



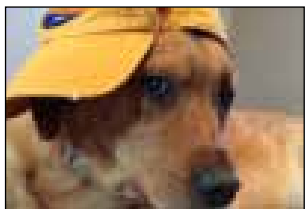
Shovel Knight and more. Pages 4-5



Game night with friends. Pages 6-7



Graphic novels worth sharing. Page 9



'Tis the season for baseball. Pages 10-11



Get your music out there. Page 12

Students get to know new chancellor over lunch and budget discussions

By Lindsay Osuch

Chancellor Cathy Sandeen was eager to meet with UW-Sheboygan students, faculty and administrators on the Sheboygan campus on March 11. Sandeen stepped into her role as chancellor for the UW Colleges and the UW-Extension on Dec. 15, leaving behind the warm weather in San Diego and embracing Wisconsin's midwinter weather.

Budget cuts

While on campus, Sandeen touched on the budget cuts during a lunch with representatives from several student organizations.

Sandeen explained that if there is no change by July 1 the UW System will have approximately four to six months "before the money runs out."

Sandeen plans to evaluate revenue streams and fundraising options. She explained that there are other areas that may need to be looked at to consolidate the budget, which include fewer teachers, fewer classes, larger classes, less frequency of course offerings, and having more teachers commute to sister campuses.

Sandeen encouraged students to write to their state legislators with



On March 11 Chancellor Cathy Sandeen tweeted about her visit to UW-Sheboygan, "Highlight of my day: Meeting UW-Sheboygan students!"

specific stories about why the UW System has been a great choice for them.

Sandeen's story

Sandeen also provided information about her background. She grew up in California where she looked up to her entrepreneur brother and helped him begin a successful toy store.

Sandeen went on to teach as a professor of

communications at the University of California-Los Angeles. She advanced from her teaching position to become the dean of the UCLA extension.

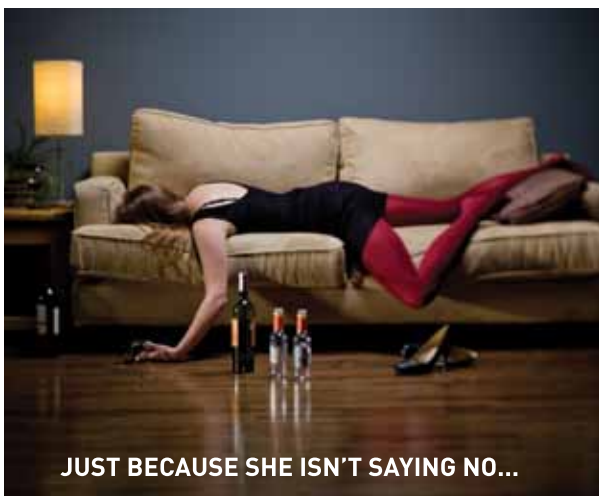
Sandeen has also been the vice president for education attainment and innovation at the American Council on Education, an organization that promotes adult learner programs in higher edu-

cation. Sandeen oversaw ACE's national agenda to increase post-secondary education procurement.

Sandeen was nominated by a friend for the position as chancellor for the UW Colleges and the UW-Extension.

Sandeen said she was honored to receive this position and feels that the UW System is a "beacon

See **Budget cuts**, page 9



JUST BECAUSE SHE ISN'T SAYING NO...

DOESN'T MEAN SHE'S SAYING YES.

Bystander! You, yes you.

Statistics show that bystanders are the largest group of people involved in violence. They greatly outnumber both the perpetrators and the victims.—Sex Roles 2009

Try a play from the "Bystander Intervention Playbook" to help you make a difference in situations that may potentially lead to sexual assault, relationship violence, ha-

arrassment, or other problems. The following "plays" were discussed on campus on April 29 during "Bystander Training" with Christopher Jorgenson from UW-Eau Claire:

- ✓ Pick and roll—Use distraction to redirect a potential victim and/or aggressor (or both) elsewhere: "Hey, I need to talk to you" or "This party is lame. Let's go somewhere else."
- ✓ Defensive split—Step in and separate the two people involved. Express your concern. Be a friend. Make sure each person makes it home safely.
- ✓ Fumblerooski—Divert the attention of one person away from the other person. Commit a party foul (such as spilling your drink) if needed.
- ✓ Full Court Press—Recruit the help of friends of both people to step in as a group.

Become an active bystander. Build your skills. Make a difference. Source: www.stopabuse.vt.edu

Musicians from the University Soloists and Ensembles

Recent MUSE concerts featured the UW-Sheboygan Chorus and Jazz Ensemble. The Earth Day Concert on April 23 built on successes from the Christmas/holiday concert, which was on Nov. 25. Campus singers and musicians also have performed recently at a campus art opening and in the community with other Sheboygan-area musicians.



Top: Faculty member Paul Sucherman accompanies flutist Jordyne Runkel during the Earth Day concert on April 23.

Left: Members of the University Chorus perform at a campus art opening in March.

Right: Professor Christy Talbott directs chorus members during the Earth Day concert in the Fine Arts Theatre.

Photos by Mark Lawrence

The Jazz Ensemble rehearses for the Earth Day concert.

Remnants of Etiquette

Do you know how to mind your manners?

By Wesley Melton

Emily Post titled her 1922 “code of behavior, based on kindness and consideration” *Etiquette*. Her book contained comprehensive and detailed instructions on basic good manners, formalities, courtesies and social interactions, including methods of introduction, table manners, correspondence, and even speaking on the telephone.

Etiquette has eroded over the last century. Much of what my parents taught me as “good manners” is not practiced any more. For example, I was instructed to only eat with one hand, never put an elbow on the table, always keep my napkin on my lap, to stand up when a female entered or left a room, always open the door for females, to address adults as either “Sir” or “Madam” (ma’am for short, of course), etc. These practices are rarely seen any more.

Dawn Beinemann, a custodian at UW-Sheboygan, said “as women have sought to be treated equally as men, in employment, pay” et cetera, many of the customs generally designed as courtesies and protections toward women have eroded. “Women want more equal, not subservient, treatment. I remember when my daughter started dating and she would alternate paying the bill with her date; she felt it was not fair for the guy to always pay, which is a lot different than when I started dating. Women want men to know that they can do whatever men can do.”

I personally would feel strange if a date wanted to pay our bill, but I am obviously old-fashioned. Most of these social manners trace back to European ancestry, especially in England. Young people, especially girls, from upper-class families were sent to “finishing schools” to become more socially refined.

Rob Price, a junior at UW-Sheboygan studying engineering, said that when it comes to societal norms, customs, and traditions, “it is always easier to go down than up.” He explained that “keeping a standard is harder than not keeping it. It is ultimately easier to not do something and be lazy than to put forth effort to do it, especially when people may consider it superficial.”

