



Mai Her, who is studying for a nursing degree, works as a bagger and trainer at Festival Foods. Mark Lawrence photo

## Student wins trip to Vegas at Wisconsin 'Bag-Off'

### Mai Her practiced at Festival Foods

**By Mark Lawrence**  
Local student Mai Her, 19, has been attending UW-Sheboygan for almost two years working toward a nursing degree with plans to specialize in oncology. In the spring 2015 Her plans to transfer to UW-Milwaukee to complete her degree. Along with her schooling she has been working for a local supermarket chain, Festival Foods, as a bagger for the past three years. Additionally Her is the head bagger trainer for the store.

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

The competition was comprised of three elimination rounds. This time Her took top seat in the competition, which advanced her to the state level.

On Oct. 15 the state-level bagger competition brought together 18 to 20 of the best baggers from around Wisconsin in a five-round elimination. Her led the charge for Sheboygan Festival. In the end, after five rounds of fierce competition, Her emerged victorious again, winning the top spot in Wisconsin.

The criteria for scoring is based on a point system. Points are awarded for fastest time, style, weight of bags, how items are bagged, handling of the bags and overall attitude.

Before the competition Her practiced while on the job. "Since it's my job to bag groceries, I took advantage of every opportunity to work on my speed and accuracy at the same

See **Bag-Off**, page 7

## UW-Sheboygan celebrates 50<sup>th</sup> anniversary, breaks ground for engineering building

### Engineering Center to become newest addition to campus

**By Sarah Groth**

The newest item in a 50-year-long list of additions to UW-Sheboygan happened on Oct. 9 when ground was broken for the new Plastics Engineering Company Center.

Alumni and retirees gathered to celebrate another 50 years of the University of Wisconsin-Sheboygan's continued higher education and the new engineering building project.

Bonnie Rauwerdink, who graduated from UW-Sheboygan in 1981, attended the ceremony for the new engineering building. When asked if she was surprised with how the school looks now, she replied, "It's now twice the size it was when I went to school here." Rauwerdink was involved in the theater and enjoyed the science programs offered on campus when she was a student.

The new engineering building, which will provide space for several more courses and will likely increase the student enrollment in engineering, is part of a long list of additions that UW-Sheboygan has added through the past 50 years.

In 1964 the University of Wisconsin Center (the original name) opened

its doors to nearly 300 incoming students. Soon after, in 1968, the Learning Resources Building, Physical Education Building, and the Fine Arts Building were added to the campus. Following the opening of these three buildings, the Wombat basketball team experienced their first win, the

more accessible to students.

The Frank G. and Frieda K. Brotz Science Building project cost almost \$4 million and was added to the campus in 2004. Only a few years later the Acuity Foundation donated \$1.8 million for the new Acuity Technology Center.

UW-Platteville be-



In 1985 a campus addition (a donated observatory) was moved by 20 students under the supervision of a physics instructor. File photo by Tony Blake

theater group performed their first production, *Two Gents*, and a library was added to the Learning Resources Building.

By 1986 an astronomical observatory was added through donations made by the president of Vinyl Plastics Inc., Bruce Grover.

Nine years later, in 1995, the new Commons Building opened providing students with a computer lab, cafeteria, student lounge, and bookstore.

In 2000, UW-Sheboygan worked with other UW four-year colleges to make master's and bachelor's degree programs

gan streaming live engineering courses to UW-Sheboygan in 2008. This collaboration with UW-Platteville and also through the generous donations made by the Plastics Engineering Company, the Frank G. and Frieda K. Brotz Family Foundation, and Curt G. Joa Inc. has led to the new Plastics Engineering Company Center. The new building is being added to the Brotz Science Building.

Throughout the 2014-2015 school year a variety of events and lectures are taking place in honor of the 50th anniversary.



**Theatre Lab essential for plays. Page 2**



**Stop workplace bullying. Page 3**



**Indie games worth your time. Pages 4-5**



**'Tis the season for scary movies. Page 6**



**'Non-trads' can be hard to spot. Page 8**



Whether on stage or literally behind the scenes, students in the Theatre Lab course put finishing touches on the University Theatre production of *Yellow Face* during dress rehearsal. Jake Shovan photo



# Students in Theatre Lab course are essential to campus play productions

By Emily Wood

The majority of students have noticed fliers for the fall theater production, *Yellow Face*, by David Henry Hwang hanging all over campus. Without involvement from students who attend UW-Sheboygan, the productions that take place here would simply be nonexistent.

Michele Dillon, (sophomore, bachelor’s in sustainable management) is the assistant stage manager for the fall production. “I wanted to get involved in something that wasn’t related to my career. Plus it sounded fun!” she said.

