour
8 - 10 Isaac Sunkes
10 - 12 Tim Ricci

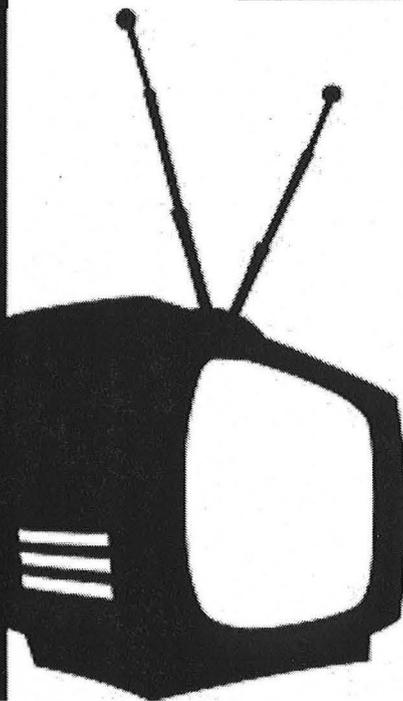
Untitled Comic

#2 in a limited series on singlehood and bars

by Michael Scialdone
(mike@spankycomics.com)



www.spankycomics.com



The Whino

Creative Writing Piece

submitted by Tammy Martin
*conclusion of the piece from issue one, page ten

He remembered coming home after the war, and being evaluated by the doctors. They told him that he had shell shock, and he had lost his hearing in his left ear. His body had scars from a bullet that had ripped into his chest and out his back, a little memento of the war that he still didn't understand. As if losing his hearing and several of his troop members wasn't enough.

His grimy fingers rubbed his eyes, and he peered from out underneath his long straggly hair as he watched people pass him on the sidewalk, purposefully avoiding him. He would sit there for hours with just his memories to keep him company. It was easier for him than to go home and deal with the memories he had of his wife and two sons. All of what his father, his mother and his Grandparents instilled him he had pushed way down deep inside.

He pulled out the brown crumpled paper bag, and took out his booze. There was comfort in booze, it warmed him more than the people that surrounded him. Booze helped to drown out the memories that he came home to after the war.

His mother had always taught him to respect women, to be kind and polite to them. He was supposed to be the bread winner of the family, care and support them. It was going to be his responsibility to make sure that he took care of his family and raised his children right, not to grow up and become the bum that he was now.

He could picture his two sons, his mind having memorized every detail of their sweet faces. Each of them had his gray-blue eyes, and his sandy blonde hair. The older one was going to be tall like him. His younger one was going to be broad and a little shorter,

much like he was when he was in his early twenties, right before he enlisted.

He jerked at the thought of what his Grandfather would say to him now, in this torn and tattered condition. His Grandfather always seemed to understand that people were different, and each had their own journey they must travel. But would he accept the journey that his Grandson had chosen?

Here he was out on the street corner, his clothes caked with dirt, and other grime that the street left on him. His shoes had holes in the heels, and his socks were just threads. His breath wreaked of whine and his face had layers of age, memories and dust embedded in it. He had a large cardboard box for shelter that leaned up against the side of the building behind a dumpster. It was a refrigerator box, it was sturdy, but it did little to ease the ache and dampness of his clothes and soul.

But if his Grandpa knew, his Grandpa would understand. Yes, he knew that his own father would be disappointed as well, but it was his Grandpa that he loved more. He always had wanted to be like him, to follow in his footsteps, but the war had wiped those wants away.

It was the war that made him lose his only family and his two sons. It was the war that had pushed his wife away, and the war that made him become a stranger to himself. He blamed the war for every failure that he had. If he hadn't gone to Nam, he would have his family, and be with his boys teaching them what his Grandpa and some of what his own Father had taught him.

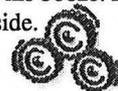
But what good was he now? The war was there, always there, eating away at him. It was always there to remind him that death was more of a reality than every day life. It reminded him that people were quickly taken away just as easily as they had come into someone's life.

He would never understand why they fought in Nam. But the booze would ease some of the ache. It would make him feel just a little warmer, just a little safer, and maybe even just a little saner. It seemed to comfort him, and it hugged him, and kept him company. It was his security, and the one enjoyment that he had in his life.