Price also stated, “People try to do more in less time these days, so they may trim off things such as manners if they do not see them as essential.”

Whether or not to address a person by first name is an area that has been trimmed. According to *Etiquette*, it is bad manners to address a person by their first name, “except by specific request” by:

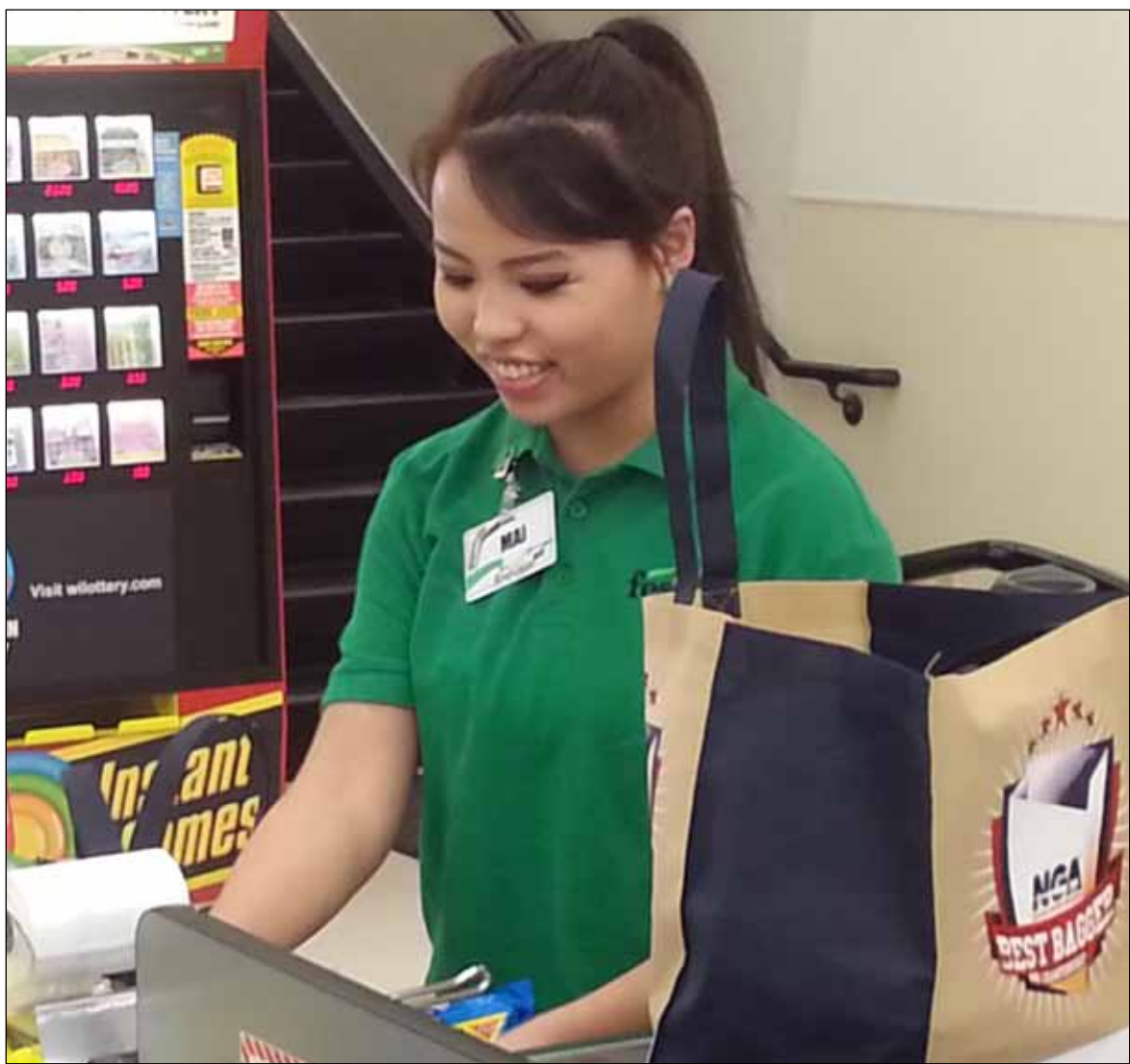
- A superior in one’s business
- A business client or customer
- A professional person offering you services
- A person of higher rank (a diplomat, elected official, or professor, for example)
- An older person

According to Karen McCardle, a UW-Sheboygan librarian, “the formalities of introduction have become mostly irrelevant. I think if I wanted to meet someone, I would go introduce myself to them.” McCardle added, “That tradition is not really necessary anymore.” This serves to further remind me just how stubbornly old-fashioned I am.

Another important discipline of *Etiquette* is common courtesy on the telephone. When a caller phones a home or business, he or she should always introduce themselves. It is bad manners for a caller to say “Who is this?” when the call is answered. My answer to such a caller would be, “Whom are you trying to reach?” though I always answer my phone with an introduction including my name.

Post left a valuable legacy behind that prevails to this day. Some of the customs are archaic, but many are still important and serve a good purpose in our society.

Visit the Emily Post foundation at www.emilypost.com to learn more.



Mai Her, who works at Festival Foods, represented Wisconsin in the Best Bagger Championship in Las Vegas in February. She placed third and plans to compete again. Photo by Mark Lawrence

Competitive Grocery Bagging

Student places third at nationals

By Mark Lawrence

Local student Mai Her, 20, will be completing her second year here at UW-Sheboygan in December. She is working toward a nursing degree and plans to specialize in oncology, and she plans to transfer to either UW-Milwaukee or UW-Oshkosh in spring 2016. She has been working for the local Festival Foods as a bagger for the past three years. In addition, she is the head bagger trainer for the store.

During the three years that Mai Her has been working for Festival she has competed in three of the local bagging competitions, but she had not won until last August. “In August of 2014 I competed in the local baggers competition against 24 other baggers, six of which were from Festival here in Sheboygan,” she said.

After winning the local competition, she advanced on to the state level competition, where she again took the top spot. This set Mai Her up to represent the state of Wisconsin in the national competition in Las Vegas on Feb. 9.

The 29th annual Best Bagger Championship, sponsored by the National Grocers Association, was held at the Mirage Hotel and Casino.

The competition included five elimination rounds and one final round for the top five baggers.

A total of 25 of the nation’s best baggers represented their respective states and competed for the top prize of \$10,000. In addition to the top prize, \$5,000 would be awarded for second place, and the third- through fifth-place

finishers would receive \$1,000 each.

The criteria for scoring was based on a point system, with 10 points awarded for each of the following categories: times faster than 45 seconds; proper bag building techniques; style, attitude and appearance; and (the toughest category) weight distribution among three bags. “This is where the finalists are selected,” Mai Her said.