Dillon is a great example of a student who doesn’t have time to be involved in the production, but she makes it work because Thomas Campbell, director of University Theatre and assistant professor of communication and theater arts, is so willing to work with his students. Dillon is a full-time student at UW-Sheboygan, cares for her two boys at home, and works second shift.

Campbell said that he

is more than willing to work with students whose schedules conflict with the play. “I really try to work around people’s schedules as much as possible,” he said. “I completely understand and am sympathetic to students who work, have family responsibilities and also wish to have a social life.”

Dillon appreciates that she is able to get involved in theater even with the schedule she has. “I attend the group meetings for the production when I am able to, and I have even arranged vacation at work for when we put it all together and perform,” she said.

According to the UW-Sheboygan web site, University Theatre is on a mission to expand its reach to students with getting involved. However, many students believe that they are incapable of joining a production because of conflicts with other classes and busy work schedules.

University Theatre does work on productions like any professional company, so Campbell’s expectations aren’t too low, but

the productions are more lenient to fit into the lives of the students who wish to get involved.

The class, CTA 131 Theatre Laboratory, gives students the opportunity to work on aspects of the production process in which they choose. Parts involve anything from set to prop construction to lighting and sound to acting, said Campbell. Even though the production is put together by students in the class, students do not have to be enrolled in the class to audition and vice versa.

Theatre Lab class combined with students who audition meet in the afternoon on Monday. Another date is set to accommodate the busy lifestyles of students.

The spring production, *The Last Days of Judas Iscariot*, will quickly arrive, and students need to keep in mind that they can still get involved even if they are working hard at a degree and holding a job. Auditions for the spring production begin in early December with rehearsals beginning mid-January.

## Curse you, Freshman 15!

### What causes it? Tips to make it stop.

By Matt Rasmussen

How would you feel if you stepped on the scale and you were about 15 pounds heavier than when you first started college?

Well that’s where the “freshman 15” comes into play. According to Freshman15.com, college freshmen can gain anywhere from 4 to 20 pounds their first year. How does this happen you may be asking yourself? Well here are a number of things that can cause that dreaded weight gain:



✓ Social eating: Going out with friends you tend to eat more often and in larger quantities with peers.

✓ Stress levels: Having added stress can cause you to go for that comfort food more often.

✓ Lack of sleep: Staying up all night slamming energy drinks to cram for that big test can cause you to go and eat more sugary foods for a bit of energy, but all that sugar and caffeine will cause you to crash and feel sluggish.

✓ Excessive partying: Going out every weekend and drinking too much is a lot of calories that add up quickly.

#### Tips from Freshman15.com to keep that weight off include:

✓ Staying active: Simply walking around campus or even joining the gym can help burn off those extra calories.

✓ Drinking plenty of water: Drinking water can help you avoid the sugary energy drinks through the day, and drinking enough water can help curb appetite.

✓ Getting plenty of sleep: Sleep can help raise the body’s metabolism and help you make better eating choices.

✓ Snacking carefully: By choosing healthier snacks through the day, your body will have fewer calories to burn off.

✓ Eating a balanced diet: Never underestimate the value of eating a balanced diet by following “My Plate” guidelines.

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The Voice is produced by students enrolled in CTA 104, Applied Journalism—Newspaper, at the University of Wisconsin-Sheboygan.

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

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# Harassment: How can I recognize workplace bullying? What can I do about it?

By Mark Lawrence

When you think of harassment, what is the first thing that comes to mind? Sexual harassment or racial prejudice? However, there's a form of harassment you may not have thought about, "Workplace Bullying."

First, let's define workplace bullying. "Workplace bullying is repeated, health-harming mistreatment of one or more persons (the targets) by one or more perpetrators that takes one or more of the following forms:

- Verbal abuse
- Offensive conduct/behaviors (including nonverbal) which are threatening, humiliating or intimidating
- Work interference—sabotage—which prevents work from getting done"

This definition is from the Healthy Workplace Bill website [www.healthyworkplacebill.org](http://www.healthyworkplacebill.org).

Examples would be a supervisor or a coworker repeatedly and purposely degrading a person in front of customers and fellow workers or trying to trip a person up while in the performance of his or her duties. Workplace bullies take great pleasure in tormenting others within the workplace. The problem is greatly magnified when the bully is a supervisor because more often than not the person being bullied does not know what to do about it or how to get it to stop.

If you are a victim of workplace bullying remember you do have options, and you can do something about it. The first thing you can do is regain control by

## Stop workplace bullying

It's not normal — it's unreasonable.

