

THE *COMPUTER*

Wednesday,
February 11, 2009

Linn-Benton Community College, Albany, Oregon

Volume 40 No. 16



The one with the video games

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The Commuter

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CAMPUS NEWS

News about Linn-Benton
 Community College, including
 the Sweet Home, Lebanon,
 and Benton Centers.

National budget crisis hits LBCC

Brandon Goldner
 The Commuter

In the wake of a multi-million dollar budget shortfall, LBCC announced drastic staff restructuring on Friday, Jan. 30, and even more budget cutting will be necessary.

With five months left in the fiscal term, the deficit is a little less than \$3 million, or 11 percent of LBCC's planned expenditures for the rest of this year.

An email from LBCC President Rita Cavin outlined the severity of the situation by giving an example of what would need to be cut in order to make up the difference:

- \$407,233 in management salaries, or about 11 percent of management positions (6 people)
- \$795,271 in faculty salaries, or about 11 percent of faculty positions (18 people)
- \$681,834 in classified salaries, or about 11 percent of staff positions (27 people)
- \$527,314 in materials and supplies, or about 11 percent of M&S budgets

"And then we would need to find another \$70,000 in other areas," Cavin wrote.

In the meantime, the divisions of academic study will be reduced from eight to four, and will result in two fewer division deans, meaning the systems which have been in place for years are being broken and rebuilt to consolidate responsibility and save money.

The division changes came as a shock to both instructors and the deans of the divisions, and while these changes may have been necessary due to the unprecedented budget shortfalls - which are beyond the college's control - the ways in which they were implemented were the biggest concern among staff.

"I am absolutely astonished that you would make such radical changes to the academic structure of the college without, as I understand it, any input from faculty, deans, or classified staff," wrote instructor Russ Burchard in an open e-mail to all LBCC staff and administration.

The actions by LBCC administration elicited "astonishment, absolute shock, and outrage," wrote Burchard, and caused some staff to be "emotionally upset to the point of crying," wrote instructor David Becker.

"We all felt helpless, because there were no answers to our thousands of questions," said another instructor in an email directly to The Commuter.

These instructors and other staff echoed these sentiments in following e-mails, both in an open format to all LBCC staff and directly to The Commuter, but repeatedly stressed that the concerns shared by LBCC staffers were meant to be constructive and not overly-critical.

"The college leadership is under a tremendous amount of stress and pressure as they try to struggle with a budget crisis that is unique and getting worse," said one instructor to The

Commuter. "It is possible that no matter how the [reorganization] was done and announced there would have been groaning and moaning. I am sure of that."

One point that was brought up by many staff was how they think of LBCC as a family, and are anxious about how the decision seemed to have been reached.

"My hope is that we can all find a way to take care of each other on a personal level while being able to speak up freely and disagree with each other vigorously when necessary," said an instructor and in e-mail to The Commuter.

Responding to the concerns, LBCC's Executive Vice President of Academic Affairs and Workforce Development Carol Schaafsma said, "I'm hopeful that over the next few weeks people feel like they have the opportunity to ask questions and get information, and get an understanding of how the decision occurred." And while she said she was open to hearing suggestions on how the reorganization could have gone better, it was made clear that the result wouldn't deviate far from the original plan. "Do I think large shifts will happen in it? No. I think fundamentally what's there is what's best. I would call it tweaking as opposed to largely changing it."

Also in response to the concerns publicly voiced by staff, LBCC President Rita Cavin sent a letter to all LBCC faculty outlining, among other things, some of the changes that will affect

students. Among them are shorter hours for food service operations, and returning to a co-op model for child care and reducing the days of operation for the service.

And while Cavin did write, "I accept all responsibility if LBCC employees feel that their trust in me has faltered," she did not disclose any information regarding how the decision to restructure was reached, and why it was done with no staff or division dean input, which was the source of angst and unease among LBCC faculty.

Schaafsma touched on this, saying "...I actually thought I could do more of a participatory process, but two things happened: I couldn't figure out a way to do it without feelings getting hurt... and it also became clear for me, what started to be a really stable structure started to emerge for me and I realized, 'I can see a good strong structure so maybe what I need to do is put that out and let people react to it.'"

More clarification is forthcoming, Schaafsma said, in the form of an e-mail better outlining the decision-making process, and a meeting that will occur late Tuesday, Feb. 10 between herself, Cavin, and the faculty department chair for each department.

The e-mail sent by Cavin regarding how the current budget crisis will affect everyone at LBCC, as well as what services will be reduced or changed, is available for viewing on our website at <http://www.lbcommuter.com>.

Campus Shorts...

Campus Shorts
 2/11 - 2/17

Poems for Black History Month

On Wednesday, Feb. 11, from 1 p.m. - 2 p.m., the LB Library Reading Room will be accepting poems that stand under the African American tradition, unity, change and difference, to be read by you. This event is open to the whole community, so bring your friends! Submitted poems can be written by you or by a beloved author. This event is to celebrate Black History Month theme of Difference, Change and Unity.

Home basketball game and charity event

The next home basketball game will be on Feb. 21st. Admission is free with 1 can of food or a \$2.00 donation to this charity. The goal of this charity is to increase awareness of the mission of the Linn-Benton Food Share and the need for their services in the local community as well as assistance they provide to LBCC students and staff.

Health Care Awareness Week

Come learn about the proposed solutions to our health care crisis

Feb. 10-13.
 Admission is free. Each Seminar will be held from 12-1 p.m.

Tuesday, Feb. 10 - Dr Paul Hochfeld, Corvallis ER Physician will be giving suggestions for local and national health care reform in the Siletz Room.

Wednesday, Feb. 11 - Dr. Noman Castillo, Corvallis Physician, will be comparing the doctor training in the United States vs. Cuba. Discussion will be held in the Fireside Room.

Thursday, Feb. 12 - Sherlyn Dahl from Regional Health Clinic will be discussing services available to the local community, in the Siletz Room.

Friday, Feb. 13 - Dr. Mike Huntington, retired anesthesiologist, will be discussing the Proposals of the Oregon Health Fund Board and National Health Care Bill HR676, in the Siletz Room.

LBCC Lunch Box

For information about emergency food for students in need, call (541) 917-4457, or stop by the Student Life and Leadership office in the Student Union. Open 9 a.m. to 4 p.m., Monday through Friday.



Wouldn't it be great if the things you really needed in life were free?

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- Get a confirmation pregnancy test
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 867 NW 23rd St.
 757.9645

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LOCAL NEWS

Community news about the mid-Willamette Valley, including Albany, Lebanon, and Corvallis.

Adventures in Seattle

Eve Bruntlett
 The Commuter

This is the first time I have seen Seattle. It is also the first time I have ever been able to walk around a large city. We went on a road trip to get there, and I was in awe the entire way. There were huge bridges and overpasses that were built more than three stories off the ground. That may not be amazing to people who have lived in the city, or have traveled outside of the small town they were born in, but it was an experience of a lifetime for me; one that I hope will be followed by many more experiences similar to it.

I went to Seattle to go to a gallery that was offering to hang my work for me. It was in a rural district outside of downtown, but I was still able to spend a day under the shadows of what seemed to be million-storied skyscrapers. The shining, newer ones made out of glass and metal I favored over the duller-looking concrete ones.

I was able to go to Pike's Place Market and saw the fishmongers doing their fish-throwing acrobatics while talking to prospective customers. I was able to get one of them to pose for a photo with one of their biggest catches they had to offer that day.



A fish monger holding one of the catches of the day.

Photo by Eve Bruntlett

I was also able to find a variety of unique people wandering around the market, some of them more willing than others to get their photograph taken. There were musicians at their posts around the market with their instrument cases open for passers-by to drop bills in if they liked the music. I took a picture of one of them standing in the front of the market. Some of the stalls were full of smells from a variety of food while other shops sold art, trinkets, and fine pottery.

This adventure was amazing, and I hope to go back again sometime soon. Until then, I have the memories of the places I was able to visit. Seattle is so different from the small-town Corvallis that I have spent most of my life in. Even though I loved visiting the city, I doubt I would ever live there. It is amazing, but for some reason Corvallis always calls me home in the end.

You can see more photos at our website, <http://www.lbcommuter.com>



The view of Seattle from a parking lot.

Photo by Eve Bruntlett

Vulnerable victims of sex crimes

Frank Warren
 The Commuter

Recently, a bill was introduced by Representative Sara Gelsler (D-Corvallis/Philomath) that would allow confessions to sex crimes against vulnerable adults and children to be admitted as evidence in a trial, even when the victims are unable to speak in court.

Two cases that the Oregon State Court highlighted in the challenge of prosecuting sex crimes committed against the vulnerable are Oregon v. Simons, which involved three elderly patients that were in a memory care facility that Simons had sodomized, used in unlawful sexual penetration and abused sexually. Though despite his confession to the crimes, the case was overturned. The other case is Oregon v. Delp, 2008, in which the Oregon State Supreme Court overturned a conviction for first-degree sodomy and first-degree sexual abuse against a toddler, even though the defendant confessed to the crime.

Gelsler said, concerning the bill, "This bill strikes the balance between protecting vulnerable victims of sex crimes, and protecting the due-process rights of

the defendant. Too often, these heinous crimes are not prosecuted because the victims cannot testify. When the defendant has confessed, it is heartbreaking that justice cannot be served because of the victim's inability to testify."

"Sadly, vulnerable populations are particularly susceptible to rape and sexual assault. Eighty percent of women with a developmental disability will experience sexual assault in their lifetime. Half of them will be victimized 10 times or more," said Gelsler, "because of their disability, many of these victims aren't able to corroborate



Photo courtesy of <http://saragelsler.com>

a confession in court. This bill will accommodate for that, and increase their chances of seeking justice."

The bill would only apply to sex crimes committed against individuals the court has determined unable to testify in court, and confessions of defendants deemed trustworthy by the court. In turn, these confessions will be considered evidence in the trial.

Many states already have the legislation in place to allow the admission of the confessions. As things stand, our laws in the Oregon State Supreme Court, tie the hands of those that would prosecute such sex offenders and see justice served for those that

Winter 2009 Academic Success Seminars

FREE

Sign up on SIS or drop in!

No Stressin' From Testin'

Would you like to know what it takes to walk into a testing situation feeling confident? Test-taking can and should give you the opportunity to glow. This seminar will share strategies that you can use to overcome test anxiety and show off what you know. Come find out how to make test-taking a positive experience.

Feb. 11, Sweet Home Center, SHC 102, 4 - 4:50 p.m.

Tips to Overcome Procrastination

Procrastination can keep you from your goals. Come learn the underlying causes and tips to successfully overcome it.

Feb. 11, Albany Campus, WH 225, 12 - 12:50 p.m.

Feb. 23, Lebanon Center, LC 205, 4:30 - 5:20 p.m.

Feb. 25, Sweet Home Center, SHC 102, 4 - 4:50 p.m.

Prepare for Finals Without Cramming

Juggling due dates for papers, projects, and finals? There's a way to do this without losing your sleep or sanity—even if you've been procrastinating! (Bring all of your assignments and due dates to get the most out of this workshop.)

Feb. 17, Benton Center, BC 120, 5 - 5:50 p.m.

Feb. 18, Albany Campus, WH 225, 12 - 12:50 p.m.

March 2, Lebanon Center, LC 207, 4:30 - 5:20 p.m.

Academic Success Seminars are organized by the Learning Center. For more information and to sign up, visit SIS under Study Skills or call 917-4684.

Linn-Benton
 COMMUNITY COLLEGE

LBCC is an equal opportunity institution. For disability accommodations, call 917-4789. Submit requests 4 to 6 weeks before the event where possible. To call by TDD, call the Oregon Telecommunications Relay Service at 1 (800) 735-2900 & provide them with the number you wish to reach.

"Bowling Bash 09"

FREE BOWLING EVENT OPEN TO ALL LBCC STUDENTS!

Must present STUDENT ID at event



Sign up in the Student Life & Leadership office located in the Student Union Building.