“Since it’s my job to bag groceries, I took advantage of every opportunity to work on my speed and accuracy, at the same time giving each customer the best of the best in my bagging skills,” Mai Her said. “I knew that this competition was going to be intense so I wanted to give it my best.”

Before Mai Her’s departure for the competition her co-workers and supervisors threw a small good luck party with a cake and balloons.

In Las Vegas, she competed in front of more than 600 onlookers, which included supporters, family and friends.

Mai Her’s performance landed her in the top final five, and she took third place overall. She walked away with a cool grand, not bad for less than 45 seconds of work!

When asked what she was going to do with her winnings, she said, “I’m gonna save it and eventually put it towards a new car.”

Mai Her plans to compete again this year. “The winner of this year’s national competition had competed two times before and this time won it on his third try,” she said.

Indie Game Spotlight

Stories and screenshots by Brady Menting

Once again I delve into the mines of the Internet to find some of the rare gems among indie games. They may not have the shiny, high-definition graphics of the big-name releases, but they have more than enough going for them to make up for their small budgets and small development teams. Whether they are characterized by amazing storytelling or have no story at all, whether they have an intricate array of mechanics or revolve around a single, simple element, these are four games that stood out to me.

Gratuitous Space Battles

The name says it all. Imagine all the spectacular space battles of Star Wars, Star Trek, and Battlestar Galactica without any talky bits to distract from the massive space battleships duking it out with lasers and missiles. This is Gratuitous Space Battles in a nutshell. Big cruisers, swift frigates, and swarms of agile fighters are at your disposal as you carefully organize each battle.

Instant comparisons may be drawn to FTL: Faster Than Light with the art style, top-down view, and wildly customizable array of warships to choose from, but that is where the similarities end. This is quite a hands-

off strategy game. You do all your micromanaging of the ship's equipment, designate its behavior in battle, and then watch the action unfold as the two fleets battle it out.

While the game offers an entertaining spectacle, Gratuitous Space Battles is not for everyone. The slow pacing of some of the larger ships can stretch out the battle, and the unpredictability of each battle can make things frustrating, especially when things change and you can't order your ships to change tactics.

In addition it can take 30 to 45 minutes from booting up the game until the first shots are fired simply from having to



In Gratuitous Space Battles you do all your micromanaging of the ship's equipment. Then you designate the ship's behavior in battle and watch as two fleets battle it out.

design the ships.

Only three of the pre-loaded designs are really useful for teaching the ropes of design, so a significant portion of time is sunk into equipping each class of ship. In addition, the system of designating ship behaviors lacks

depth, in my opinion.

When things get hairy it would be nice to be able to order the fleet to reconfigure its formation or perform specific maneuvers like encircling or dividing enemies. While an expansion pack provides a sort of "civilization for begin-

ners" conquest mode to change things up, this aspect is pretty shallow.

All things considered Gratuitous Space Battles is definitely a game to have fun with, but try the free demo before buying the full version.

Papers, Please

Papers, Please is a paperwork simulator by a single designer, Lucas Pope. While this does not exactly sell it as entertaining, I have to say it is at least an interesting paperwork simulator. You work as the clerk at a border checkpoint in a fictitious soviet nation, and you are charged with upholding the security of the nation during an unstable time.

There are terrorist attacks from time to time, and the criteria for admission changes constantly. One day you are prohibited from admitting citizens of a certain country, and the next day things are normal. The changing requirements

force the player to be able to remember an ever-expanding list of criteria in addition to verifying each person's identity. If their weight is even a tenth of a kilogram off, be prepared to check them for weapons or drugs.

Things complicate as other parties with other agendas try to achieve their ends through you. Do you bend the rules and reunite an old war buddy with the love of his life? Do you try to aid the secret organization? Do you accept bribes or grant asylum to desperate refugees despite inadequate paperwork?

It is a game where it seems like you are not



In Papers, Please you work as the clerk at a border checkpoint in a fictitious soviet nation. You are charged with upholding the security of the nation during an unstable time.

the protagonist, only a background character in a million other stories—some large, and some small. This is definitely

a good game to reach for when shooting the zombies, terrorists, or zombie/terrorists loses its charm, but again, the slow pace of

the gameplay will turn off people who aren't already engaged by its other aspects.

Shovel Knight

From Yacht Club games comes Shovel Knight, the latest NES (Nintendo Entertainment System-type) game. Shovel Knight is a side-scrolling game that manages to have another title that explains a hefty percentage of the game. You play as a knight with a shovel, named Shovel Knight, separated from his dear partner, Shield Knight (try guessing what she uses). When a mysterious enchantress begins taking over the land with a groups of knights, known as the Order of No Quarter, Shovel Knight is faced with the chance to reunite with his partner.

This is a game that reeks of old NES titles, with a series of Megaman-esque themed enemy bosses like Polar Knight, King Knight, Plague Knight, etc. There is a Mario Brothers-style map that you use to navigate between levels, and old Metroid-like maps sprawl out and encourage exploration.

This game is as close to an old Nintendo Entertainment System game as any that have come out in the last decade. Serious effort has been put into preserving the feel, from the sounds to the way the maps scroll. However, those intimately familiar with the NES and its abilities may notice a couple of extra colors and parallax scrolling, neither of which the NES supported.

Besides the gameplay, which is tight and simple yet grows in complexity, it is still a marvelous game. The music is catchy, the visuals are pleasant, and

it's just a fun game to play. The cartoony fantasy world has a sort of quirky art style associated with the NES era.

Unfortunately, children of that era should also remember the dark sides of such games. Many times those old games were unforgiving in difficulty. This was from a time where "easy mode" was getting someone who already beat the game to play through the hard part for you.

There are many environmental deaths to be had with pits and spikes that mean instant death and more than enough creatures that love nothing more than to knock you off your precarious perch and into instant death. Luckily lives are unlimited, and death knocks off a large portion of the money you had been gathering. The money hangs about your point of death, at some points taunting you to try and come get it even though you know you probably can't make the jump.

Another point that will prevent many "rage quits" is the lighthearted fun of the game's atmosphere, tempering annoyance at repeated deaths from tricky platforms. My diagnosis: It's easily a prime piece for any retro collection, and anyone who enjoyed games on the NES will love Shovel Knight. I definitely recommend it; its jolly style and depth of characters are rarely seen in many older games (and some more modern triple-A releases).



In Shovel Knight you play as a knight with a shovel who is separated from his dear partner, Shield Knight (try guessing what she uses).

Five Nights at Freddy's



In Five Nights at Freddy's the animatronics try to kill you.