### The price to pay for looking the other way

- Victims can suffer health problems — stress, depression, sleep disorders, accidents and injuries.
- Organizations face lost productivity, staff turnover, even lawsuits.

Workplace bullying has serious consequences, but it can be stopped.

If you experience it, talk to someone you trust. If you see it, report it.

Contact person at this workplace:

Learn more: [www.NoBullying.Lni.wa.gov](http://www.NoBullying.Lni.wa.gov)

## MORE INFO

- ✓ **Healthy Workplace Bill, [www.healthyworkplacebill.org](http://www.healthyworkplacebill.org)**
- ✓ **Workplace Bullying Institute, [www.workplacebullying.org](http://www.workplacebullying.org)**
- ✓ **Workplace Bullying and Disruptive Behavior publication, [www.lni.wa.gov/safety/research/Files/Bullying.pdf](http://www.lni.wa.gov/safety/research/Files/Bullying.pdf)**

recognizing that you are being bullied. Realize that you are not the source of the problem, and recognize that bullying is about control, and therefore has nothing to do with your performance.

Next, you can take action by keeping a diary detailing the nature of the bullying (for example, dates, times, places, what was said or done, and who was present). Obtain copies of harassing or bullying documents. Hold onto copies of documents that contradict the bully's accusations against you (such as, time sheets, audit reports, etc.).

Lastly, anticipate and expect the bully to deny and perhaps misconstrue your accusations. Have a witness with you during any meetings with the bully. Report the behavior to an appropriate person, such as your supervisor (as long as it's not your supervisor doing the bullying) or human resources.

You can also file a report with the federal Equal Employment Opportunity Commission ([www.eeoc.gov](http://www.eeoc.gov)). All workplaces should have a poster with all the contact information for the EEOC on it. You can also file a complaint at the state level with the Wisconsin Department of Workforce Development ([dwd.wisconsin.gov](http://dwd.wisconsin.gov)).

Looking to the future, there is the "Healthy Workplace Bill," which was initially drafted by Suffolk University Professor of Law David Yamada in 2001. Wisconsin is the 17th state to introduce the Healthy Workplace Bill, which combats workplace bullying.

# Women's volleyball team wins with mix of experienced, new players

By Emily Wood

Ladies, have you ever wanted to get involved in a sport, but have no experience? Or do you want to continue playing the sport you love? The UW-Sheboygan women's volleyball team just might be the option.

Here at UW-Sheboygan, the women's volleyball team has 11 players. Nine out of the 11 have played competitive volleyball before college and two have never played on a team before.

Bailey Monson, setter and middle hitter for the Wombats (sophomore, bachelor's in occupational therapy) said, "I have played volleyball for seven years, four of which were at North High School here in Sheboygan. Out of those four years, I was on the varsity team for

two." When asked why she decided to continue playing volleyball in college, she replied, "I wanted to meet new people and play the sport I love. It's also a very competitive sport which makes it more fun for me to play!"

Monson recommends joining volleyball at UW-Sheboygan even if you have never played before because you get to meet people who aren't necessarily in any of your classes. "Playing for the Wombats also gets your mind off the stress of school, and most importantly, it's a great way to have fun," Monson said.

"I like that there are girls on the team that haven't played before," she said. "It feels good knowing that I can help them improve their volleyball skills and increase

their level of play."

One new player is, middle hitter Erin Barrette (freshman, bachelor's in elementary education) who said that she has never played volleyball for a team and that she's only been playing "a little over a month." When asked why she decided to join, she said, "I joined to stay in shape. I am a very dedicated softball player, and playing volleyball gives me something extra to do."

Joining a college sport without any previous experience might be a little nerve wracking to most students. When interviewed, Barrette said, "It was intimidating at first, but I warmed up really quick to the girls on the team. Every single one of the girls were more than willing to help me out!"



Bailey Monson played volleyball at North High School before joining the UW-Sheboygan women's volleyball team. Jake Shovan photo



# Indie Game Spotlight

Stories and screenshots by Brady Menting

**Not all games can be *Destiny* or *Watchdogs*. As a matter of fact, hundreds and hundreds of games pass right by every year. These games come from tiny developers that escape the public eye without publishers to market them. However, without a publisher to weigh in, these game developers are much freer to stray from the tried and true path of today's big-name triple-A titles. Here are just a few shining examples of the games industry's undiscovered gems.**