Sponsored by: Student Programming Board

Linn-Benton
 COMMUNITY COLLEGE

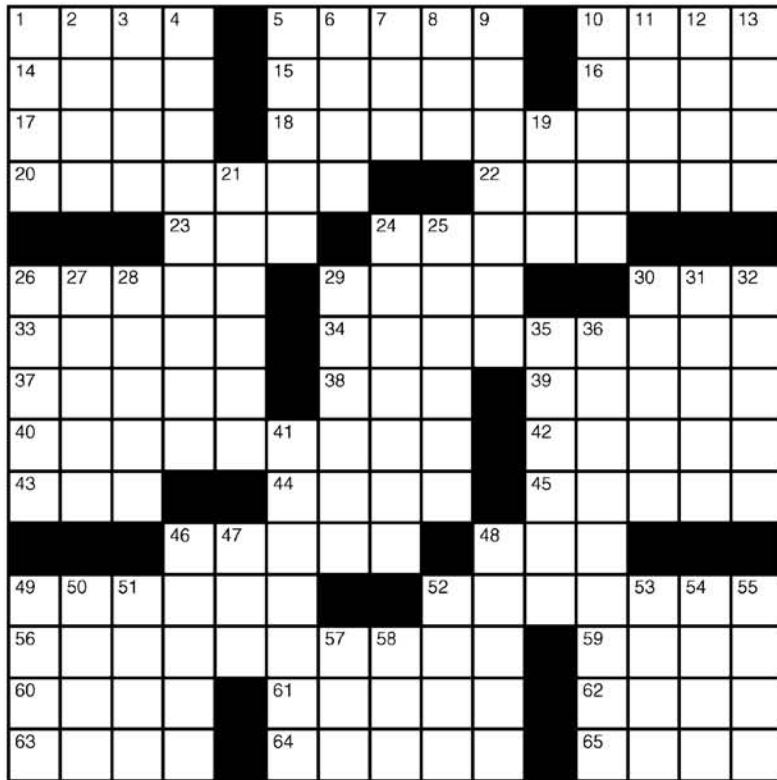
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SURREAL LIVING

Crosswords, cartoons and some fun facts to brighten your day.

Crossword

- ACROSS**
- 1 "The House at ___ Corner"
 - 5 Solemn promises
 - 10 Rise on hind legs
 - 14 Can do
 - 15 Murdered
 - 16 Contemporary of Agatha
 - 17 Ovid's outfit
 - 18 Carver's choice
 - 20 Bowler's target, perhaps
 - 22 Dines sumptuously
 - 23 Grafton of mysteries
 - 24 Stick on
 - 26 Glide on ice
 - 29 Pie-cooling ledge
 - 30 Employ
 - 33 Fragrant conifer
 - 34 Timber borders
 - 37 Not hidden
 - 38 Make free
 - 39 Gives off
 - 40 Pussyfooting
 - 42 Get all melodramatic
 - 43 Letters that blast
 - 44 Transition point
 - 45 Talk continuously
 - 46 Stable mothers
 - 48 Manger morsel
 - 49 Scale notes
 - 52 Power gaps
 - 56 No matter what
 - 59 Burnside hillside
 - 60 Beige
 - 61 Disunite
 - 62 Be vanquished
 - 63 Pipe fittings
 - 64 Mock playfully
 - 65 Basin accessory



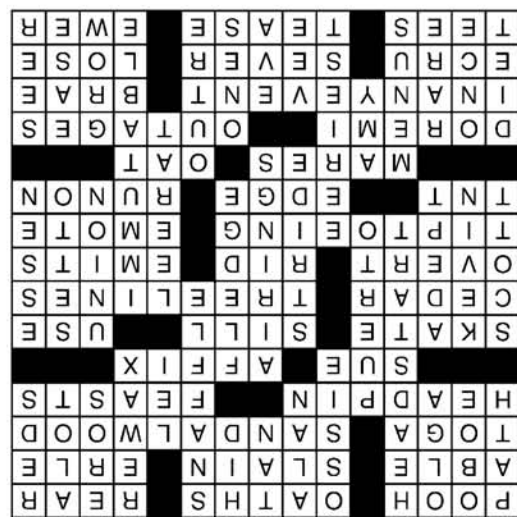
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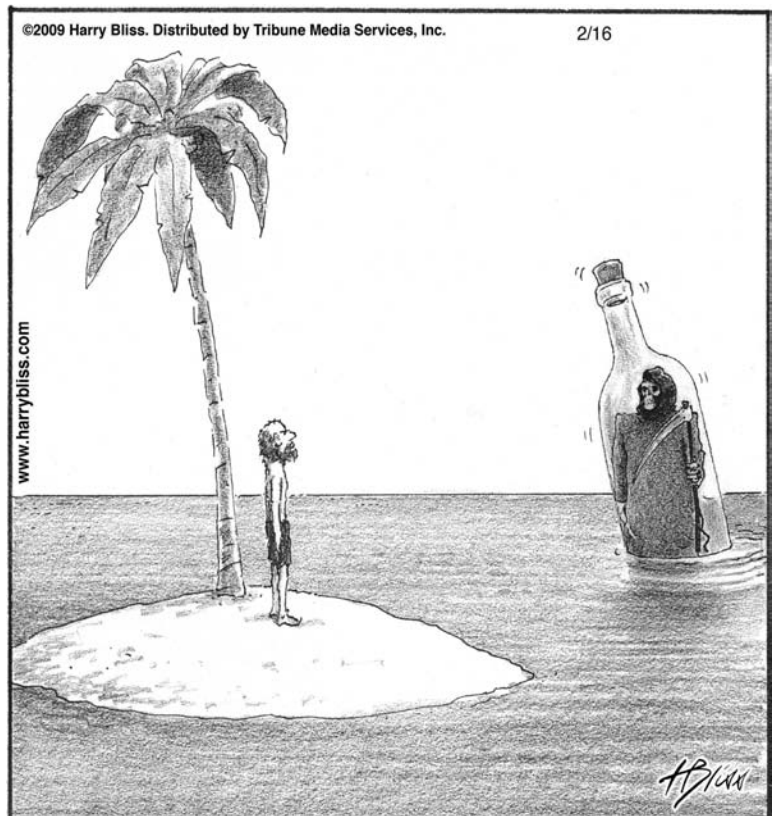
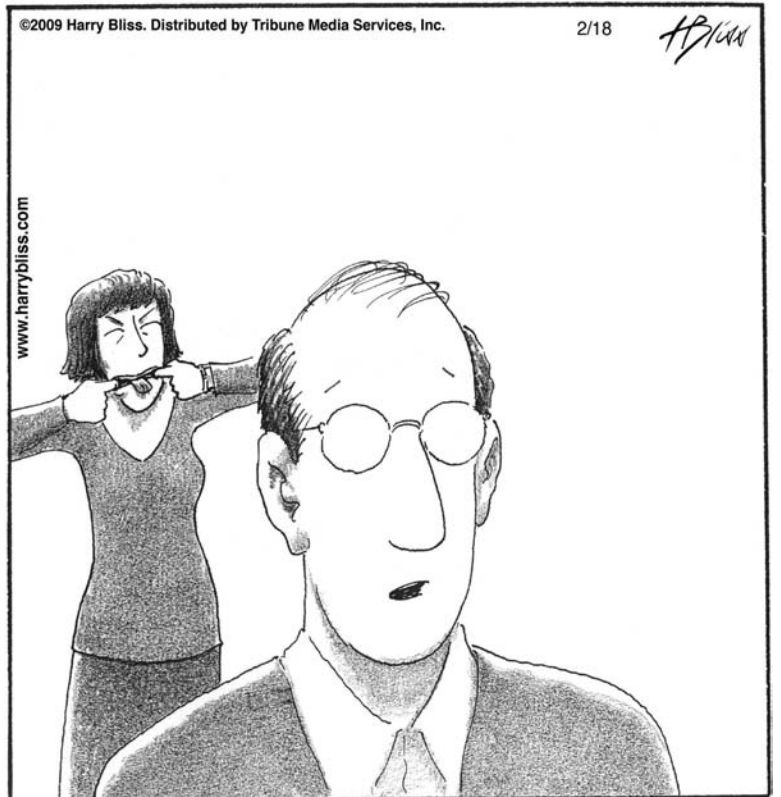
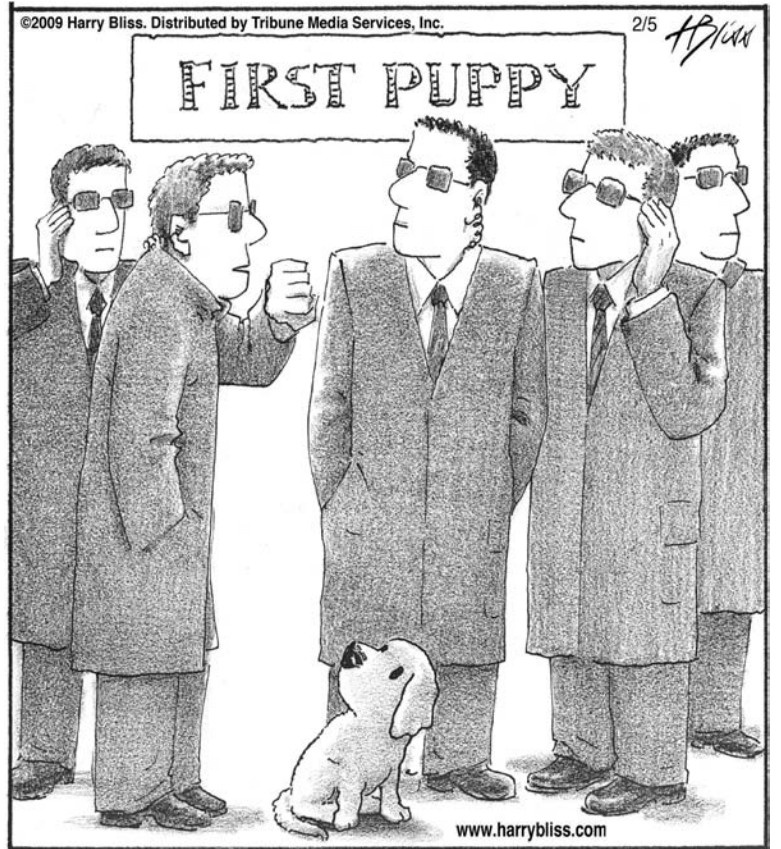
- DOWN**
- 1 Maze solution
 - 2 Slender instrument
 - 3 Gymnast Korbut
 - 4 Early advantage
 - 5 Actor Davis
 - 6 Actor Bates
 - 7 Soak up rays
 - 8 Concealed

- 9 Bit for a horse
- 10 Polish again
- 11 Cupid
- 12 Plenty
- 13 Cerise and crimson
- 19 Ring of flowers
- 21 ___ Vallarta, Mexico
- 24 Exposures for drying
- 25 Grow feathers
- 26 Randolph or Zachary
- 27 Actor Bacon
- 28 Thoroughly proficient
- 29 Long step
- 30 Labor or student follower
- 31 Fracas
- 32 German city
- 35 Eye maliciously
- 36 Not subject to change
- 41 Most macabre
- 46 Diner handouts

Solutions



- 47 Actress Irving
- 48 Eccentric
- 49 Food regimen
- 50 Single occurrence
- 51 Exceptional
- 52 Billfold filler
- 53 Expand
- 54 Simplicity
- 55 Soothsayer
- 57 Finger sign
- 58 Longoria of "Desperate Housewives"



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ARTS & ENTERTAINMENT

How-to food, recipes
 and restaurants.

The Weekly Burger: Elvis Eats...burgers!

James Scales
 The Commuter

You're probably wondering: what the hell? A gigantic green bent tube-y thing and a jar of peanut butter, what are you thinking? Well, I have been listening to a lot of Elvis lately; y'know, The King. Mr. Presley, yeah, you should know. Anyway, one of his favorite foods was peanut butter and banana sandwiches, and I, your loyal burger junkie, just couldn't leave well enough alone and so I've decided that I would "improve" on The King's favorite and make it my own. Stick with me and try the burger out if you ever get a chance, or the courage to expand the realm of burgers you know and love. So, without any further ado, it is my great pleasure to bring you: Elvis Eats! burgers.

Elvis Eats! burgers.
 Makes three burgers.