Five Nights at Freddy's is not a game to be taken lightly. While it's not a "horror" game like Silent

Hill 2, it is still scary. You are the night guard at the Chuck-E-Cheese knock-off, Freddy Fozzbear's

Pizza, but there's a twist, the animatronic singing animals are trying to kill you. Running away is not an option, and the tools at your disposal are a pair of lights, a pair of doors, and a camera screen.

While gameplay is very bare bones the game makes up for it with its atmosphere. The darkened restaurant with the dead-eyed animatrons staring into your cameras makes things feel eerie, but it gets worse when you pull up the camera and

find out that they aren't there anymore. You use up precious power as you monitor them throughout the restaurant, and your pulse begins to race as you cycle through the cameras trying to find them, only to hit the light switch and find they're right outside the door.

The design of the game is well done, making the animatrons seem menacing in a child-friendly sort of way, and there are many little surprises that will try to psyche you out.

Each shift is from midnight to 6 o'clock, and you have a limited amount of power. Viewing the camera, turning the lights on, and closing the doors all cost power, and nothing can be more tense than at 5 a.m. when you're at 6 percent power and can't find the animatrons.

Five Nights at Freddy's is good for people looking for a thrill, but it may be a bit much for people who just want to have fun with their games.

ORGANIZING A GAME NIGHT

*"We don't stop playing because we grow old;
we grow old because we stop playing."*
—George Bernard Shaw



Tips & Tricks

Epic Game Nights

- ✓ Know your budget and stick to it.
 - ✓ Don't plan to start the games for at least one hour after guests begin to arrive. This gives your guests time to arrive, snack, and mingle.
 - ✓ The first game should accommodate a changing number of players. Starting with a team game is a great choice.
 - ✓ Encourage guests to bring their own games. This keeps things fun and exciting.
 - ✓ Make sure someone is an expert on the rules of the game ahead of time and that they are able to explain the rules to the group
- BONUS:** For even more fun, have players create new rules for old games.
- ✓ Make sure you have plenty of pencils and paper handy.
 - ✓ Have small prizes for the winners of the games. Do a white-elephant-style game night where everyone brings a small "mystery" gift to use as a prize. End with the ultimate last game: the winners get to exchange their gifts with the players of their choosing.

Source: www.faithpermeatinglife.com/2013/05/9-tips-for-hosting-kick-ass-game-night.html

PEOPLE: Game night guests

- Use evite to send out your invitations. This works great for potluck-style parties: It gives you the ability to create a list that people can use to sign up to bring specific items.
- Mix your crowds together—This gives your various groups of friends a chance to meet. Bonus: Various personalities make game night a hit!
- Try to keep the guest list to 6 to 10 people for an epic game night. Hosting more than 15 people may inhibit your ability to relax and focus on the fun.

PLACE: Preparing your space

- **PREP**—Tidy up, but don't stress about this too much. Just pick up enough so you feel comfortable entertaining in your space.
- **ZONES FOR FOOD AND PLAY**—Use the dining room table for the food and snacks, and get the coffee table ready for the game zone.
- **TABLES**—Test out the table you are planning to use for games before your guests arrive.
 - Make sure your guests will have enough room for the game board and game pieces and that they will remain comfortable.
 - If you are playing a game like charades or Pictionary, make sure you have enough space for people to move and watch the player performing the action.
- **MUSIC**—Choose some tunes. Make sure you don't choose music that's too distracting. You just want something to keep things upbeat.
- **DÉCOR**—Buy an inexpensive bouquet of fresh-cut flowers from your local farmers' market to add a touch of color and liveliness to your space.
- **THEMED DÉCOR**—Create a festive table runner:
 - Arrange a deck of cards on a piece of paper.
 - Make multiple colored copies of the page.
 - Tape the sheets of paper together and place them across the table.

Source: www.sheknows.com/food-and-recipes/articles/814472/plan-a-grown-up-game-night-1

THINGS: Savvy snacking for game night

- **BEGINNER TIP**—Don't cook if you don't have to. Keep it simple.
- **BASIC SNACKS**—Provide some snacks and beverages to keep guests energized and ready to play.
- **PIZZA**—Ask guests to bring a little cash so everyone can chip in for pizza. However, plan to take a game break when the pizza arrives. Avoid having greasy foods in the gaming area to keep the game and all the pieces in top condition.
- **POTLUCK**—For potluck style gatherings the host generally makes the main dish. Guests are asked to bring a side dish.
- **PRO TIP**—The best choice for game night = Finger foods.

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The Voice also welcomes contributions from student-volunteers. The students are solely responsible for the newspaper's content.



GAME NIGHT WITH FRIENDS

GAMES FOR COLLEGE STUDENTS

Quelf

Answer funny trivia questions, do outrageous stunts and activities, or follow wacky rules, be creative and play with a sense of humor. The game cards fall into five categories, from “showbiz,” which will prompt the player to do impressions and more, to “quizzle,” which consists of challenging and bizarre trivia, riddles, and brain teasers. Players go through the game as one of eight characters, including Mrs. Pickle Feather, Mr. Lugnut, and Super Ninja Monkey.

Cards Against Humanity

This game is a twist on the game Apples to Apples and has been described as “the board game for horrible people.” During each round, one person, “the card czar,” asks a question from the black card, and the other players pick their funniest white card to play on the black card.

- Warning: This game will offend some people.

Balderdash

One person reads a word from a card then all players write down their best definition for the word, trying to think of what the other players will believe as the correct definition. Meanwhile, the player who read the card writes down the correct definition, and when all the definitions are ready, reads them out loud. Players vote on which definition they think is correct, and the owner of each definition gets to move forward one space for each vote.

- Can you guess the correct definition of “flumdiddle” or “wuhlah”?

Pictionary

You don’t have to be an artist to play this classic game. In fact, it is actually more fun if you can’t draw! The rules of the game:

- The artist may not make any hand gestures or sounds.
- The picture cannot include any numbers or letters.
- The round ends once the team guesses the word or when time runs out.

Insider tip: Creating your own game set, with a white board and some fun words written on pieces of paper, is a budget-friendly alternative to buying the game.

Reverse Charades

Just like it sounds, this is the opposite of the classic charades. Instead of one person acting and the rest of the team guessing, the team is acting and one member is guessing. Lots of laughs for larger groups.

Play for your Health

The side effects of play include:

- ✓ **Relieving stress**—Play can trigger a release of endorphins (the body’s “feel good” chemical) that promotes your overall sense of well-being.
- ✓ **Stimulating the mind and boosting creativity**—When you are relaxed and in a playful mood, you are more likely to learn new information. Play stimulates your imagination which improves your ability to solve problems.
- ✓ **Helping to improve brain function**—Challenging the brain with puzzling activities may improve how your brain “works” and may help prevent memory problems in the future.
- ✓ **Bonus**—Social interactions while playing games with friends may also help to ward off anxiety and depression.