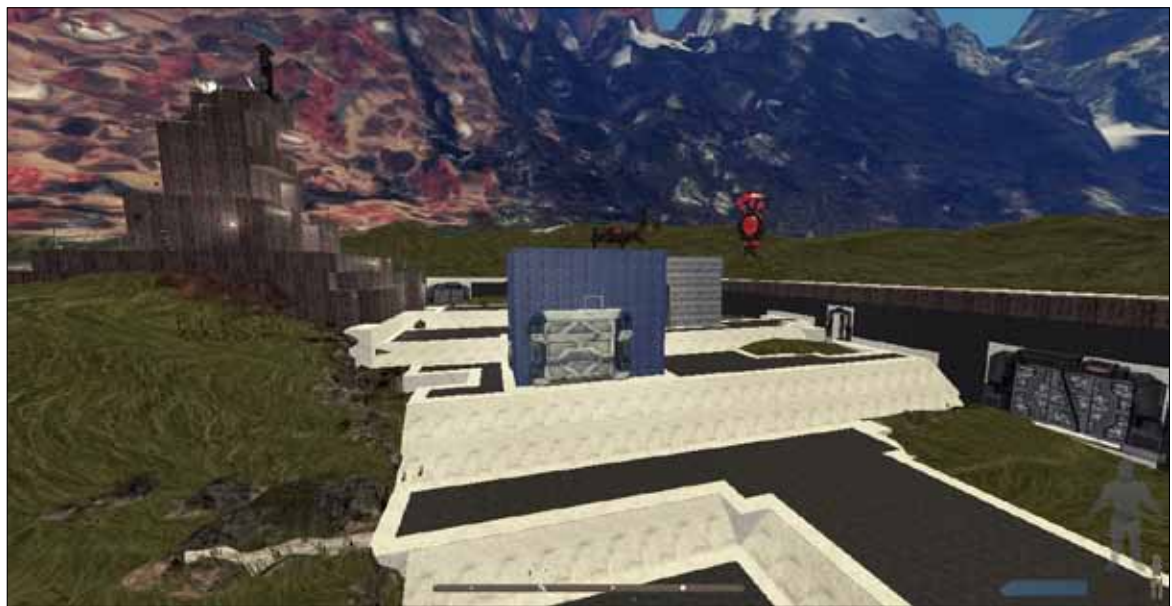
## StarForge

If you are a fan of PC gaming, chances are you've heard of *Minecraft*. *Minecraft*, a smashing indie sensation, grossed more than \$100 million in 2012 (according to Mojang) and quickly rocketed into the ranks of the big-budget market. I point this out because *StarForge* is strikingly similar. At first glance one would immediately reach to *Halo* (the second one) or *Metroid Prime*, but *StarForge* definitely belongs to the *Minecraft* family, order *Sandboxea*, genus *building*. *StarForge* is a mining and building game made by Codehatch, a small Canada-based company of 15. Codehatch recently released the full version of the game.

My experience with this

game has clocked about 24 hours in the last year and a half. While this seems like a lot, it really isn't. The game was originally released as an early access game, able to generate some revenue and community feedback during development. This means the game has changed a lot since I first started it. As of now, *StarForge* is far from the beautiful, modern-day graphics of big-budget releases, such as *Titanfall* or *Call of Duty*, which set the bar too high for such a small company to achieve with limited resources.

Instead the game focuses on content. A procedurally generated world sprawls endlessly away on all sides, inviting players to explore and discover



*StarForge* is a mining and building game made by Codehatch.

the limitless possibilities that the world holds. Both hostile and passive creatures populate the world, forcing players to learn what will run away and what will tear them apart, although the use of firearms does tip things in the player's advantage slightly.

Of course, *StarForge* is plagued by the downside of procedural generation games. The randomness of

the world can be frustrating when you must trek for an entire game day to find a single ore you need. This is also a problem when coupled with the blueprint system. You can only craft an item when you have a blueprint, removing the experimentation factor of *Minecraft*. Loot from chests and creatures may leave you with dozens of blueprints for low-level armor and

tools while a single vehicle blueprint frustratingly eludes you.

These are small complaints, but they may turn away a significant number of people. In short, if you love *Minecraft* and sci-fi shooter action, *StarForge* may be right up your alley. However, *Minecraft* often proves to be a better refined and more engaging option for people who just love to build.

## Terraria

On the topic of *Minecraft* and its family, *Terraria* is right up there. Designed by Re-Logic, *Terraria* is a two-dimensional *Minecraft* world, at least on the surface. I have 118 hours logged on *Terraria*, although I can rarely stick to it for weeks on end like I can with other games. At first *Terraria* lacks depth, both visually and in terms of gameplay, but playing further reveals that it is distinct from its 3-D cousin in a number of ways.