Ingredients:

- 1 Pound ground beef
- Crushed red chilies, whatever kind of heat you like (optional)
- 1 Plantain banana, nine slices total, hopefully about one inch wide
- Cooking oil, enough to fill your sauté pan about one-half inch (see equipment)
- 2 Cloves garlic
- Kosher salt
- 2 Cups water
- Peanut butter, crunchy or smooth, or peanut sauce
- 3 Slices cheddar (optional)
- 3 Wheat buns
- Pepper and other seasonings you might want on your burger meat.

Equipment:

If you have a fryer at home, that's great. If you don't you can still enjoy this burger. With a fryer, set it to 325 degrees. If you don't have a fryer just get a medium sauté pan, maybe eight inches around, and fill it with a half inch of oil. Other than that, your favorite burger

cooking tools, a bowl for the banana bath, and a paper-towel-lined plate.

Procedure:

Heat your oil to 350 degrees(f) and make three equal burger patties from your pound of ground beef. Smash your two cloves of garlic with the flat end of something, like a spatula, wooden spoon, or knife. In a bowl mix together two teaspoons of kosher salt, two cups of water, and the two smashed garlic cloves. Stir it up a bit and set it aside. Peel your plantain and slice into pieces that are about one half inch wide. When your oil is up to temperature, put them in and let them fry for about a minute on each side, possibly a little longer, but just until the turn golden. Once both sides have fried and they are nicely tinted, pull them out onto that plate lined with paper towels. Once you can stand to handle them, stand them up like a domino and smash them. Don't destroy them, just smash them until they are slightly flattened. Put them into the garlic saltwater mixture and let them soak for one minute; once the time is up, lightly dab them with a paper towel to rid them of excess water. Return them to their oil bath for about another two minutes per side, until they have taken on a truly fried deep gold color. Sprinkle them with a little bit more salt if you'd like.

Now, about the optional crushed red chilies. Since I enjoy a spicier peanut sauce, one way I decided I could make the burger have just a touch more on the flavor side is to spice up my peanut butter. Take about a half cup of your peanut butter of choice and mix it with as many crushed chilies as you can take. I put in about a tablespoon and that was perfect for me with my own favorite red chilies; your mixture may vary, so start with a teaspoon and keep tasting!

Now get your patties out and start the cooking; you know the drill. Cook, then flip, then cook, cheese if desired; I love cheddar and peanut butter. Now comes

the fun part: assembling and then EATING! Spread peanut butter or peanut sauce across your buns, then the patty, then three slices of your fried plantain,

then top bun! Smush it a little bit and enjoy the deliciousness that, in my opinion, would have been, the King's favorite burger.



Photo by James Scales

Two delicious backup (or front line) desserts

James Scales
 The Commuter

OH CRAP! My cake! My beautiful dessert, all the planning gone to waste, the hour spent making it and the half hour spent decorating it! My valentine's day is ruined! What am I ever to do!

"Use me, I am your wonderful friend in a crisis situation!"

What? I must be hallucinating. Who was that talking? That could not have been-

"Yes, it's your microwave! Don't be so foolish, all the time you spent on that dessert was in vain. You could just have used me and a brilliant recipe to make your Valentine's Day dessert. I am hurt, maybe I won't bail you out."

"Oh please! I really need this night to go well, after last year I am expected to flub and it would mean so much to me- Am I really begging a microwave?"

"Yes, yes you are. And since you did beg, I will share

with you two secret recipes that only require some basic baking ingredients that you very well may have in your kitchen and only take a few minutes to make. Firstly is the delicious mug-o-cake. You will need: four tablespoons of flour, four tablespoons of sugar, two tablespoons of unsweetened cocoa, one egg, three tablespoons of milk, three tablespoons of oil, chocolate chips, and about a drop of vanilla. Oh yes, and one coffee cup. Mix your flour, sugar, and cocoa thoroughly in your coffee mug. Then add your egg; when that's mixed add the milk, oil, chocolate chips, and vanilla. Make sure the whole thing is combined, and when you are sure, put it in me. If I am 700 watts then it will take four minutes, if I am 1000 watts then only three. It should slide out of the mug easily and if it doesn't just let it cool and then slide a knife around it. Slice it in half and you should have two decent individual-sized cakes! Top with some random frosting or powdered sugar. The cake may benefit from a half hour of sitting, but you don't have to wait.

"If cake isn't your ideal situation, or you don't have four minutes, try brownies. It's perfect if you have oversized mugs and a scoop of ice cream to make a great brownie Sunday in only about two and a half minutes. Get out four tablespoons of flour and sugar, two tablespoons oil, cocoa, and water, and a very small pinch of salt. Mix the dry together, then add the wet; again make sure you are thoroughly mixed. Nuke it in me for about a minute, maybe seventy-five seconds. Top with a scoop of ice cream and you have a very pretty and very delicious quick dessert!"

"Are you sure this will work?"

"Trust me, I have nothing better to do than fantasize about all the wonderful conveniences I have to offer."

Later that night... "Thank you microwave! You saved my evening. This Valentine's Day was a success, not a sucky-mess! How can I ever repay you?"

"Just remember me when you are in need of convenient and sometimes delicious foods."

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ARTS & ENTERTAINMENT

Reviews, upcoming events,
and the cure for weekend boredom.

“Coraline” is cute as a button

Gary Brittsan
The Commuter

Imagine a place where everything is perfect. Your family showers love on you, doing everything they can to make you happy. Your friends, neighbors, even the plants and animals seem to exist solely for your benefit. Imagine that to get to this world, you simply had to crawl through a secret door. This is how the wondrous adventure begins in the new movie “Coraline.”

Directed by Henry Selick (“The Nightmare Before Christmas”, “James and the Giant Peach”), “Coraline” shows off the superb talents of one of the few stop-motion animators still working. Based on the story by Neil Gaiman, Selick once again creates for us a world that is both hauntingly beautiful and marvelously sinister. It’s easy to see why people mistakenly attribute this movie (as well as the direction of “The Nightmare Before Christmas”) to Tim Burton, as his dark style is similar to that of “Coraline.”

Coraline Jones (voiced by Dakota Fanning) is a young girl who has just moved from a snow-filled Michigan to a wet and dreary Oregon. Ignored by her workaholic parents (Teri Hatcher and John Hodgman), Coraline attempts to face down boredom by exploring her new house. After counting all the windows and making a list of everything that’s blue, she discovers a hidden doorway in her living room. Opening only to a brick wall in the daytime, later that night she follows a mischievous mouse through the door and into a long tunnel in a scene very reminiscent of “Alice in Wonderland.” On the other side she finds her same house, only somehow...

different. Her once-boring father has donned a loud dinner jacket and regales Coraline with a song, while her previously-injured mother has cooked a delicious meal. Also, her parents seem to have buttons where they should have eyes. It soon becomes clear that her “Other Mother” has ulterior motives for wanting Coraline to stay in this brighter, happier world; reasons that lead to some horrible consequences.



Image courtesy of Focus Films

It’s up to Coraline, with the help of her creepy new neighbor-friend, Wybie (voiced by Robert Bailey, Jr), to set everything right again.

The recent trend of making movies 3-D is also put to use in “Coraline,” though it’s much less obnoxious in this film than it tends to be in others. Few are the moments when an object is thrust towards the screen, jutting out into the audience

in a manner that can only make you sigh and shake your head, though they are still present. With those exceptions, however, the use of 3-D only works to further the immersion into the fantastical world of this movie. Combined with the claymation-style visuals, the depth added to certain scenes, like the tunnel between the two worlds and the magical garden of Coraline’s “Other Father,” feels very natural.

a bizarre opera and acrobatic routine before an audience of more than 200 Scottie dogs, each of which had to be individually sculpted and moved for every frame of animation. The results are well worth it, as every shot demonstrates the level of detail and attention required to create it.

The music of “Coraline” adds just the right mood to every scene, from light-hearted chimes and xylophones to moody and ominous violins and tympanis. The raw emotion expressed in the soundtrack alone is worth the price of admission. Lyrics are occasionally added, though it is unclear if they are foreign, unintelligible, or just plain gibberish. Regardless, they add a brilliant sense of awe to scenes of exploration and discovery, giving the audience a feeling of child-like curiosity.

The story in this film is very deep and moving, which may go over the head of some younger viewers. Some of the imagery and scenes are on the frightening side, and give the movie a well-deserved PG rating. This should not discourage parents, however; quite the contrary. While not made for young children, it strikes the perfect balance between scary and wonderful that should be embraced by both adults and older children.

While I have not read Neil Gaiman’s original story, “Coraline” is adapted so beautifully to the screen that I can’t imagine anybody would have room to complain. Henry Selick once again uses stop-motion animation to deliver us into a world so beautiful you’ll want to come back for more. I highly recommend this movie for tweens, teens, twenty-somethings and beyond.

The stop-motion style of filming is very rarely used, due in large part to the cost of production and the time involved in creating just one shot. A scene about half way through the movie in the Other World features a theatrical production by two of Coraline’s eccentric neighbors, a pair of aging actresses Miss Spink and Miss Forcible (played by British comedy duo Jennifer Saunders and Dawn French), who perform

Music events this week

Old World Deli (341 SW 2nd St. #4, Corvallis)

- 2/13 - Hermit with Missed the Exit at 8 p.m. Free!

Bomb’s Away Café (2527 NW Monroe Ave., Corvallis)

- 2/11 - Don Bregar at 7:30 p.m. Free show.

- 2/12 - Rhythm in Green at 7:30 p.m. Free show.

- 2/13 - Intersivision at 10 p.m. \$5

- 2/14 - Jenna Summer Smith at 8 p.m. FREE!

Calapooia Brewing Co. (140 Hill St., Albany)

- 2/12 - Wild Hog in the Woods at 7 p.m. Free show.

- 2/14 - Lanham and Jones at 8 p.m. Free show.

Cloud 9 & the Downward Dog (126 & 130 SW 1st St., Corvallis)

2/13 - The Turntable Enabler at 10 p.m. Free show

FireWorks Resaurant and Bar (hwy 99 in South Corvallis)

- 2/12 - Judas Feet with Norman at 8 p.m. Donations accepted.

- 2/13 - Adam Scramstad at 8 p.m. Donations accepted.

- 2/14 - Spanish Valentine Dinner served at 5:30 p.m. and 8:30 p.m. with Stan Olmsted on flamenco guitar.

- 2/15 - The Conjugal Visitors at 8 p.m. Donations Accepted.
All Mondays - Open-mic with cash prizes. Sign ups start at 8 p.m.

LBCC Culinary Arts Presents the... THE SILK ROAD BANQUET

March 6, 2009

China:

Mongolian Sesame Beef
Black Bean Pork
Sticky Lotus Rice
Bao
Sesame Lotus Balls

Eastern Mediterranean:

Ouzo Plum Glazed Pork Loin
Baked Shrimp
Squid Ink Pasta with Sauce
Eggplant Fritters
Rolled Baklava

Middle East and India:

Roast Lamb
Rogan Josh
Dolmas
Chicken Korma
Pistachio Yogurt Cake



The Silk Road was the overland trade route between Europe, Asia and the Middle East before maritime trade.



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VIDEO GAMES

RESISTANCE IS FUTILE.

Abridged history of video games (through 1990)

Gregory Dewar
 The Commuter

Video games originated in the 1950s on university campuses, as the only places around that could even support them with their room-filling computers.

In 1961, the first widespread and distributed video game was "Space War!" on the DEC PDP-1, a game in which two opponents controlling spaceships fired missiles at each other and fought to the death while avoiding a giant black hole in the middle. This game would later be replicated in arcade machines and eventually on the

home computer.

In 1968, the first video game on a TV was created, along with the invention of the light gun.

The first video game to experience widespread success was Nolan Bushnell's Atari in 1972 with their hit "PONG," often mistaken for the very first video game and featured on the cover of this issue.

1978 heralded "Pac-Man" and 1979 brought us the indomitable "Asteroids," a similar idea to "Spacewar!" This was the golden age of arcade machines that flooded every pizza parlor, burger joint, and restaurant across America. This is also the inception of the video arcade: it



Courtesy of Black Isle Entertainment/Interplay

was this era that made pinball irrelevant, but still popular as it was integrated with electronics into the form we know it as today.