Source: “The Benefits of Play for Adults” @ www.helpguide.org/articles/emotional-health/benefits-of-play-for-adults.htm

Reasons We Play

- ✓ To learn
- ✓ To create
- ✓ To feel challenged
- ✓ To calm and focus ourselves
- ✓ To have fun



Stories & photos by Lindsay Osuch

Rabbit Hole

University Theatre's fall production

By Thomas Campbell

Director of University Theatre

This fall University Theatre will be producing David Lindsay-Abaire's 2007 Pulitzer Prize-winning play, *Rabbit Hole*—the story of family moving their way through the grief process after suffering the loss of child. Considered to be one of the greatest pieces of contemporary American dramatic literature, the play brings a lot of comedy and drama to a family trying to simply live.

University Theatre is also approaching the run of their shows differently this coming season. For the fall semester, productions will run Wednesday through Saturday with all shows starting at 7:30 p.m. Additionally, the pre-show lectures (previously held on Saturdays) will be moved to Thursday nights.

Student auditions for *Rabbit Hole* will be on Sept. 8-9 with rehearsals starting Sept. 21. Performances for *Rabbit Hole* will be Nov. 11-14.

For more information about this production, University Theatre, or the theatre program at UW-Sheboygan, contact Thomas Campbell at thomas.campbell@uwc.edu.

Snowpiercer

Set in a dystopian, post-apocalyptic world that is covered in snow due to a failed climate control experiment, *Snowpiercer* follows the few surviving humans who fight against all odds to survive. In the wake of the climate collapse, all remaining humans boarded a train that was designed to never stop running. On the train, the people are divided into two classes who remain in constant conflict. The upper class live at the front of the train, and they live off of the labor of the lower class who live in the discomfort of the train's rear. The story follows Chris Evans's character as he fights with the lower class to take over the train.

While *Snowpiercer* has been accused of being "*Hunger Games* on a train" nothing could be farther than the truth. The film explores far deeper themes and goes much farther than the *Hunger Games* series ever will. The action is intense and relentless, filled with twists and turns that no one can anticipate. This incredible storyline, coupled with some great performances by Chris Evans, Ed Harris, and Tilda Swinton, make this movie a must watch!

Movies like this: *Children of Men*, *Elysium*, *The Purge: Anarchy*

—Elijah De Jong

MOVIE RECOMMENDATIONS

Predestination

Predestination is the story of a temporal agent (a time-traveling detective played by Ethan Hawke known only as "the Bartender") who jumps across dimensions, attempting to reshape timelines in order to prevent crimes before they happen. Over the course of the movie, he attempts to stop a terrorist nicknamed the "Fizzler Bomber." In his attempts to foil the villain's attacks, the temporal agent is forced to come face-to-face with his own problems in order to save innocent lives. Along the way, he teaches us important lessons about the consequences of decision, the changeability of identity, and the value of life.

In my opinion, *Predestination* was intriguing and thrilling but took too long to set up. On the one hand, the movie kept the mystery and suspense intact so well that the viewer is genuinely surprised at the end of the movie. However, it can be said that it goes too far in maintaining the mystery, as the viewer really has little idea of what is happening until the last quarter of the movie. Overall, because of the distinctive use of time loops, the unique style, and excellent acting, I would recommend this movie if you get bored by reruns of *Dr. Who*.

Movies like this: *Looper*, *The Prestige*, *Edge of Tomorrow*

—Elijah De Jong



THE FUTURE IS OURS...

THE CALLING IS YOURS



Recommended Reading: Graphic Novels

Graphic novels show us the physical emotions, feelings, and meanings

By Elijah De Jong

When comparing graphic novels and the “traditional” print books with which we are all familiar, it is very tempting to pass judgment on one of the mediums. It is easy to favor one format over the other. To some, one is obviously better than the other.

Teachers here on the UW-Sheboygan campus however, provide a better perspective. Professor Ann Mattis said that while she likes “traditional books better, she thought that comparing them is unfair.” One thing she said resonated with me: “There are ideas/concepts/feelings that can be better expressed visually, just as I think that language and words can evoke subtle and complex aspects of consciousness that can’t be communicated through visual forms or that are communicated differently in visual forms.”

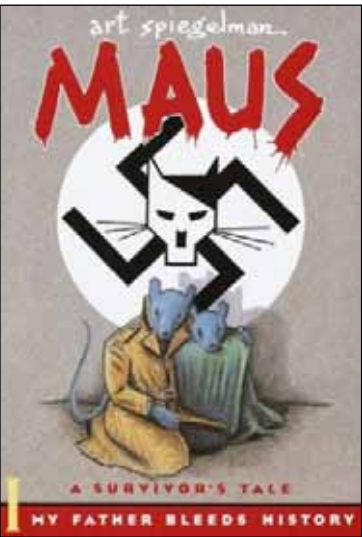
Basically, both formats have their own strengths that the other format cannot quite achieve. According to Mattis, “They both tap into different kinds of immediacy.” Graphic novels show us the physical emotions, feelings, and meanings that you can only grasp by seeing. Meanwhile “traditional” books allow us to enter into the internal “verbal conscience” of a character in a way that graphic novels simply cannot.

Further information is provided by librarian Dyan Barbeau, who is intensely interested in graphic novels. Like Mattis, Barbeau said she believes that graphic novels are neither better nor worse than “traditional” books. She said that the judge of whether a graphic novel is good or not is how well the author writes and collaborates with the artist. In addition, Barbeau pointed out that graphic novels could help us understand traditional books better.

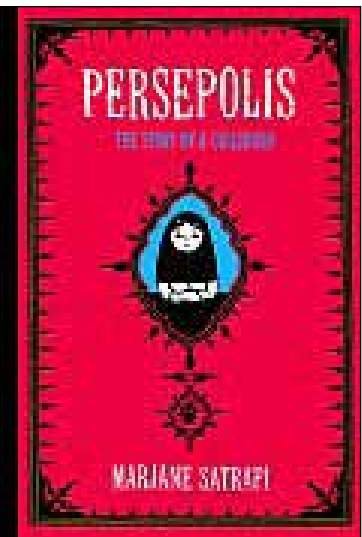
In one case, she read a graphic novel adaptation of Shakespeare’s *The Merchant of Venice* in order to understand the original play better. Through images, Shakespeare’s complicated play became much easier to follow, said Barbeau.

In addition to interpreting “traditional” literature, Barbeau said that graphic novels also can be helpful to more visually oriented readers. Through pictures, readers are drawn into the narrative, in a way that words sometimes are incapable of achieving.