First there is a much larger focus on gathering than crafting. Many powerful weapons must be found in chests, dropped

by creatures, or crafted with other weapons from such loot drops. Another major difference is *Terraria*'s much more developed menagerie of creatures, including powerful bosses that will destroy you unless you are properly equipped. Again, the randomness of the game can be frustrating, as you search fruitlessly for the weapon you need to give you an edge against the next boss, but at least you are not limited by the need for blueprints.

On a visual level, *Terraria* has a distinct style that is pleasant to look at. The bright colors add a flair to building your cas-



*Terraria*, designed by Re-Logic, is a member of the *Minecraft* family of games.

tle, fortress, underground bunker, or whatever you choose. The inclusion of NPC's (or non-player characters) also sets it apart

from *Minecraft*, and while all of these things do make *Terraria* a unique and fun experience, for some reason *Minecraft*

still keeps me hooked.

*Note: Terraria fans should also check out Starbound, a similar game by Chucklefish.*



# Indie Game Spotlight

Stories and screenshots by Brady Menting

## FTL: Faster Than Light

Back on the topic of sci-fi, I find FTL: Faster Than Light oddly addictive. It is designed to be compatible with mobile devices. The game is simple in design and easy to play in short sittings.

From Subset Games, FTL: Faster Than Light is classified with terms including top-down, real-time, spaceship, and “roguelike.” To anyone who doesn’t know what “roguelike” is, it’s a game that is generated randomly where players experience permanent death.

To sum up the game, you must get your spaceship across the galaxy to bring information to the federation that is being pushed back by the rebellion. The true purpose of this journey is to gather scrap, weapons, and other supplies to upgrade your ship, so that if you get to the end, you have the firepower to stand and fight.

The randomness can be frustrating for even the most patient player. You can be running into ideal encounters with a stock-

pile of scrap and the best weapons you can get your hands on. Then, it can all be lost because you ran into four consecutive battles too close to a star, and you barely limp away in time for the rebel fleet to find you and turn you into space dust. Other times you are able to use crafty tactics to win most battles, but you never come across any good weapons, again leading you to get your ship blown apart.

To counter this FTL: Faster Than Light is a game that can be easily turned off while you go blow off steam. Luckily surviving isn’t the only way to win. There are scores of unlockable ships and variant ship layouts that each play slightly differently, mixing up the game and how you play it.

Overall, FTL: Faster Than Light is a great game to play when you need to fill short amounts of time. It’s easy to learn, hard to master, and offers a variety of options and rewards to those who stick with it.

FTL: Faster Than Light is designed to be compatible with mobile devices. The game is simple in design and easy to play in short sittings.



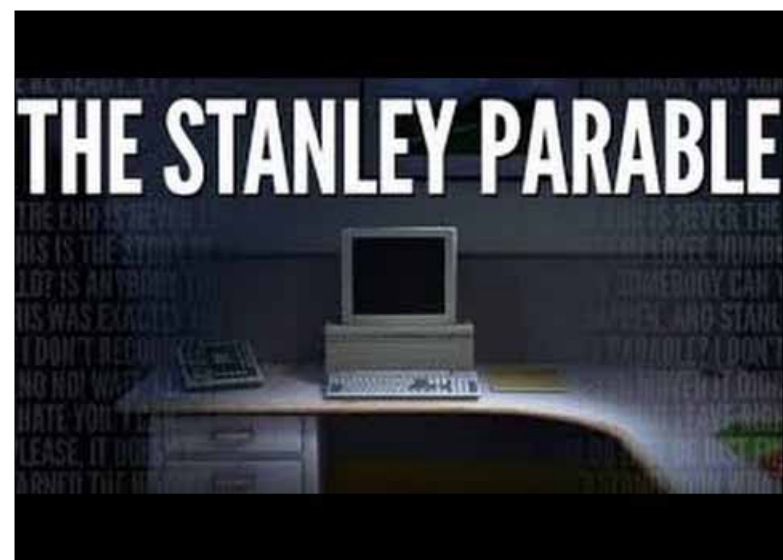
## The Stanley Parable: interactive storytelling

Turning away from open-world gaming, The Stanley Parable can best be described as an interactive storytelling experience by the two people at Galactic Cafe. Throughout the game the player, filling the shoes of the unseen Stanley, is accompanied by an invisible narrator. This is a game not meant to be played once, but over and over again, exploring each possible option as the tone ranges from serious to funny to bizarre.

Throughout the game there is an eerie absence of people. At times this can be slightly unsettling or lend to the sense of odd adventure as Stanley and the Narrator tend to take on a relationship not unlike the test subject and computer in Portal. With witty dialogue, the game at moments made me laugh out loud. The twists and turns of the story will tempt players to play again just to see where the next path leads.