The Tandy-Radio Shack Model 1980 (TRS-80 and one of which I still have in my closet) brought personal computing (and gaming) home with a punch in a way that Apple never could. While Apple held the workplace and schools market, cheaper and more powerful alternatives filled homes.

The 1980s were the great decade for consoles. 1982 saw the advent of Windows and the 8086 processor, an architecture that would throw Apple to the

side and dominate the computer gaming market.

In 1984, (the year I was born), the gaming market crashed from its boom and overexpansion by Atari. In 1985, Nintendo released their first console and single-handedly rescued the market. All of our modern icons began to form: Mario, Link, Black Mage, Samus, and the dog from "Duck Hunt." In 1988, the Sega Master System made its appearance and in 1990 the SNES debuted, and the great war between Sega and Nintendo would begin. As the '90s matured, Sony would join the fray... but this is a story for our next issue.

Guitar Hero: bridging a generation gap?

Chris Brotherton
 The Commuter

For Christmas, my wife and I bought our son the game "Guitar Hero: World Tour" for the Wii. I am not a big gaming person by any stretch of the imagination. However, I love this game. It is something that I can actually get into, as there is some really good music in it, and it actually challenges my hand/eye coordination. Not that other games don't challenge me, quite the opposite. Usually I can't even figure the damn things out.

In this game, there is some really good music. There are songs that I never thought that my son, who is six,

would like. All of the songs that he is singing along to are ones that were famous when I was a kid, or earlier. For instance, he likes the song "One Way or Another" by Blondie and "Eye of the Tiger" by Survivor. He will actually sing along with the lyrics when he hears them on the radio, or on television shows.

I am happy to see this happening, as I am hoping to instill in him a desire to listen to music that will be "classic" by the time that he is choosing his favorite bands. The last place I thought that he would be learning this music from is a video game. I have tried introducing him to certain music while in the car or anytime that we are just sitting together watching TV, as I try to have it on VH1 Classic as

much as possible. He wants nothing to do with it though, so I usually wind up having to turn it to Spongebob.

However, if a video game has a song in it and he spends quite a bit of time playing that video game, he will start to recognize the song and start to learn the lyrics. Back when I was a kid, we had to record it from the radio, then rewind and pause the tape to get the lyrics of the songs that we really liked. That was how I learned "Hotel California" by The Eagles. My son, however, learned it by playing it almost a dozen times on "Guitar Hero."

Although he may think of this music as "old people music" some day, I am hoping that he remembers the old days, when he was a kid and actually liked Papa's music.

Battletoads: the challenge that will never die

Blair McMackin
 The Commuter

Sometimes there is a game that defines a generation. For us, that game is "Battletoads!" Released by RARE in 1991, "Battletoads" introduced a new style of gameplay that can only be found on the Nintendo Entertainment System. With 13 levels of amazing 2- and sometimes 3-D graphics, Battletoads is the perfect addition to any Nintendo collection.

The problem with "Battletoads" is that if you're lucky enough to make it to level three, you're likely to already be ripping your hair out, and the game only gets harder from there.

"Battletoads" consists of two different types of gameplay: There's the traditional beat-'em-up style made popular by games like "Double Dragon" and "The Adventures of Bayou Billy," and occasionally you'll find yourself on a surf board, or in a high speed racer, dodging

obstacles. In level 12 you get chased down by a gigantic ball of light. I've broken more controllers in half on this level than in every other game I've played



Blair with "Battletoads!"

Photo by MaryAnne Turner

put together.

In the story of "Battletoads," Rash and Zit have to save the princess Angelica and their buddy Pimple from the Evil Dark Queen, but this is original

Nintendo, so the story doesn't really matter.

My favorite part of the game is level three when you're in the "Wind Tunnel" and you jump on the high speed racer - immediately the three dimensional background starts flying past and you must dodge the dangerous rock slabs in the way. Another great level is the "Snake Pit," where you're jumping from snake to snake avoiding fatal spikes. If you're lucky enough to catch the warp, you'll find yourself in the sewers beating up the rubber ducks and sharks.

While there are a lot of NES games out there that get old fast, "Battletoads" is not one of them. "Battletoads" will keep you occupied for hours, and with every attempt, you'll be sure to make it a little farther while never getting bored along the way, so sign on to eBay or head down to your local gaming dealer to pick up this classic that is destined to be in any great collection.

THE COMMONS FARE

2/11-2/17

Wednesday

Dishes: Baked Stuffed Snapper, Braised Lamb* and Cheese and Fried Onion over Spaetzle.
 Soup: Gazpacho(chilled Spanish cucumber-tomato soup) and Cream of Broccoli.

Thursday

Dishes: Lemon Chicken with Steamed Rice, Pork Lyonnaise (Stuffed pork chop on a bed of caramelized onions)and Huevos Rancheros*.
 Soups: Grilled Vegetable Beef* and Beer Cheese.

Friday

Chef's Choice

Monday

Dishes: Chicken Fricassee (chicken braised in a cream sauce), Fettuccine Bolognese (Italian beef and pork tomato sauce over fettuccine noodles) and Portabella Mushrooms topped with Spinach, a Poached Egg, and Bernaise Sauce w/Rice*.

Soup: Italian Sausage and Curried Cream of Carrot (Vegan)*

Tuesday

Dishes: Jamaican Jerk Chicken with Mango Chutney*, Pork Knuckle Braised and Vegetable Lasagna with Marinara.

Soups: Paysanne Marmite (French "Peasant" soup with beef, chicken, and vegetables) and Vegetarian Tomato*. *Gluten-free

The Commuter

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VIDEO GAMES

RESISTANCE IS FUTILE.

A love not lost: Baldur's Gate

Greg Dewar
 The Commuter

There you are, on the road from Candlekeep. It's a barren wilderness. Your foster father is dead. You're the rape-progeny of the lord of murder. A comely lass saying "Heya!" a lot is run-

dor could turn on you to try and rob you, or with the right combination of speech options open up a completely new section of inventory.

Essentially every character in the game had items, dialogue, and a story to tell. Sometimes just finding an item that seemed to have no value and bringing it

to an NPC would give you a massive reward. I don't think I could ever express just how perfect NPCs and social interaction were in this game.

On the more mundane side of things, there were a ton of side-quests-- almost all of them dependent upon your alignment, your reputation, and the path you chose through conversation options; something every game successive of "Baldur's Gate" has tried to emulate.

The main plot was amazing, and while you did eventually have to follow it, you could spend hours upon hours just

exploring the world and getting completely lost. Its implementation of the Forgotten Realms campaign setting was crafted with such love and attention to detail that I feel more at home there than in any Dungeon and Dragons tabletop adventure I've been through. My first run-through of "Baldur's Gate" took over 80 hours to complete, and I didn't even do everything. They sure don't make 'em like that anymore. Final Fantasy, eat your heart out.

You control a party of six adventurers, one you create (unless you made an empty multiplayer game and created them all, but that was lonely) and the rest you recruit. Some will only join if you have another NPC in your party. Others still depend on your alignment and reputation. Some are from quests. Some are pure chance. One even requires you to have a male in your party or it's no dice. They interact, flirt, and fight with each other, sometimes, even at inopportune times, killing one another while you may be busy shopping for that new sword.

Loot was balanced and no one class or type of weapon or school of magic was overpowered, and while it gets mundane not upgrading at later levels, at the same time that axe you busted your ass earning really sticks with you.

Sound was of the highest quality, with an amazing orchestral soundtrack, ambient sounds for nearly every THING in the

game (birds, rockslides, streetwalkers), and exceptional professional voice actors for the NPCs, some of which have gone on to become pretty famous in the anime world.

"Baldur's Gate" just allowed you to be and do whatever you wanted in such a large world you can't see it all the first time. You have to go back and play as neutral and evil alignments. You have to go back and see what happens when you say that other thing to the NPC. Sometimes killing the NPC nets a better reward than they give you for turning in a quest.

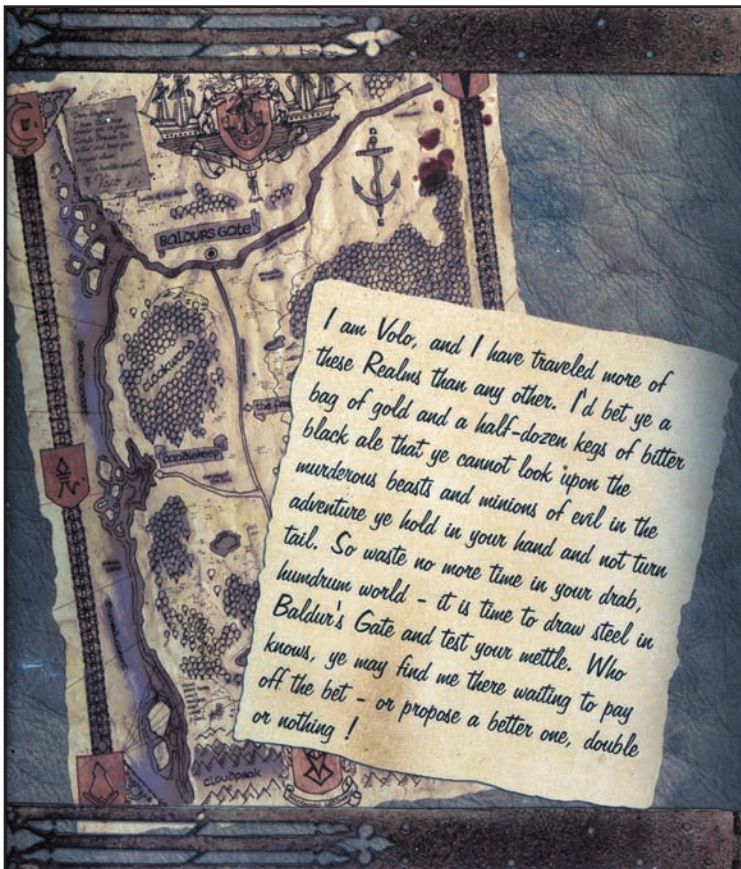
Unfortunately, "Baldur's Gate" was not without its criticisms. Pathfinding was extremely poor and funky to start out. The screen won't go above 640x480 resolution. And there were some strange bugs and C++ calculation errors occasionally (especially when spawning 50 copies of Drizz Do'Urden!).

All in all, this is and always will be my favorite game of all time. I refuse to let another game come between me and my "Baldur's Gate." In fact, last fall I replayed the game again, this time trying a new combination of NPCs to see how they interact with one another. And in 2007 I replayed it with an evil party but did nice things to see the repercussions.

The Infinity engine (the style of play the game uses), all things considered, was an amazing piece of technology, actually developed in 1996 by Bioware exclusively (Bioware made the engine, Interplay/Black Isle filled in the content) and held up for years. "Baldur's Gate II," "Planescape: Torment," "Icewind Dale I" and "Icewind Dale II" all used it. The Infinity engine saw use until 2002, when Bioware released the Aurora engine for "Neverwinter Nights."

Often imitated ("Morrowind," "Oblivion"), but never duplicated (okay, "Knights of the Old Republic" was pretty damn good, and I will say it's one pica from being as good as "Baldur's Gate"), this game will live on famously as the game that put CRPGs on the map, put D&D back in the hearts of gamers, and spawned so many other games that it's ridiculous.

"Baldur's Gate" died with Interplay, even though Bioware continued to make games on the D&D license with Atari. Bethesda, having bought the rights to "Fallout" and "Baldur's Gate," is promising. And while a third Baldur's Gate has been rumored for years, I shudder to think what anyone who isn't Interplay might do with it. Also, Bethesda kind of sucks.