Looking back on his life, he was proud of the memories that he had. At least the war could never erase his Grandpa's eyes that were lighted in the orange glow of the campfire as he told his ghost story. The war could never take away the memories he had of looking down at each of his son's sweet face, minutes after they had been born. And the war could never take away the memories of the man that he had wanted to become.

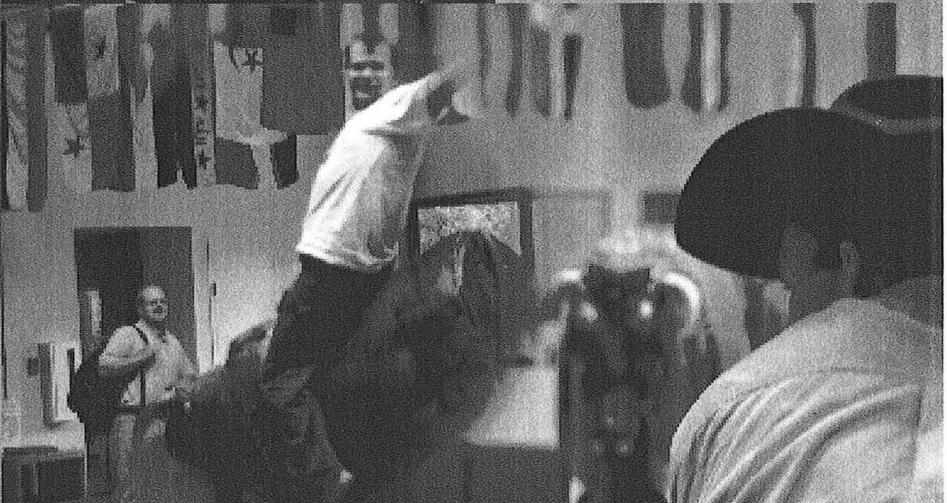
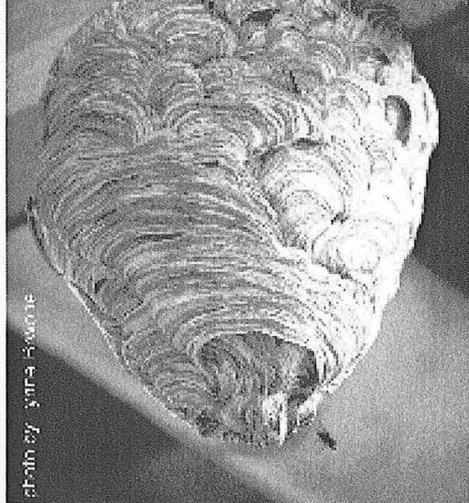
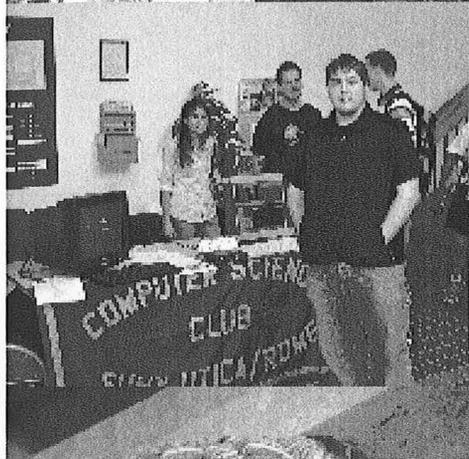
He took a swig of the booze and let it roll on his thick tongue before he swallowed to feel it burn and mix with the acid that was in his gut. His gut grumbled, his hunger was an ever-present thing. He twisted the cap back on his bottle and shoved the paper bag in the inside of his over coat he had been given at the soup kitchen.

He made his spindly legs unfold and he grabbed onto the outside wall of the building for support. He rubbed the back of a blackened hand across his mouth and wobbled out of the alley way and into the street. It was time for lunch, and his other buddies that wandered in from their squats would be waiting for him. Sometimes it was good just to have people to eat with and act like they cared for you, with out getting to close and too drawn into their lives. He never knew what life had in store and didn't want to take the chance that he would make another friend to be stolen away from him. That was why he could count on his booze. It was always there, always by his side.



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