The game lacks conventional interactive ele-

ments; even Portal allowed for more freedom to manipulate the environment. On the other hand The Stanley Parable gains its charm from its simplicity. Perhaps the polar opposite of Minecraft, The Stanley Parable is highly story-driven and offers very little in terms of building or open world exploring. In short, The Stanley Parable is great for a slow deliberate experience, but players seeking a faster pace might be frustrated by the lack of control they have.



Throughout the game the player, filling the shoes of the unseen Stanley, is accompanied by an invisible Narrator.



'Tis the season for scary stories

Annabelle (2014)

Before *The Conjuring* there was *Annabelle*. *Annabelle* is the prequel to the movie *The Conjuring* (2013).

*Annabelle* is a story about John and Mia (played by Annabelle Wallis and Ward Horton). John found his wife a rare vintage doll in a white wedding dress to help finish her collection. One night a satanic cult broke into their home and attacked John and his very pregnant wife. But the cult did more than physically harm the family, they conjured up an evil spirit that took a liking to the doll and that only wishes harm on this expecting family.

In my opinion *Annabelle* was just another overrated horror movie. With its use of obvious jump scares, creepy looking dolls and random “ghostly” encounters, it felt like I was watching just another horror movie. The story seemed to take forever to get started and was also hard to follow. Users of IMDB.com rated the movie a 5.9 out of 10. If you do plan on seeing *Annabelle*, I would suggest watching *The Conjuring* first to help understand the main story. —**Matt Rasmussen**

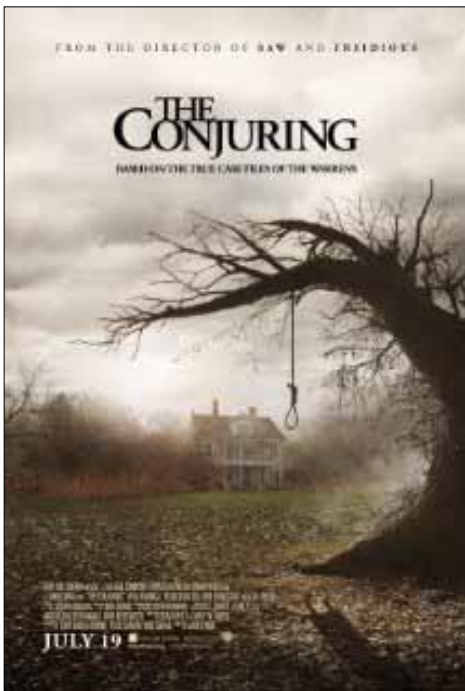


The Conjuring (2013)

Before the *Amityville Horror*, there was Harrisville, Rhode Island. Based on a true story, world-known paranormal investigators Ed and Lorraine Warren (played by Patrick Wilson and Vera Farmiga) help a family get rid of an evil presence at their remote farmhouse. Ed and Lorraine find themselves confronting one of the most horrifying paranormal cases they’ve ever dealt with. This entity happened to be a woman who hung herself years prior in a tree on the premises.

This movie is one of my absolute favorites. A must see. Watching it in the theater, I felt like we were all holding our breaths in fear during certain parts of the film. Users of the website Rotten Tomatoes rated *The Conjuring* a 7.5 out of 10 because of its “effective old school scares.”

*Annabelle*, in theaters as of Oct. 3, is the movie that takes place before *The Conjuring*. If you plan to see *Annabelle*, make sure to watch *The Conjuring* first! —**Emily Wood**



Abbott and Costello Meet Frankenstein (1948)

*Abbott and Costello Meet Frankenstein* is a zany slapstick comedy starring Bud Abbott and Lou Costello. This wacky horror film brings out all the scary favorites, Count Dracula (Bela Lugosi), Wolf Man (Lon Chaney Jr.), and Frankenstein’s Monster (Glen Strange). And as if that wasn’t enough Director Charles Barton even manages to sneak in *The Invisible Man* (Vincent Price).

Our two hero’s Wilbur Grey (Lou Costello) and Chick Young (Bud Abbott) find themselves coming face to face with all the villains while trying to stop Count Dracula from bringing Frankenstein’s monster back to life.