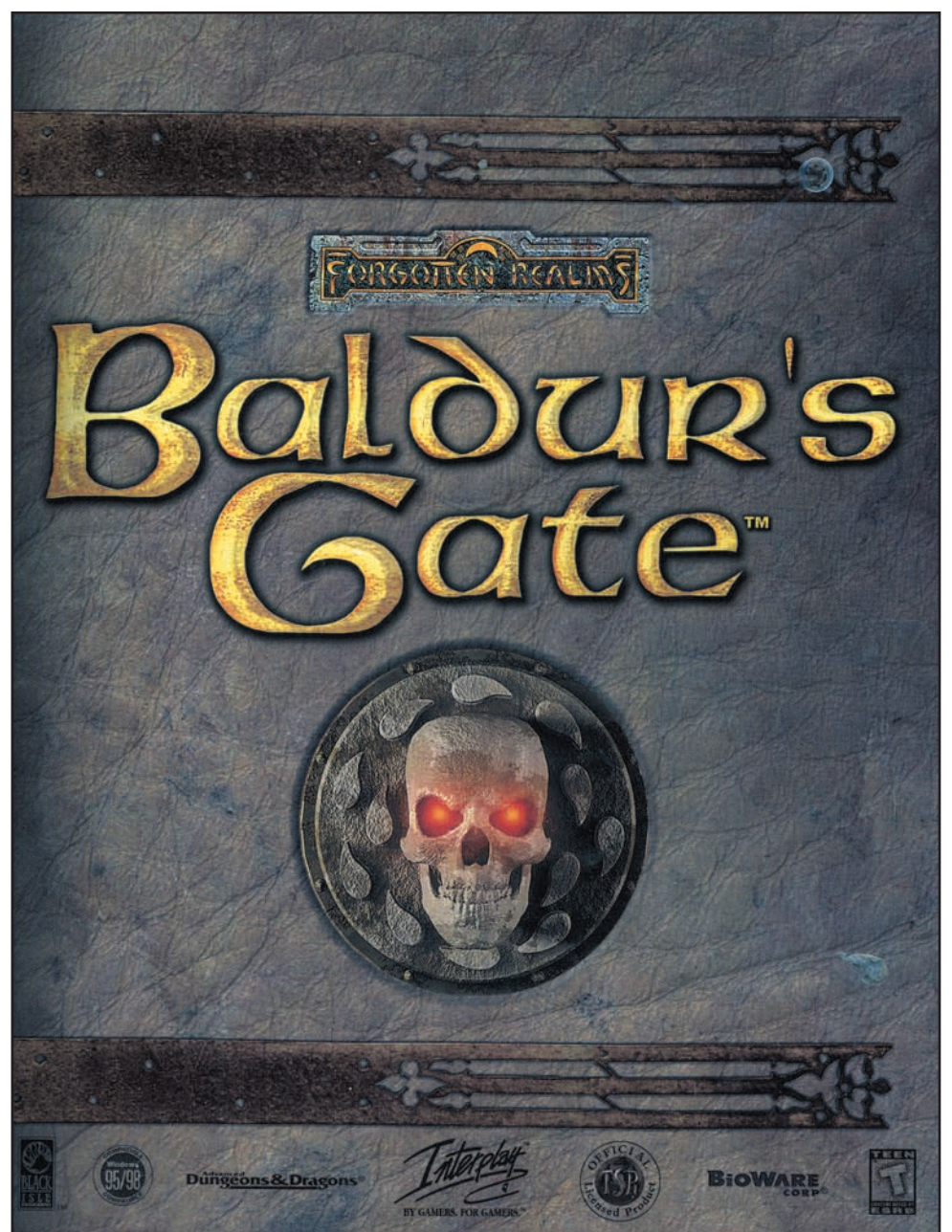
The back of the box, showcasing a letter from the adventurer Volo, inviting the player into its surreal adventure.

ning toward you. What do you do?

While it may have not have captured the essence of true tabletop AD&D, it certainly captured the hearts of the 2 million people who bought it, considering it spawned two sequels and two console spinoffs. The lowest grade it ever received was 4/5 stars.

"Baldur's Gate" was special. CRPGs were waning; "Diablo" and "Fallout" managed to fix that (more games I could write these sweet, sweet love letters to), but "Baldur's Gate" did something spectacular: with a small degree of inaccuracy, it completely translated Advanced Dungeons and Dragons 2nd Edition to modern PC gamers.

"Baldur's Gate" put you in a gigantic world with 55 beautifully hand-painted, and very large, square maps to explore. The world was essentially your oyster as there were random NPCs and sidequests at every turn. One thing it did that I really appreciate was it put in small things that newer games just don't have. For instance, one of the first magic vendors you meet allows you to pick-pocket one of the best wands in the game. Looting every container in every house (while requiring a thief) was profitable, if time-consuming. The game went so much more in depth than the usual hack-and-slash or extremely linear games, where a vendor is only a vendor and will never do anything else. In "Baldur's Gate," a ven-



The front cover of Baldur's Gate. Both images courtesy of Black Isle/Interplay.

The Commuter

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VIDEO GAMES

RESISTANCE IS FUTILE.

Dreamcasturbation The Dreamcast's Eulogy

Gregory Dewar
The Commuter

I'd like to start this off by saying that I have had a long and storied love affair with the Sega Dreamcast. The story, to put it shortly, goes like this: I never really enjoyed Sega products or games, though I knew of no one growing up who had them, all of my friends had Nintendo Entertainment System and the lucky ones Super Nintendo Entertainment Systems. I remember playing Sonic 3 once when I was 9 and thinking the controllers sucked for about 10 minutes before my friend unplugged his Sega and plugged in his SNES and we went about our usual routine. I also vaguely remember a Game Gear ... but not really. I never really thought about Sega, the Dreamcast came and went, I waited for the PlayStation 2 and played my original PlayStation and Nintendo 64 in the meantime. Finally, in 2002, I began to really get into the history of video games, where Sega plays a prominent role for many reasons. And I needed a new fix. I was sick of the PS2, and the X-box wasn't doing anything for me. Nothing made me want a GameCube. I began to take a long and hard look at the Dreamcast after reading many game reviews and participating in a Dreamcast-only forum.

The rub was in and I found myself at an EB Games buying a used Dreamcast bundle less than one week after SegaNET went offline and the Dreamcast was pronounced dead by

the internet. The games were so cheap that I picked up ten. All in all, I'd spent \$50.

I started off with "Skies of Arcadia," a single-player RPG in the vein of Final Fantasy featuring ship-to-ship air battles. I was in love, and it's still one of my favorite games of all time. Then I ventured into the arcade realm with "Soul Calibur" and "Crazy Taxi" (both of which I'd played before but never had enough quarters to enjoy them like this): it was totally amazing. I got "Space Station 5," a bizarre dancing game, and "Chu-Chu Rocket," which I still contend is one of the best 4-player experiences out there. I tried Seaman, I tried Ecco, I tried it all. I came to one conclusion: the Dreamcast had the most innovative and creative gaming experiences I have ever known. And it is for this major reason that I still contend that the Dreamcast is the best gaming system ever created. Sega gave its developers a creative freedom to really explore what gaming is and what gaming could potentially be. And the legacy it left is a series of games that, when mentioned in a group of gamers, still bring cheers and delight (in fact the weekend before last, I off-handedly mentioned just how much I loved the Dreamcast at our weekly multiplayer gaming session to which someone shouted "Soul Calibur!" and there were general nods of agreement).

1997: it was apparent that the Saturn was dead. 1998: The Dreamcast launches. And the world takes notice. It was the first console

to include a built-in modem and an Ethernet attachment was made available. Its GD-ROM held 1.2 GB of data, eliminating the need for as many discs, and read at 12X (fast for the times). Its VMUs (Visual Memory Units) were capable of displaying information in real-time about the game being played as well as being readable when not plugged into the console due to an internal watch battery (which only had about a 3 month life) and were capable of exchanging information between each other without ever needing a Dreamcast. They could also play mini-games and allowed custom designs for the game title displays and custom content to be created on them. The Dreamcast also debuted with a whopping four controller ports, taking a nod from Nintendo; something Sony didn't do until the PlayStation 3. It came with a web browser and Sega launched SegaNET, its online gaming and Internet service provider. It even included a version of Microsoft Windows CE: pretty impressive for 1998.

1999: The Dreamcast hits the U.S. Market and things seem to be going well for Sega. Unfortunately, it cannot compete with the release of the Sony PS2 in 2000 or the popularity of the Sony PSX during its lifespan. The PS2 was just too powerful compared to the already aging Dreamcast, and programmers never seemed to learn to tap the Dreamcast's potential.

With the release of the X-box and the GameCube merely one year away, an air of doom started to spread over the ultimately failed console. By 2001, many game publishers had abandoned the Dreamcast. And that era of pristine gaming began to come to a close. After all, it isn't uniqueness of creativity that sells the most units, it's market juggernauts like "Halo" that bring home the bacon.

Sega released its last in-house game in 2004 and sold its last units in 2006. Third-party games continued to be created in Japan (the source of most of the Dreamcast's popularity) until 2008. Games are still in development for 2009.

The Dreamcast still employs a fleet of homebrew hackers, utilizing the system's ahead-of-its-time technologies and lack of copy protection, converting games and versions of Linux to the system. And you can still go online with the modem. Once, I routed it through a computer of mine that had a DSL connection through two networked modems with my PC acting as the router. I owned the keyboard and mouse. And spent many hours hacking away, using the Dreamcast like a computer with entire 3D GUI'd operating systems on it, after its timing in my gaming



Photo by Gregory Dewar

heart had ended.

It seems Sega had straddled a developmental ridge and, released too early, was seemingly overpowered compared to the old crop of consoles, but unable to compete with the up-and-comers. Their strategy had been to take the market first; had they only waited and included a DVD-ROM and more current technologies for the time, it may still be alive and we may be looking at a Dreamcast 2 right now.

The tale of the Dreamcast is one that lives in infamy. It's a tale about a company with a dream that seemed to mismanage itself with lawsuits from the get-go, and to incorrectly assess a still-developing market. Evolution will always take its toll, with a special quickness and voracity toward technology.

I still contend that the Dreamcast was the greatest console to ever grace our world, with so many new and interesting hardware ideas and a plethora of creative and intuitive software that challenged the mind and the senses. The dream was to revolutionize the industry, something Nintendo has seen fit to do in later years.

Above my doorway hangs a sign from GameStop that still reads "Sega Dreamcast." In 2004, I found it in a garbage can and took it home. When the Dreamcast officially died, I lost all interest in console games and became solely a PC gamer. After purchasing the Dreamcast, the library of games kept me going for another two years before I was finally forced to concede defeat and build a new gaming rig.

Though the world may have forgotten you for bigger and better things, I'll always remember you as the cute little white box that rekindled my love of gaming and, well, kept me in the game.

Perhaps Rick is right about me being a '90s anachronism: the Dreamcast was the last console of the '90s and the last one I liked.



Photo by Gregory Dewar

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VIDEO GAMES

RESISTANCE IS FUTILE.

The decline of video gaming

Greg Dewar
 The Commuter

The slow decline of video games. People have been saying for years, "Don't you see it?" Or maybe you don't, maybe you're one of those Halo kids that loves their X-box 360 and doesn't know what a computer mouse feels like. Maybe you're one of those people who loves shorter games with less content and smaller gameplay. Maybe you're one of the great destroyers.

Popularity kills; as gaming grew, the non-gamers got hooked and clamored for more of their simplistic drivel. And what do we have to show for it? An insanely profitable market, rich CEOs, overpaid designers, and a bunch of things I can't stand to look at.

For every hardcore gamer buying and modding a hardcore game, there were 10 newbs waiting in line to buy "Halo 2." For every truly amazing CRPG experience, a hack 'n slash on the console beat them out in sales figures. And eventually the industry gave up (or was annihilated). Interplay (R.I.P.) used to have a credo: "By gamers, for gamers." And it was absolutely true in every sense of the word. "Baldur's Gate," "Icewind Dale," "Fallout," and "Planescape: Torment" are games/franchises that will never be forgotten.

It's easy to write me off and say "Well he's just nostalgic for his childhood!" or something to that effect. But it simply isn't true. I've given so many games so many chances and tried so hard to like them, but I just don't get it.

What I think makes a good game and what popular opinion thinks makes a good game are vastly different. I make no apologies, nor do I have any reason for that discrepancy, it's just that my favorite types of games are a type that is no longer commercially viable or popular. Let's face it, Rick Casillas: gaming was just better in the '90s, when it was for "us" and not "them."