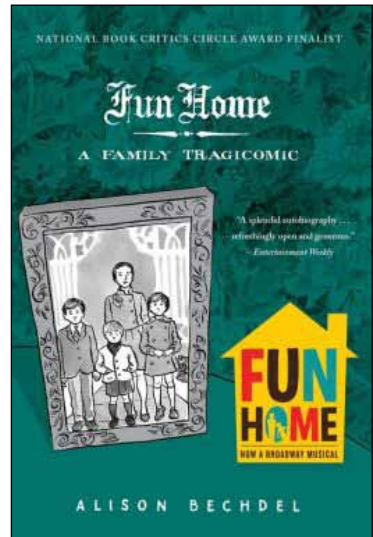
To those interested in starting to read graphic novels, Barbeau said that the best way to start is to look for well-reviewed graphic novels and to jump right into those. She urged readers to look past the “comic book” stereotypes when they pick up a graphic novel.



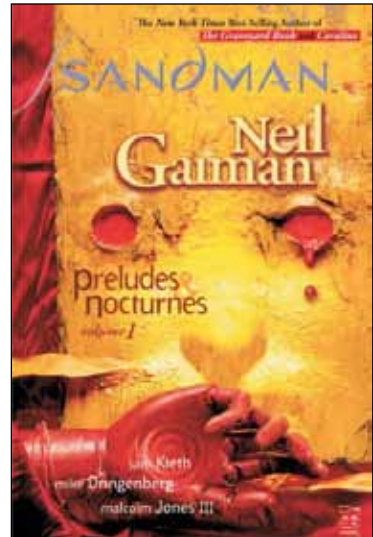
Maus by Art Spiegelman



Persepolis by Marjane Satrapi



Fun Home by Alison Bechdel



Sandman by Neil Gaiman

Stories from Iran, Poland during the Holocaust, rural Pennsylvania, and the realm of dreams

Persepolis is an autobiographical graphic novel by Marjane Satrapi. The book depicts her life growing up in Iran after the Islamic revolution. The title refers to the ancient capital of the Persian Empire, Persepolis. The book was originally published in French and has been translated in to English and several other languages.

Maus is a graphic novel by American cartoonist Art Spiegelman. In the book, Spiegelman depicts both his interviews with his father and his father’s experiences as a Polish Jew and Holocaust survivor. Spiegelman depicts Jews as mice, Germans as cats, and non-Jewish Poles as pigs. In 1992, *Maus* became the first graphic novel to win the Pulitzer Prize.

Fun Home: A Family Tragicomic is a graphic memoir published in 2006 by Alison Bechdel. The book chronicles the author’s childhood and youth in rural Pennsylvania, focusing on her relationship with her father. The book addresses themes of sexual orientation, gender roles, suicide, and dysfunctional families. *Fun Home* was a finalist for a National Book Critics Circle Award.

Sandman, a comic book series by Neil Gaiman, follows Sandman, the mythical king of dreams. Among the stories in *Dream Country* are “A Dream of a Thousand Cats,” about a misused cat’s mission to reclaim power for all cats, and “A Midsummer Night’s Dream,” in which Sandman commissions Shakespeare’s famous play for the fairy folk.

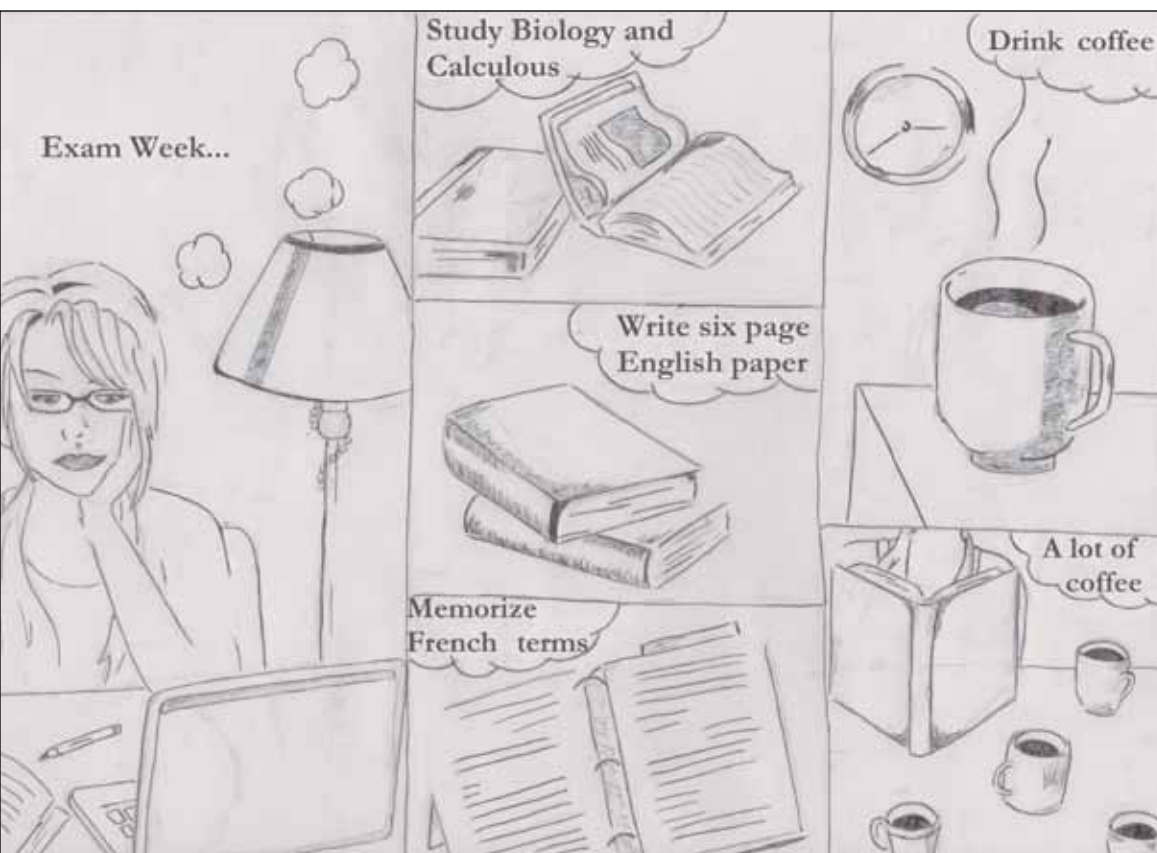


Illustration by Sarah Groth

Budget cuts

(continued from page 1)

for higher education.” She admires that the UW System is affordable for students and hopes to expand the bachelors of arts and science degree to more of the two-year campuses in the future.