The movie hit the theaters for the first time in 1948 and has entertained audiences young and old for over 60 years. This oldie, but goodie, will keep you in stitches from beginning to end. —**Mark Lawrence**



GETTING THINGS DONE

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- ☐ ACCOMPLISHING
- ☐ ACHIEVE
- ☐ ADEQUATE
- ☐ ADOPT
- ☐ ARGUED
- ☐ ASSIGNMENT
- ☐ CASE
- ☐ CATEGORY
- ☐ COMPARED
- ☐ CONCERNED
- ☐ EMPHASIS
- ☐ ENHANCE
- ☐ EXPECTED
- ☐ FACTOR
- ☐ FOCUS
- ☐ FRAMEWORK
- ☐ GOAL
- ☐ GROUP
- ☐ HAND
- ☐ IMPACT
- ☐ IMPAIR

☐ INADEQUATE☐ INCREASE☐ INTERESTED☐ LEAD☐ LEARNING☐ LINK☐ MASTERY☐ MEASURED☐ PERFORMANCE☐ POSITIVE☐ PREDICTED☐ PROCESS☐ PROGRESS☐ PURSUE☐ QUESTION☐ STUDENT☐ STUDY☐ TASK☐ UNCERTAINTY

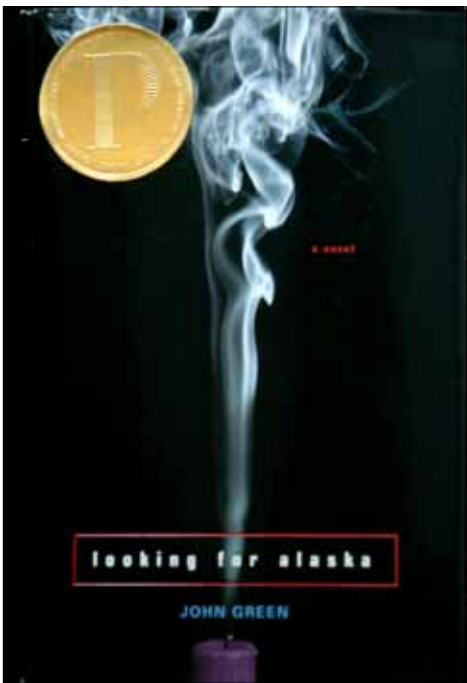


Book recommendation

Looking for Alaska  
by John Green

By Sarah Groth

If you're looking for a fast-paced book with a thoughtful and humorous tone, then I highly recommend John Green's *Looking for Alaska*. The main character, Miles Halter attends Culver Creek boarding school in hopes of making friends and to finally have what he calls his "great perhaps" moment. Throughout the course of the book he experiences friendship, heartbreak, and the struggles of growing older. He also comes to accept his decision to change schools to go far from where he ever expected to be. Although I did find the ending slightly repetitive, *Looking for Alaska* is still my favorite read from this summer. The perspec-



tives you will take away from this book will stay with you long after you've finished the last page, definitely making this book worth reading.

Book recommendation

Glasslands  
by Karen Traviss

By Brady Menting

While this may seem like a book exclusively for fans of the Halo franchise, *Glasslands* is an excellent novel on its own. The first book in the Kilo-Five Trilogy, *Glasslands* takes place in the aftermath of the game Halo 3. The human race narrowly wins a war with a coalition of alien races known as the Covenant. With the Covenant's leadership eliminated, its factions turn against each other and the Covenant collapses, with the newly formed covert unit Kilo-Five tasked with keeping them at each other's throats. In the story of the ties between soldiers and the things they must do for the sake of the mission, things start to weigh on their con-



sciences. *Glasslands* is definitely a good read for any science fiction fan, and the novel may even appeal to people who are unfamiliar with the genre.

Student wins at 'Bag-Off'

(continued from page 1)

time giving each customer the best of the best in my bagging skills," Her said. "I was also given one hour every day I worked the week before the competition to test and improve my speed skill." She added that her boss would

time her. When asked what the most difficult and the best parts of the competition were, Her said, "The hardest part was my stage fright. Being in front of all those people knowing that they are staring at

me. That along with the time constraints. The best part though was meeting so many new people along with the other competitors. I just really enjoyed the overall experience." For winning the Wisconsin state-level competi-

tion, Her received a three day all-expense-paid trip to the national baggers competition to be held in Las Vegas in February. Mai Her practices her bagging skills at Festival Foods.





# Ageless Education

## Non-traditionals make up more than a third of UWS students

### 'Non-traditional' applies to students age 22 and older

By Peter Steinpreis

Butterflies in your stomach. A mixture of nervousness and excitement. No matter what your age you may recognize symptoms of your first day of school. For many of UW-Sheboygan's non-traditional students, whether they have been to college before or not, this is no foreign feeling. Years of being out of the educational system makes some students feel a little rusty.

Over one-third of the students

at UW-Sheboygan are adult students over the age of 22 and are considered "non-traditional." On the job injuries, new work requirements, and a thirst for knowledge have driven more experienced generations back to college.

When asked what it was like coming back Josh Mesun, 33, described it as "weird" and a feeling of being separated from the younger generation. Topics covered in college courses in years past are now commonly covered in high school. "High school was high school. Now high schools are more geared towards getting you to col-

lege," Mesun said.