I say bring them back. People aren't going to learn if you baby them. So what if you have to crunch numbers. So what if you have to solve riddles and hunt for hours to solve a murder mystery. Games should make you think, games should be challenging. Games shouldn't be there for you to beat in 4-8 hours with almost no challenge so you can feel good about yourself. There's tons of people in this world to pat you on the back for doing nothing: go visit a teen challenge or a church.

Cheap and unexciting sequels with recycled game-play. Recycled engines with recycled graphics. Heaven forbid you corporations do anything new. And if you're going to make games so simple, make them challenging, like Mario used to be.

I can't live off of "Metal Gear Solid 9," "Mario Party 27," or "Zelda: Now with more talking boats!" I'd still rather play "A Link to the Past" than "Twilight Princess."

Come one, come all! All your favorite characters in relatively new adventures in a game you've already played, but it's been dumbed down for soccer moms and frat kids: it's the new gaming industry. Fuck off.

From MMO to CEO

Rick Casillas
 The Commuter

Once thought a passing (albeit enormous) fad, gaming has established itself as a mainstream staple, rising to prominence in the league of comparable mediums like movies and television. What's more notable is those that have grown up in this entertainment phenomenon: an entire generation indoctrinated with video games, whose vernacular is peppered with newly refurbished turns of old phrases, and a pantheon of memorable experiences foreign to the old growth that precedes them.

The Entertainment Software Association released its annual report findings, which revealed that 65 percent of American households play computer or video games, and what's more surprising is 59 percent of those gamers play with others in person. This falls in line with my own experience, as the first game I ever played was in a crowded room of boys from my Little League baseball team all clustered around a screen. To my generation, gaming is the rock and roll revolution of the baby boomers, fragmented experiences using games have helped comprise the landscape of my formative years and produced the kind of person I am today.



"To my generation, gaming is the rock and roll revolution of the baby boomers."

Rick Casillas

For years, I have also heard the bitter cry of those that dismiss gaming as a distasteful habit of sloth and intellectual erosion, a vehicle of the gradual disintegration of values and work ethics that were once so ingrained into our culture. While condemnation of the passions undertaken by their offspring is nothing new, it does raise the question of the impact my gaming generation has had, and will continue to wield on the world. To fully understand the influence it has on my generation, we must consider the scope of its evolution, from pastime to permanent fixture, and its resounding implications on the world in which we exist.

In 2007, Bungie Studios released its anticipated close to its acclaimed trilogy, "Halo 3." On its North American release, it netted \$170 million on opening day, surpassing all other venues of entertainment in terms of sheer gross earnings. Overcoming by a large margin the biggest movie release to date was "The Dark Knight," which rests at \$158 million, and the final installment of the Harry Potter series which moved 11 million copies worldwide. According to Blizzard Entertainment, the massive multi-player online role playing game "World of Warcraft" has drawn over 11 million subscribers to its universe of swords and sorcery, and those numbers continue to climb with the release of each expansion.

Video games are an enormous industry, parallel to the once great powers of music and television. Their growing influence is felt in every facet of American society, and those lasting impressions garnered by its presence have helped shape the gaming generation as they inhabit the work force of today's businesses. Those that grew up on Mario and Sonic are now in their twenties and thirties, each connected by their singular experience of playing video games. As a kid I can remember countless times I found common ground with others through games, soccer teammates that would lend me a Game Genie, or spending a night blasting through an alien wasteland with a close friend.

Video games have served me well as a medium of communication through which a semblance of familiarity is found in others. Lending itself as a constant excuse to socially interact; casual machines like the Nintendo Wii or games like "Rock Band" have devel-

oped into ready-made bonding agents, culturally appealing to a diverse mixture of personality types and interests.

But what do those contributions translate into when introduced to the fast moving waters of mainstream culture? The old stigma surrounding video games was that they would land you in a permanent residence in your parent's basement, where you would remain unemployed and pale as your fleeting aspirations. Although that mindset, applied to the generations before us through comic books and television, has begun to fade into the back of the general population's conscience as we all begin to pick up controllers; it still lingers in the habitual lexicon of those that misunderstand video game culture. Video games help make canon those values sought after in the ambitions of a successful person, bringing to the forefront qualities like loyalty, competitiveness, and self-reliance.

Leadership is also a vital quality in gaming. The assessment and allocation of talent in the video game world means the difference between winning or los-

ing. An appointed head of organizations, clans or guilds must make quick decisions. Who gets what, when, where, and how are questions asked daily of those

that take the mantle of leadership.

A cursory glance at "World of Warcraft" shows the underlying ideals instilled in the players through interaction with the world created by Blizzard. Through teamwork and the progressive honing of individual characteristics, players are taught that reward and accolade are given to those that work with others. The competitive nature of humanity is also drawn out through constant vying for the spotlight in gladiator-like Arena matches or larger, mission-based Battleground clashes, where the emphasis of combined effort is a driving force to the success of its contestants. Exceptions to these values are quickly met with in-game social justice, as players that develop a reputation for egocentrism are meted with public blacklisting, and in extreme cases are ostracized, as guilds and groups of players refuse to interact or include them.

Winning bears great importance to gamers. A survey by the authors of Got Game shows that 25.7 percent of frequent gamers, aged 18-34, believe that winning is everything, compared to the 14.4 percent of non-gamers that say the same: reflections of the tenacity inspired by the simulated challenge incorporated into video games. Although it may be first instinct to question the motives of those that make such a bold statement, we can also see in another survey that 20 percent of frequent gamers say that the best way to make a decision is by themselves, compared to 28 percent of non-gamers. This shows us that players do not forsake ethics in favor of reward, instead measuring their own desires against those of the group's.

At first glance, video game culture may appear a simple entertainment trend, flourishing in the last few decades through the careful attention of its devoted fans. Yet closer inspection reveals the effects it has on those people that participate. Its influence in shaping their outlook is profound and far, touching lives well beyond its immediate reach. As an ambassador of this new generation of gamers, I feel an obligation to represent the best of my people. Memories I cherish that revolve around video games have always given me hope in its potential imprint on our lives. This slow ascendancy into the roles of those that come before us will be an evolution of betterment, woven by the threads of common ground seen in all of us.

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ARTS & ENTERTAINMENT

Reviews, upcoming events,
and the cure for weekend boredom.

Charlotte's Web



Eve Bruntlett
The Commuter

School children from around Oregon came to the Russel Tripp Performance Center to see Charlotte's Web, opened exclusively for them on Thursday, Feb. 5. The performers will do two shows a day every Tuesday and Thursday for the school children. Charlotte's Web will also open for the public Feb. 22 and March 1.

Charlotte's Web is based on the classic book written by E.B. White. It was adapted into a play by Joseph Robinette and was directed by Brian

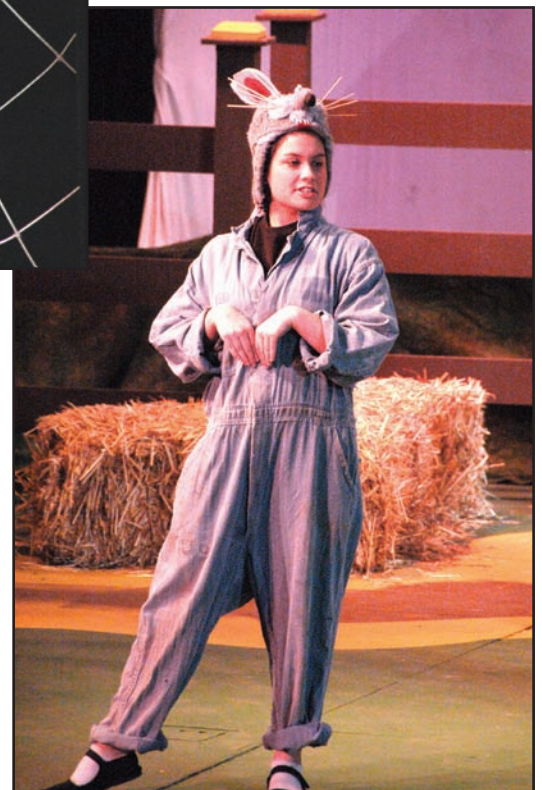
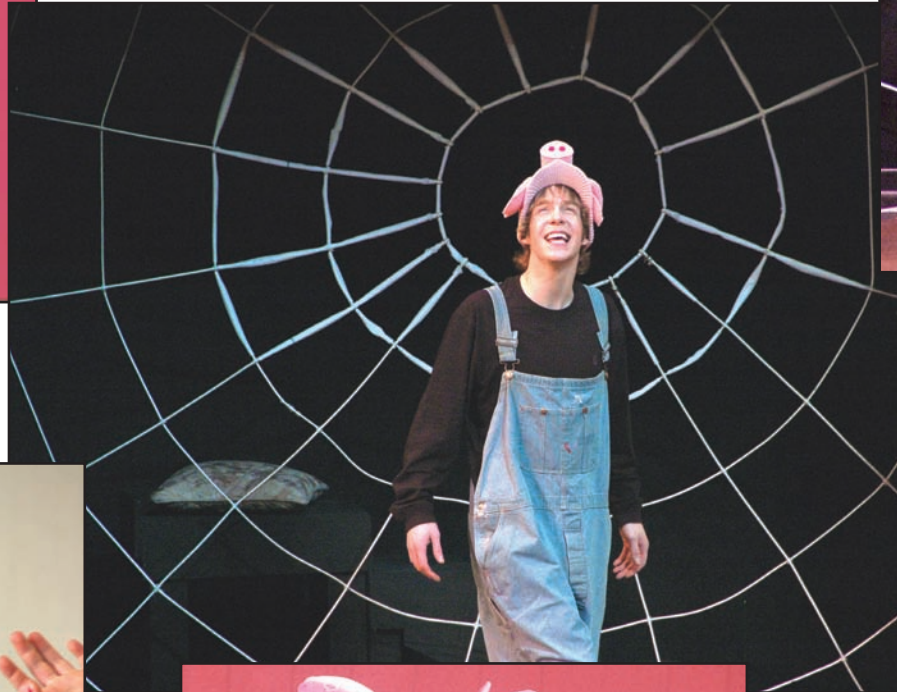
Newberg, head of the theater program here at LBCC.

"This is the best group I have ever worked with," Newberg stated.

The play features Wilber, (Mark Ekins) the young pig with a love for life, all his farmyard friends, and Charlotte, (Kiah Frenock) the spider that saved Wilber's life with her amazing web.

Admission is \$9 for adults and \$6 for children.

Tickets can be purchased at the LBCC ticket office, or by calling 541-917-4531.



Upcoming dates in the world of LBCC sports

Rick Casillas
The Commuter

Men's Basketball: The Roadrunner's Men's Basketball team is ranked 6th in the division with a 4-5 record. They are scheduled to play Lane College, ranked 4th, in Eugene on Feb. 11.

Women's Basketball: The Women's Basketball team is ranked 5th in the division with a 4-5 record. They are scheduled to play Lane College, ranked 2nd, in Eugene on Feb. 11.

Men's Baseball: The Men's Baseball team kick off their season Feb. 28 against Gray's Harbor.

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The Commuter
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opinion

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Phelps v. Kellogg's

Brandon Goldner
 The Commuter

Michael Phelps was recently caught on camera smoking from a bong.

And no, it's not one of those times where you use the word 'bong,' and your parents look up at you, your eyes widen and you say, "No, no! It's not for that! It's for tobacco!"

Michael Phelps was smoking weed. Getting high. Taking huge, fatty rips off some crystal caverns chronic.

Does it matter? Yes. Why?

Phelps is an icon, not only to swimmers but to the entire world of sports, after winning eight gold medals in last year's Olympics in Beijing. Kids looked up to him. Coaches used him as an example, telling their kids, "You can be a funny-looking guy with a strange name..." Wait, was that Michael Phelps? No, wait. I'm pretty sure that was Obama. But Phelps is weird looking too, and those same liberal bastard coaches



Photo by (MCT)

could say to their players, "If you work hard, you can do anything."

Not anymore. Now if you work hard, all you can become is some washed-out stoner whose long, slow decline to "hoodlumdom" will take you from the glorious People's Republic of China to the glorious, ash-laden bottom of a two-footer.