Mobile app for advising

Sandeen said one of her dreams is to help students and advisors with a mobile app that would predict how a student is likely to do in a course.

Sandeen briefly explained how the app would work. A student would enter a course of interest into the app. Based on the academic history of that student the course choice would be shown in one of three colors: green (excellent), yellow (good), and red (poor).

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MILWAUKEE BREWERS SEASON OUTLOOK

Stories by Robert Murray

The Milwaukee Brewers, coming off of a disappointing end to the 2014 season, look to rebound in 2015 and make the playoffs for the first time since 2011.

If the Brewers hope to contend this season, they are going to need players such as Wily Peralta, Ryan Braun and Jonathan Lucroy to step up, since they were extremely quiet in free agency this offsea-son.

The one big move the team made was a subtraction, as the Brewers sent right-handed pitcher Yovani Gallardo to the Texas Rangers in exchange for three minor-league prospects.

While the loss of Gallardo will ultimately hurt, the Brewers still have a talented pitching rotation and team. Let’s take a look at their most likely Opening Day roster, barring any late acquisitions.

Catcher

Jonathan Lucroy, Martin Maldonado, Juan Centeno

Analysis: Lucroy is one of the game’s best catchers, but outside of him, the Brewers have very little depth. Maldonado, the team’s number two catcher, is going to need to step up for the team when they give Lucroy a day off or start him at first base.

Third Base

Aramis Ramirez, Elian Herrera, Jason Rogers, Luis Jimenez

Analysis: Ramirez is by far and away the Brewers best option at third base. If he goes down with an injury, the Brewers would be left with little depth at both third and second base since the top backup is Elian Herrera. Over his career, Ramirez has proven to be a very durable player, but it is a cause for concern.

Starting Pitchers

Kyle Lohse, Matt Garza, Wily Peralta, Mike Fiers, Jimmy Nelson

Analysis: This is a unit that has a lot of youth and a lot of potential. The only two proven players on this pitching staff are Garza and Lohse. Peralta, the most proven of the back three starters, has the potential to be the Brewers’ ace for the next decade. If he can put it all together, there is no reason as to why he can’t win 15 or more games. Fiers and Nelson aren’t as flashy and promising as Peralta, but they are still a lot better than most teams’ number four and five starters.

First Base

Adam Lind, Matt Clark

Analysis: Lind, who was acquired in a trade with the Blue Jays, steps in and gives the Brewers a legitimate starting first baseman. He is more than capable of batting .270 to .290 and hitting 15 to 20 home runs. Outside of Lind, the only natural first baseman on the team is Matt Clark, and he isn’t much of a threat at the plate. If Lind goes down with an injury, the Brewers are in big trouble.

Shortstop

Jean Segura, Luis Sardinas

Analysis: Segura, who looked like the team’s long-term answer at shortstop in 2013, took a significant step back in 2014. The death of his young son obviously played a factor in that, so we’ll give him the benefit of the doubt. But there are definite red flags with him. Sardinas was acquired from the Rangers in the Gallardo trade and has some potential, but he won’t steal the starting job from Segura. He is very good insurance, however.

Bullpen

Jonathan Broxton, Jeremy Jeffress, Will Smith, Jim Henderson, Brandon Kintzler, Neal Cotts, Rob Wooten, Tyler Thornburg, Francisco Rodriguez

Analysis: This is the unit that could bring the Brew-ers season down. Outside of Broxton and Rodri-guez, this unit is composed of young relievers who don’t have as much experience at the big league level as most playoff hopeful teams would prefer. The lack of experience come the second half of the season could very well be the deciding factor as to whether they make or miss the playoffs.

Second Base

Scooter Gennett, Elian Herrera

Analysis: In his first full season as the Brewers starting second baseman, Gennett showed that he was more than capable of being the team’s long-term answer at the position. Herrera has been a long time journeyman in MLB, but pro-vides solid depth at second base.

Outfield

Khris Davis, Carlos Gomez, Ryan Braun, Gerardo Parra, Logan Schafer

Analysis: The Brewers arguably have a top five outfield in terms of depth. Gomez is a top five cen-terfielder in baseball, and Ryan Braun is an elite outfielder when healthy. The weakest outfield spot on the team is left field, where Khris Davis starts. That is by no means a shot at him because he is a very promising young player. It just goes to show how talented Gomez and Braun are.

Season Outlook

The Brewers have a good, but not great group of hitters and it should keep them in most games this season. Their playoff hopes rest in the hands of both the starting and relief pitchers. If they perform as well as they can, they are going to be a force to be reckoned within the National League Central. Since this is such an inexperienced unit, that seems unlikely.

Projected Win Total: 75-85 wins

PREDICTIONS FOR THE BASEBALL SEASON

World Series Prediction: Indians vs. Nationals. Winner: Nationals.

American League East

1) Boston Red Sox; 2) Baltimore Orioles; 3) New York Yankees; 4) Toronto Blue Jays; 5) Tampa Bay Rays.

Analysis

1. Boston added two significant pieces in Pablo Sandoval and Hanley Ramirez. Combine that with a new and improved pitching staff and they have the makings of an elite team.
2. Baltimore is a young promising team that is getting back Manny Machado and a number of young players back from injury.
3. The Yankees are the Yankees. They will always be in it, but they are far from the most talented team in the division.
4. Toronto added a number of significant pieces this offseason, including Josh Donaldson and Russell Martin. They will be a much improved team in 2015.
5. Tampa Bay is by far the weakest team in the division and are likely to trade a number of pieces at the trade deadline.

American League Central

1) Detroit Tigers; 2) Cleveland Indians; 3) Kansas City Royals; 4) Chicago White Sox; 5) Minnesota Twins.

Analysis

1. Detroit is easily the most talented hitting team in the division. Combine that with a solid pitch-ing staff and you have the makings of a very good team.
2. Cleveland is the sleeper team in this division. While their hitting isn’t the best, their pitching staff has the potential to be the best in base-ball.
3. Kansas City, fresh off of a World Series run, are likely to take a step back after losing a number of players in free agency.
4. The White Sox added a number of big names in free agency, but I’m not convinced they are ready to make a big jump in the standings this season.
5. Minnesota is weak in all categories. It would be a stunner if they finished anywhere other than last place.

American League West

1) Los Angeles Angels; 2) Seattle Mariners; 3) Oakland Athletics; 4) Texas Rangers; 5) Houston Astros.