Mesun is not alone in his perception of returning to school. Many adult students feel as though there is an initial gap they have to make up for.

Wesley Melton, another non-traditional student at UWS, offered the following advice to younger students: "Get everything done when you're young. Don't dropout thinking you'll go back later. Get your grades set high, and get everything done now."

Nearly every non-traditional student interviewed for this story emphasized how the feeling of

"overcoming the gap" only lasted a year or so. They mentioned the many cross-generational friendships that they have forged while on campus.

Some non-trads do not have a feeling of a gap, however, and they think their life experience has given them an advantage over other students. Raising a family, on the job experience, and paying their taxes has given them a more rounded "real-life" education.

In parting, an experienced student offered a piece of advice for all students, traditional or not: "Study your buns off."

## GI benefits help vet pursue degree

By Mark Lawrence

Born 1963 in Los Angeles, I attended the Los Angeles Unified School District, maintaining for the most part a "B" average.

After I graduated from high school in 1981, my parents wanted me to attend a junior college. All I wanted to do was work (for minimum wage, which was at that time \$3.35 an hour) and hang out with my friends, never really giving any thought to my future. Nonetheless, I remember taking music and electronics classes. I passed both but hated the electronics and loved the music.

Realizing that I was not very fond of math, I thought about a career in the fire department. So I again took two more classes at another college, a fire science course and another music class.

After passing both classes and still feeling disenchanted with any type of schooling, I decided to enlist in the U.S. Air Force. At the age of 21 I entered the military thinking that I was going to escape any type of schooling. Boy, that couldn't have been further from the truth.

From the start, alongside all the physical training in the military, many hours were spent in classroom instruction. All the way through my 22-plus years, I spent a major portion of my time in some sort of classroom instruction.

In addition, about midway through my military career, I attempted to go back to college a couple of times. I was only 13 credits away from an associate degree from the Community College of the Air Force. But I retired from the Air Force in June 2006 and continued my career as a programs logistics manager with a major aerospace corporation, JT-3. After about a year, my wife and I decided to move back to her hometown of Sheboygan, where I landed a job working as loss prevention for a couple of major stores and then finally as a supermarket manager.

It was at this point where the many years of the military, mainly and the hours spent on my feet and knees, came back to haunt me. I was told that, unless I find a more sedentary job, I'll need to have both my knees replaced in as short as two years.

Now at the age of 51 I found myself faced with a tough decision to make. What do I do? Do I quit my current job and try and find another, or should I go back to school and earn a degree. So under the GI 911 bill, and with the level of my rated service-connected disability, I elected to go back to school.



From left, Kirsten Yurk, Katelyn Cicali and Jennifer Yang work in a computer classroom. Yurk at 23 and Yang at 25 are considered non-trads, while Cicali at 20 is among traditional-age students.

## While some retire, others go to school

By Chelsea Volpano

Non-traditional students are changing the face of the education and working worlds. Joseph Volpano works from 9 to 5 doing general maintenance and upkeep of estates in Ozaukee County. After work he returns to his own home and begins restoration projects and more maintenance. His knowledge base includes being an electrician, plumber, and carpenter all in one.

As if his workload wasn't heavy enough, Volpano added another dimension. At age 55, Volpano joined the ranks of non-traditional students across the country. For the last three years, Volpano has also been taking courses toward his associate degree at Milwaukee Area Technical College in West Allis. Volpano, now at age 59, is nearing the completion of an associate degree in heating, ventilation, and air conditioning.

Volpano's curiosity and urge to broaden his horizons led him back to school. Learning through texts and applying it with hands-on labs is one of his favorite aspects of going back to school.

The goals of non-traditional students, such as Volpano, often differ from those of students just out of high school. Instead of a path of exploration, some non-traditional students may see education as a voyage of necessity. They may be pushing the age of retirement far off by acquiring a degree in a new field.

Volpano interacts with students of all ages in his night classes. His peers range from their early 20s all the way up to mid to late 40s. The majority of his classmates work full time, too.

"Going at night is a great experience," Volpano said. "The people that are there at night are really there to learn. Even the young guys, because they're going to get a degree, they're focused on learning. They really participate and contribute."

Volpano hopes an associate degree in heating, ventilation and air conditioning will give him an upper hand on the Florida job market, where he and his family plan to relocate.

Most people hope to retire at the age of 65, but those prospects are increasingly unlikely in today's economy. Estimates for a nest egg that will carry one through old age can be more than a \$1 million. Many face this looming figure, as Volpano has, with courage and return to school to open their options for a more lucrative career.