So far, most of Phelps' sponsors have stuck with him. Swiss watchmaker Omega reportedly called the photo a "non-issue," and Speedo, makers of the better-than-a-hairless-naked-body full-length superslick swimsuit reiterated that Phelps was, and is, "a valued member of the Speedo team." Smart move on their part, as nobody wanted to be caught dead wearing that thing before they saw Phelps doing it. And then they realized it shaved .93 seconds off his 200-meter.

But there is one company that has refused to give Phelps the leniency granted by the American people to its own president.

Kellogg's, maker of such fine products as Vienna Fingers, Frosted Flakes, and Famous Amos cookies, announced that it would no longer feature Phelps' likeness on boxes of the popular cereal Corn Flakes. This means that children across America will no longer get the opportunity to be greeted by Phelps' freshly shaven armpit at 6 a.m. as they sleepily pour their highly processed ground and molded "corn" product from the box, add a fistful of sugar, and fill the bowl with milk bursting with bovine growth hormone wholesomeness.

Susanne Norwitz, a spokeswoman for Kellogg's, said in a recent

statement that, "...Michael's most recent behavior is not consistent with the image of Kellogg's."

Oh yeah? Well, your company's branch in Minnesota releasing 49,000 pounds of pollution a year by itself isn't my idea of a good example either. Or the fact that your 12 billion dollar company has been effectively consolidating itself through the purchase of smaller companies in a quest to have a monopoly on the breakfast cereals market, but who are we to judge? Phelps is the real bad guy here; a person who spent hours a day, seven days a week since he was 11 years old doing nothing but swimming. Who was probably in the pool during prom. Who was most likely shaving alone in the locker room during high school graduation. Who hasn't had a whole lot of time to do much of anything besides swim, eat, work out and sleep for 13 years. Yeah. What an asshole.

And hooray for Kellogg's! By demonizing this world-renowned athlete for smoking marijuana, you've opened the door for other sponsors to follow suit. And believe me, there would be nothing better for a country such as ours, desperately clinging to its ideologies in the wake of a devastating fiscal crisis, than

to find one of its most respected heroes struggling to pay rent and barely being able to feed their 12,000 calories a day habit. Or, if he were high, maybe closer to 15,000. Here's hoping he winds up penniless and on the street before 2012.

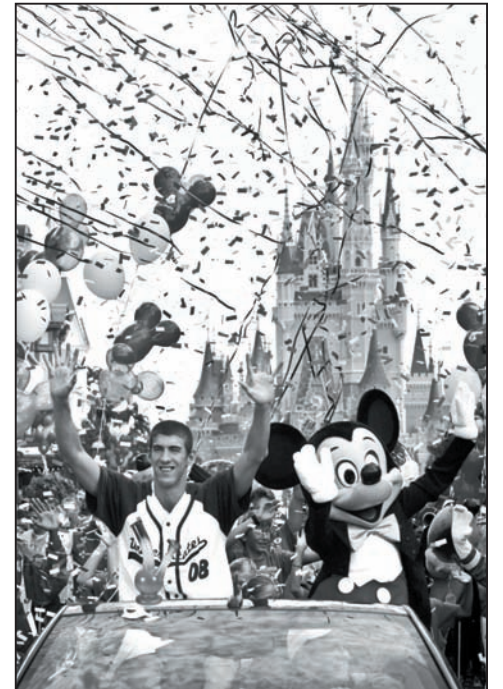


Photo by (MCT)
 Modified by Brandon Goldner

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The Commuter encourages readers to use its "Opinion" pages to express their views on campus, community, regional and national issues. Letters should be limited to 300 words or less. The Commuter attempts to print all letters received, but reserves the right to edit for grammar, length, libel, privacy concerns and taste. Opinions expressed by letter writers do not represent the views of The Commuter Staff or the College. Deliver letters to The Commuter Office, Forum 222 or at commuter@ml.linnbenton.edu

Web Address: http://commuter.linnbenton.edu

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Attention!!! Calling All Linn-Benton Community College Faculty, Staff, and Students!!!

We Need Your Help!!!

Thanks in part to funding from the Music Department Associated Student Government, Student Programming Board and Arts & Communications Division, LBCC is Composing it's first ALMA MATER (School Song)!!

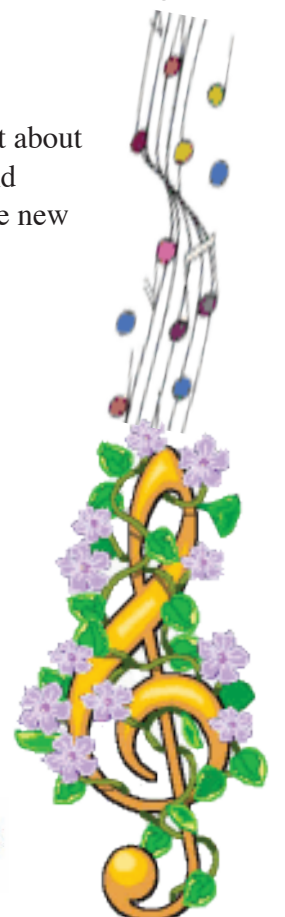
We need your help with part of the song—the lyrics!

Simply write down a sentence that describes what you like most about LBCC and deposit in a collection box between February 2nd and February 13th, 2009. They will be used to write the lyrics to the new LBCC Alma Mater!

- Collection boxes can be found at:
- The Registration Desk
- The Box Office (Takena Hall)
- South Santiam Hall Art Gallery (1st Floor)
- The Commons Cafeteria
- The Hot Shot Café
- Student Life and Leadership

The more participation the better! Take this opportunity to participate in LBCC History!

For questions or more information, please see James Reddan, Faculty of Music in SSH-213.



Linn-Benton
 COMMUNITY COLLEGE

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Rick Casillas
 The Commuter

From The News Desk Of The Star of David Daily -

Tensions have risen between Israeli- and Hamas-supported Palestinian troops over a territorial dispute centered around a Starbucks on the border of the Gaza strip. After attempts by Israeli troops were made to expel patrons of the popular coffee chain, Palestinians retaliated by closing down the restrooms inside of the establishment for "cleaning" for over three hours, forcing Israeli troops to go to the gas station across the street that uses that key attached to a hubcap and has really gross seats.



"This conflict serves as another milestone on a long road marked by Palestinian efforts to undermine the glorious Hebrew people..."
 Rick Casillas

This conflict serves as another milestone on a long road marked by Palestinian efforts to undermine the glorious Hebrew people in their struggle to reclaim what was rightfully theirs a really, really long time ago. According to Israeli Prime Minister Feivel Mousekewitz, this is but one example of the Palestinian people getting in their way.

"This is just like the Palestinians," he said. "We asked them to watch Israel while we were out of town being persecuted across the world for a few thousand years, and we come back to

PHILOSOPH-OFF

KHIRBAT IKHZA'A STARBUCKS: ISRAEL'S OR PALESTINE'S?



Brandon Goldner
 The Commuter

Khirbat Ikhza'a, Palestine -

The struggle between the fathers of our homeland and invading Israeli forces took another turn for the worse Thursday. In an act clearly in defiance of Allah's will, Israeli troops tried first to persuade, then forced, customers of the popular Khirbat Ikhza'a Starbucks # 3292 to leave as they were enjoying a midday snack. Palestinian troops responded decisively by blocking entry into the lavatories using "Wet Floor" signs and empty mop buckets until the frazzled Israelis yet again were forced to admit both defeat and Palestine's supreme superiority.



"Palestinian troops responded decisively by blocking entry into the lavatories using 'Wet Floor' signs and empty mop buckets..."
 Brandon Goldner

"As we can plainly see, the fight is not yet done," said Hamas leader Mahmed aal-Zakifir. "We still have a long way to go before Allah's will may be done by His people, and we firmly believe that Starbucks #3292 will remain the focal point of the battle between our righteous and their evil Zionist ideologies."

When asked for support for his argument that "God gave us this Starbucks," aal-Zakifir stammered and appeared to distract himself with a pen on the lectern.

"Will you look at that," the six-foot five-inch, 265-pound leader commented, not without a tone of awe. "All you have to do to get the tip to come out is push the other end! Haha! Allah must surely have smiled upon this man, Bic."

Again asked for clarification, aal-Zakifir said, "Look. We all know this Starbucks belongs to us." He then took a map from the lectern. "See? These are the borders agreed upon by the UN after World War II. See that dot? That dot right there?" He pointed to a place on the map. "That is the EXACT point on which the Khirbat Ikhza'a Starbucks now stands."

Asking the crowd of reporters to defy this seemingly impenetrable logic, a journalist from the BBC asked if Israeli inhabitants did not claim this spot long before the

20th century. Aal-Zakifir then paused, put down the map, and again reached under the lectern.

"Ok, you want to play hardball? I can play hardball." He lifted a heavy tome from below and placed it on top of the lectern. "Here in my hand is the Holy Quran, the book of divine guidance and direction for all of mankind. And if we turn here to page 432," he said, slowly thumbing through the pages with the deliberateness of a heart surgeon, "we can see plainly that Allah said, 'Go unto the Holy Land Allah has ordained for you.' Surely, as Mohammed himself once practiced his faith here, you can see how it is we to whom Starbucks #3292

rightfully belongs!" Aal-Zakifir then thanked the crowd for their presence and their undying commitment to

Allah, but one more hand shot up, this one belonging to unaffiliated citizen-journalist Sol Storrs.

"But in the Old Testament, God said the same thing to the Jews! How do you explain this paradox of ideology, and how may it be reconciled?"

To this, aal-Zakifir slowly turned and gave a shrug. "Well, the simple answer is to just let everyone use the Starbucks and have that be the end of it. But of course, that would go against everything we've been fighting for, and would make our ancestors, who gave their lives for our cause, look silly for having died for nothing. And we wouldn't want that, so... we just think it's better to say it's ours and let it speak for itself."

The dumbfounded reporter offered no rebuttal.

"Besides," aal-Zakifir added, "I'm kinda used to it taking less than three minutes to get in and out, and, with twice as many people to share it with, I might be late to work."

When asked if he couldn't simply leave home earlier in order to arrive at a prescribed time, aal-Zakifir slammed his fist on the lectern and began ordering his troops to once again surround Starbucks #3292.

An open letter to a broken home

Brandon Goldner
 The Commuter

When you wake up in the morning of your broken home, and you feel the light of day pulsing through the windows, only to feel it being pushed back by the tension from heavy footsteps, pick up your head. You can dress, and you can go to school. There you will find comfort.

If you eat your breakfast and the paper is folded outward in the soft curve of the earth itself, and you hear people talking at one another... not talking with or talking to, but talking at... there's no need for you to listen. Clean up your dishes and head outside. There's a friend waiting to be made.

As the door of the parlor slams shut, and you're red in the face from trying to explain, but the person on the other side of the wall has decided that she's going to have it her way - that her way is best, and that your breath, upon her, is wasted - you can go ahead and take your coat and open the other door, the one that leads unto the night, and walk the streets until your face is cold and your mind is on other things.

Once you've moved away and made your own home, and you get a phone call late at night, and the voice on the other line is drunk and strong, asking you for

the place being trashed."

Israeli officials continued by stating that they're pretty sure the Starbucks belongs to them, releasing to the press on Thursday that "it's got to be in the Bible somewhere. I mean, I haven't read the whole thing myself, but I'm fairly certain God wanted us to have the whole thing." Attempts to contact the Seattle-based franchise were unsuccessful, though upon further inquiry we were sent a coupon for a breakfast sandwich and a half-punched-out card for a free coffee.

Since the transfer of the business into Israeli hands, Palestinians have responded by refusing to return any balls

accidentally thrown over their side of the fence, brashly displaying them in their front windows as a clear sign of defiance. Suggestions by the United Nations for a resolution, like putting a piece of duct tape down the middle of the coffee shop, have been met with resistance from both sides, citing that essentials like access to the kitchen and attempts to reach wallets on the other side will surely result in wacky hijinks. Mousekewitz denounced such suggestions, saying that the only thing that could bring any amicable end to the conflict would be the peaceful "...dedication of the Palestinians to restoring to the state of Israel that which is rightfully theirs, or a nice lentil soup. But I don't want to be a bother."

favors, you may say, "I have no favors to give. I am sleeping." And if the line cuts off, you don't have to call back. You can go right ahead and live that life of yours.