Analysis

- (The weakest division in baseball, honestly.)
1. The Angels, while talented, would have a hard time competing for a division title if they were in any other division other than the AL West.
 2. If a team could steal the division away from the Angels, it’s the Mariners. They are a possible World Series team.
 3. The A’s, under Billy Beane, are among the most unpredictable teams in the league, but they took a step back this offseason.
 4. Texas is not a team to fear in MLB. They are an inconsistent and injury riddled team that is quite volatile. Not a team to buy in to.
 5. The Astros should remain on the bottom of the division this season, but they are going to start contending sooner rather than later.



Photo by Robert Murray

KNOCK IT OUT OF THE PARK

D H E L Z V Q I L B B J I M R B N E B R G V B S R H Z W D P
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- ☐ BACKSTOP
- ☐ BALK
- ☐ BASEBALL
- ☐ BATTER
- ☐ BOBBLEHEAD
- ☐ BULLPEN
- ☐ BUNT
- ☐ CATCH
- ☐ CHAMPION
- ☐ CHANGEUP
- ☐ CLEATS
- ☐ COACH
- ☐ CURVEBALL
- ☐ DOUBLEHEADER
- ☐ DUGOUT
- ☐ ERA
- ☐ FASTBALL
- ☐ FOUL
- ☐ GLOVE

☐ HITTER☐ HOMER☐ INNING☐ LINEUP☐ MANAGER☐ MOONSHOT☐ MOUND☐ OUTFIELDER☐ PITCHER☐ PLAYOFFS☐ RBI☐ ROTATION☐ SHORTSTOP☐ SHUTOUT☐ SLIDER☐ STADIUM☐ STEAL☐ UMPIRE☐ WALK

PREDICTIONS FOR THE BASEBALL SEASON

— Continued from page 10 —

National League East

1) Washington Nationals; 2) Miami Marlins; 3) New York Mets; 4) Atlanta Braves; 5) Philadelphia Phillies.

Analysis

1. The Nationals are the best overall roster in the league, including an elite pitching staff. The addition of Max Scherzer should be a huge boost.
2. The Nationals are unlikely to have significant competition for the division, but they should get the most fight from the Marlins, who have a much improved roster in 2015.
3. After the Nationals and Marlins, the division is very weak. The Mets have a young, promising rotation to go along with an average group of hitters. But they have little chance of winning the division.
4. The Braves fielded a very talented team in 2014, but after trading away a nice chunk of their core, they are due to make a significant drop in the win column and division standings.
5. The Phillies are well below average in all categories. They are expected to lose 95 or more games in 2015.

National League Central

1) St. Louis Cardinals; 2) Pittsburgh Pirates; 3) Chicago Cubs; 4) Milwaukee Brewers; 5) Cincinnati Reds.

Analysis

1. This is a sneaky good division that has the always contending Cardinals winning it. But it won't be easy for them.
2. The Pirates field a roster similar to the one they had last season, but they added to their bullpen. They have a legitimate chance of stealing the division from St. Louis.
3. The biggest sleeper team in the league is the Cubs, who finally are reaping the benefits of stocking their minor-league system. They have a shot at winning the division, although it isn't likely.
4. The Brewers have a solid core, but the uncertainties surrounding their pitching is what has them ranked so low.
5. The Reds are on the decline and are beginning to trade away some of their best players. Don't be surprised to see Johnny Cueto in a new uniform by mid-season.

National League West

1) San Francisco Giants; 2) Los Angeles Dodgers; 3) San Diego Padres; 4) Colorado Rockies; 5) Arizona Diamondbacks.

Analysis

1. The Giants, fresh off of a World Series victory, have built a dynasty. Their success from previous years should continue again this season.
2. The biggest threat to the Giants is their rival Dodgers, who have an elite rotation and above average group of hitters.
3. The Padres spent money like it was going out of style this offseason, but will that translate to instant success? I'm not so sure.
4. The Rockies have a solid duo in Carlos Gonzalez and Troy Tulowitzki, but if this year is like previous years, one or both of them will miss significant time, and it will result in another disappointing year.
5. The Diamondbacks have some talent, but not enough to be considered serious threats to win the division or even finish in the top three.

Getting Your Music Out There

Home Recording and Audio Engineering 101

By Brett Wiese

The art of recording music and audio engineering are oftentimes overlooked by listeners and musicians alike. Most of us enjoy listening to music but many don't actually understand the concept of transferring the music we write to a format that other people can listen to and take with them on the go.

In addition, the idea of recording with a professional audio engineer can be intimidating. As a musician and audio engineer myself, I've spent a large part of my time writing, performing, and recording, so I know firsthand that recording in a professional setting can be very expensive, sometimes up to thousands of dollars. However, times have changed drastically, making it easier for musicians to record and release music on their own for only the fraction of a cost of a professional studio.

Start small

There are many options when it comes to home recording, but if you are new to the idea, it is probably best for you start small and build your set of equipment as you go. Investing in too much equipment right away can become incredibly overwhelming once you begin the recording process.

The first key element to building a home studio is a computer. Today, fast computers are very easy to find at an affordable price and many of us already own one for school. As far as an operating system is concerned, both Windows and Mac are equally suitable for recording.

Digital Audio Workstation

Next, you'll need software known as a DAW (Digital Audio Workstation) as well as an audio interface. The DAW is the software used to record and edit music on your computer. There are many options here, with prices ranging from hundreds of dollars to being free of cost. A great DAW to look into is Pro Tools. Pro Tools is the industry standard for recording and comes in different versions, including Pro Tools HD 11 (\$599) to Pro Tools Express (free). For most basic recording projects, Pro Tools HD is a great option because it comes bundled with Avid-brand audio interfaces, such as the Fast Track Duo, Solo, and Mbox. These audio interfaces are just a few examples of the hardware you'll need to connect your computer to your recording equipment.

Microphones & headphones

Lastly, you're going to need microphones to record your instruments as well as headphones to listen to and mix your performances. For microphones, the Shure SM57 is a cheap and incredibly solid choice for a microphone, and it typically will run at around \$99. It's an absolute staple for any recording studio because it can be used with almost any instrument and is very durable. You can snag a quality set of headphones from trusted manufacturers such as Sennheiser or Audio-Technica for a reasonable price, starting at as low as \$50. At this point, you'll need to pick up some microphone cables and stands if you don't own any already, and you're ready to record at home.

Releasing your music

Fast forward past recording to the last piece of the puzzle, getting your music released to the public. For no cost, you can upload your music to websites such as www.bandcamp.com or www.soundcloud.com where it can be shared for listeners to stream and download.

To reach a larger audience, you can also go through stores such as TuneCore or CDBaby who will distribute your music to internet sources such as iTunes, Spotify, or Amazon as well as press physical copies of your album for a yearly fee.



Members of the local band Ugly at Best perform, practice, and record. Band members include guitarists Billy Kilps (top) and Jeff Schaller (center), with Brett Wiese on drums.

Photos by Sam Phillips