When you go back to that house that was supposed to be a home, and you see all the windows dark and the lawn unkempt, and you find yourself not wanting to go inside, you have every right to turn around and walk away. There's nothing for you there.

When the days are strong, and you find yourself in good company with your mother and your father, enjoy those times.

When the days are not as strong, and you feel disappointed for having been let down once again, for having thought once again that This Time It May Change, but in your mind you always knew it would come back to this, that there would be no end and there would be no logic to be found, you can take your worries elsewhere. You can take those worries from your mind and you can put them in the palm of your hand and, instead of gripping tighter, you can simply turn your palm to the ground and watch them fall away.

Finding yourself in need, you may ask a favor. But know this favor comes at a price. Know this favor would not be done because you are in need, but because it

is seen that you are in want. And know that those favors are not ones that are easily forgotten by those that feel you owe them everything, that feel there is a score to be settled. These are not your friends, and they would not be done unto as you would do unto someone else - for the spirit - but because they expect to be repaid. Take your favor and swallow it; save it for another soul on another day.

On the days that you feel guilty, on the days that you feel sad, on days you feel weak, on days you feel frustrated and angry, on days you compare what little you have to someone who has much more, do this: Look at what you've built for yourself. See what it is you have done, and know you have done it. Know you have created this yourself, and know

that your life, your happiness, is yours to keep. Know it should and will be shared, but know it can't and won't be shared with those whose sorrow only acts to drown joyful music with disapproval. Know your goodness is to be shared, but cannot be shared by those who would only serve to criticize. Or to bite. Or to scream. Know that your being alive entitles you to be good, to be happy, to be peaceful. And know: In this world, we deserve that much. But also know whose actions serve to corrupt, no matter their intent. Know enough to see it and to walk away for that is your privilege on earth; to walk away from nonsense, and to live your life wholly and freely as you alone see fit.

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Retort to an anort

Rick Casillas
The Commuter

Note: This was written as a response to "Grunge isn't dead," published in the Feb. 4 Issue of the Commuter.

Why did the Greg cross the road? It didn't, because Greg refuses to move forward. My dear friend Gregory Dewar is a creature of habit, mired in the bog of perpetual non-adaptability. He is the bison that gets pulled down first on those nature shows, limping behind his friends because he's too busy rocking out to terrible bands like Alice in Chains to notice his liver just got torn out

by a hyena and he is being eaten alive, by society, man. The first time I met Greg his pronounced mannerisms and lagging sense of fashion was what struck me. First, he is a time capsule of '90s one-liners and smooth oldies, sporting flannel shirts he draws a remarkable likeness to the prehistoric 1996 guy from South Park; just on the cusp of closing that threshold between modern and days-of-yore I feel he too is the link to another age. The second thing I noticed about Greg is that he doesn't like anything, he probably won't like this article because it was made sometime in the last decade. Within the first two hours of being in the car

with him I extrapolated his laundry list of things he hated, all drawn together by the common trait of being recent. According to the Bible of Greg (In all likelihood the Bible may be his favorite book since most of it was written a few thousand years ago) a good video game, movie, and television show has not emerged for years. Why? Corporations, lack of creativity, blah, blah. Who cares. These are the elements that comprise this thinly guised prejudice for shiny things. I just know, if it didn't hit the assembly line before Baldur's Gate, he probably ain't all that into it. As you may imagine, there are some things Greg does love. Greg

loves eating food out of other people's desks and telling us not to say anything. Greg loves tacos, and Greg LOVES flannel. In his own words, and I quote "It's warm and you don't have to change before going to bed." Bam! There you have it, literate public, a modern day renaissance man not held down by convention and rudimentary hygienic practices. I get it. I own a few checkered shirts that I wear in the forest where nobody can see me. I, too, once walked such heights, stabbing my face relentlessly with piercings and rolling in grass seed to maintain my unkempt aloofness. But then I got a job and stopped being a filthy hippie. I mean, would it kill you to wear a nice shirt every once an awhile? Really?! Would you explode into baby turtles if a tie got noosed around your neck for more than an hour?! I don't think it would, Greg... I don't think it would.

And your argument about grunge is invalid, thanks a lot for Nickleback and Creed. You really opened some doors there instead of fostering a viable music movement. If we want to play the roots game, I should probably thank slavery for all those

sweet underground riffs that lent themselves as a fulcrum for blues. That is a can of worms that can be traced back to the dawn of man, but can you truly say music is better because of grunge? The late '90s were a cesspool of raspy, heartless radio beats that collapsed the internal organs of the business at a time when music was already being threatened by waning sales. Trust me, there's nothing I would like better than for that dinosaur of an industry to come crashing down, and I have clocked countless hours screaming along in the truck to the choicest cuts of sound that were derived from the period but I cannot say with a definitive voice that music was improved by the emergence of grunge. What can be acknowledged, and was consented to in your own article, is that grunge exists only in faded glory, further confirmed by your allegiance to its tattered flag. Dead? Absolutely. If you want to argue relevance to the creation of today's music though, I might need to borrow a flannel jacket because I'm moving to the country, and I anticipate I'll be eating a lot of peaches.

Classifieds

They just make cents. Place an ad today with The Commuter at commuterads@linnbenton.edu

Deadline: Ads accepted by 5 p.m. Friday will appear in the following Wednesday issue. Ads will appear only once per submission. If you wish a particular ad to appear in successive issues, you must resubmit it.

Cost: Ads that do not solicit for a private business are free to students, staff and faculty. All others are charged at a rate of 10 cents per word, payable when the ad is accepted.

Personals: Ads placed in the "Personals" category are limited to one ad per advertiser per week; no more than 50 words per ad.

Libel/Taste: The Commuter will not knowingly publish material that treats individuals or groups in an unfair manner. Any advertisement judged libelous or in poor taste by the newspaper editorial staff will be rejected.

Help Wanted:

LBCC Career Fair(LBCC) Mark your calendars for March 5 10am-2pm. Invite your friends and family as this is a free, open to the public event. See www.linnbenton.edu/careerfair for tips and suggestions and to see who is signed up so far to come.

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Gregory Dewar for the past 10 years. Photo by MaryAnne Turner

PERSPECTIVES:

"What do you think about Michael Phelps getting busted for smoking weed?"



Alexi Campbell
Accounting

"It kind of sucks because he is a role model for a lot of kids. You should be more cautious, especially in the public eye."



Kent Bean
Darkroom Manager

"I don't know if he actually did it, I have not seen proof. If he did: Hang 'em. It's not smart. He's teaching students."



Emma Johnsrude
Psychology

"Haven't heard about it. I think it should not affect people's view of him. Pot is not that big of a deal."



Timothy Nguyen
Education

"I think we should legalize it and get out of his life. They are giving him the shaft and it is disgusting."



Scott Cummings
Dietitian

"I'm just mad he did not smoke with me. It's not like it is a performance enhancing drug."

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LOCAL NEWS

Community news about the mid-Willamette Valley, including Albany, Lebanon, and Corvallis.

Teach-In: LBCC tells global warming to go to Hell

Rick Casillas
 The Commuter

Mayors, Senatorial Aides, and good ole' fashioned regular folk gathered in the forums of LBCC on Feb. 4 for a national teach-in about global warming. The purpose was to create a dialogue between officials and students about how energy conservation is being combated on a local level.

Stefan Seiter, program chair of agriculture at LBCC, emphasized that the gathering was not created to help spread awareness on the issue, but rather discuss actual movement towards minimizing wasteful use of resources in the area, the topic of the day, according to Seiter, was to be "...actions, actions and solutions that will move us forward."

In attendance on the panel of speakers were; Dan Whelen, aide to Congressman Peter Defazio, Corvallis Mayor Charles Tomlinson, and Albany Mayor Sharon Konopa.

Sustainability, the new code word for 'going green', was on the tips of everyone's tongues as the panel read prepared statements listing their goals on influencing changes around the area. While

Konopa spoke about careful urban planning, Tomlinson outlined goals to create more efficient building practices and curbing excessive use of water and electricity. After railing on former President Bush a little, Defazio's letter went on to speak on the importance of investing in natural gas and the inclusion of the global community in finding solutions, saying, "Global warming is by definition a global problem." Once a review of their statements was concluded the panel of three fielded questions from the audience about what measures are being taken on a city and state level to turn Linn-Benton green.

Whelen briefly spoke about funding allocation from the stimulus package being pushed through right now estimating that of Oregon's piece of the pie, \$85 million will be put towards improving transportation and \$305 million will be allocated towards updating highways and bridges statewide. Tomlinson later remarked that a team had been put together to discuss ways to reduce congestion on

the bridge leading out of Corvallis, with plans to meet on Feb. 6 to start outlining ideas.

After an audience member in attendance inquired about plans for a connecting bike path, Konopa responded, saying that it was

was raised by students at a later brainstorm session for the creation of a two year degree.

When asked about their influence on making drastic changes to the environment in the area, the mayors stressed their primary role

is advocacy, but they did have a hand in altering the landscape in terms of city planning. Konopa spoke several times that she felt strongly about slowing

urban sprawl and felt big changes could be made by small alterations in the construction of homes and office buildings. Says Konopa "We're going to be reviewing our development code, there are many little things that would help." Among her suggestions were making plug-ins for electric cars mandatory in garages, and alterations to new roofs being built on homes to facilitate alternative energy like solar panels and wind turbines.

She also stressed vertical development, like building parking garages up to save on land, or pushing for smaller homes with lower ceilings that required less



"Sustainability, the new code word for 'going green', was on the tips of everyone's tongues."

Rick Casillas

"Something that is in our plans, it's just held back by a lack of funds." Tomlinson followed up by saying that Corvallis had already begun plans to build their own bike path to the extent of city limits, in hopes the two cities might someday be connected.

Discussion about the famed "green collar" jobs also took place, with Tomlinson saying he hoped that some of the fees recently voted in by OSU students could be used towards helping supplement green collar job creation by stimulating work force development. While LBCC currently lacks environmentally focused programs, interest

energy to heat. Tomlinson echoed her sentiments, suggesting a system where new housing was required to fulfill an eco-friendly point system, making small alterations on buildings until they have enough green accommodations to fulfill the prerequisites to be built. Tomlinson was also excited to talk about other small ways to save energy, like using a rainwater catch system to store winter water for summer use, or attaching renewable energy charges on utility bills, whose proceeds would be invested into conservation programs around the city.

Tomlinson hopes that discussions like the one held on Thursday will continue between the two cities, saying to the audience gathered at the forum, "Your university president has been a catalyst to bringing our two cities together." He further commented that the problem of dealing with global warming on a local level is sometimes problematic, but he saw real promise in gatherings like the Teach-In, "It's an issue of political and regional cooperation, I look forward to working with the mayor of Albany and her council in the future."

Art exhibit highlights our scaled, finned friends

Brandon Goldner
 The Commuter

The "Sustaining the Spirit of Oregon's Bounty: Our Fish Story"

art exhibit at LaSells Stewart Center on Oregon State University's campus had a reception for the artists Feb. 6. Spanning a variety of different media, art-

ists were asked to submit work that represented what has been one of Oregon's most treasured resources.

Jeanne Henry hadn't seen her

large sculpture "Fish Dream/Fish Nightmare" for a long while until the reception Feb. 6, as it had been commissioned elsewhere. When asked by another artist if the sculpture was hers, Henry replied, "This is my fish! And I haven't seen it for two years. I even took it to the beach for a week and worked on it. So I just lived and breathed this thing, and I had to give it up."

The emotional connection between the artists and their work was palpable. One artist spoke of

how tragedy moved her to create an oil painting; another, trips around the world.

And from the two-dimensional, five-foot long paintings to the three-inch ivory medallions, there will be something of interest for followers of every medium of artistic expression.

The art exhibit runs through March 10 at LaSells Stewart Center on Oregon State University's campus and is free to the public.



Admirers: A young couple admires Jeff Goldner's "The Promise of the River."



Salmon Nightmare: The reverse of Jeanne Henry's "Salmon Dream/Salmon Nightmare."