Proposals set to combat speeding on State Street

THOMAS D’Silva
TechNews Reporter

On September 6, a car struck a graduate student as he attempted to cross State Street towards the Engineering 1 Building. On November 7, a driver who was trying to jump a red light at the intersection of State and 33rd street collided with another car leaving two people dead and three in a serious condition. DUI tests indicated that the driver had been under the influence of alcohol. In light of such incidents, various proposals are being considered to stop drivers speeding on State Street.

“There are no measures that can be taken to stop a deranged person who was under the influence of alcohol, smoking dope and trying to get away from the police. This accident was an unfortunate act of god,” said David Baker, Vice President of external affairs.

“I used this incident to go to the city and tell them how concerned the students are about speeding on State Street,” said Baker.

Various proposals are being considered to combat this issue. “Speed bumps are not possible as State Street is an arterial road. Neither are stop signs as there is no cross street. Stoplights are also not financially feasible for the alderman,” said Baker.

Baker met with Donald Grabowski, Deputy Commissioner at the Department of Transportation and the following solutions were decided to be viable: flashing yellow lights for 32nd and 34th streets; resolving the timing of signals at 31st, 33rd and 35th as motorists try to make the lights, the overall study of traffic calming and the utilization of video cameras to identify people running lights, police surveillance of speeding on State Street and addition of a radar speeding and warning sign. “If motorists know that they are being watched then they will be much more careful driving on State Street,” said Baker.

“We are very concerned about cars speeding on State Street and are trying to take measures to slow them down. We are trying to install the flashing yellow lights as soon as possible,” said Baker.

Meetings held after the September 6th accident involving an Illinois Tech student did not prevent this recent accident from happening. It remains to be seen whether these new proposals will discourage speeding around campus.

Thirty-third Street Productions showcases talents one act at a time

RUSSELL KELLY
Special to TechNews

3rd Street Productions performed “An Evening of One Acts”, an amusing combination of five one-act plays. The show was a fun experience with sound effects, shocking plot twists, and raffle prizes.

Pete Konczak, the Master of Ceremonies, smoothly lead the audience from one play to another. The five plays were, in order: “A Complete History of America, Abridged, Condensed”, “The Philadelphia”, “The Dive Thing”, “Boise, Idaho”, and “The Bald Soprano”. This was definitely a good way to spend a Thursday evening.

“A Complete History of America, Abridged, Condensed”, played by Manoj Dalal, Jason Gagliardi, and Genev Kalyanaraman, was a good-natured spoof of the history of the United States, stretching from the Amerigo Vespucci’s map shop to the Vietnam War. Making sure to mock all of the hypocrisy, immorality, and downright evil that took place in our nation’s four hundred years of history. The play benefited from the three actors who could portray quite believable buffoons.

The shoddiness of the props (e.g., hub caps, paper plates, old furniture, and soccer balls) contributed greatly to the irreverent atmosphere of the play. The best part was the Dr Seuss like “Uncle Sam I am” portrayal of the Vietnam War. This part of the play’s chaotic lighting effects and incessant irrational rhyming stood as a perfect metaphor of the time.

It finally had to end because Uncle Sam could not find a rhyme for Agent Orange. To cap off the play, the actors declared they wanted a happy ending, then told the story of the United
Götterdämmerung wins college bowl

THOMAS D’SILVA
TechNews Reporter

On Sunday, November 18, ten teams squared off in the annual College Bowl. College Bowl is a quiz competition in which participants are asked questions based on a variety of subjects. There are two types of questions - toss-ups worth 10 points and bonuses worth between 20 and 30 points. There are two halves, each lasting seven minutes. Each team was allowed to have a maximum of four members and an optional alternate. A substitution is allowed after the first half. Only one graduate student was allowed per team. The competition began at 10AM and each of the rounds was held within designated time slots.

The format for the competition was double elimination, so teams had two chances to advance to the second round. Some teams were fortunate and automatically advanced to the second round due to a shortage of competitors. After the first round four teams were eliminated. The players took a breather to have lunch before competing in the second round.

Finally, two teams remained, Götterdämmerung and the Chunky Ponies. Götterdämmerung (German for twilight of the gods) won the final round with relative ease with Joseph Hart answering the lion's share of toss-ups. Joseph Hart, Vitaliy Svetiksky, Robert Chang and Brian Long will represent Illinois Tech at the regional finals to be held at the University of Wisconsin. Whitewater. Prizes were presented to the top three teams.

TechNews staff
Ankit Mehta
President...
Albert Choe
arts and entertainment editor
Steven Chen
photo editor
Arij Boshal
layout editor
Trisha Holm
business manager

GENERAL
TechNews is written, managed and edited by the students of, and funded in part by, the Illinois Institute of Technology. The editorial board does not necessarily reflect the opinions of the Illinois Institute of Technology or the editors, staff and advisor of TechNews. This will be the only publication of TechNews produced by the faculty or staff of IIT. Note editorial and sub-editorial responsibility for publications and adhere to the rules of Turk's policy rules with the TechNews staff. This paper is intended to bring together the various segments of the IIT community and provide balanced coverage and context to all current and relevant issues. TechNews serves to provide quality news and valuable information to the Illinomian and IIT community. All material submitted becomes the property of TechNews, and is subject to any editorial decisions deemed necessary.

EDITORIAL POLICY
The editors reserve the right to determine if submitted material meets TechNews' policy and standards. When possible, writers will be contacted renouncing any revisions made to their articles. This is only a courtesy and writers are not entitled to any compensation. TechNews reserves the right to publish or reject any material submitted. Writers are responsible for the content of their submission and will be held accountable for accuracy. The editors reserve the right to make corrections or additions to submitted material. Writers are responsible for the content of their submission and will be held accountable for accuracy. The editors reserve the right to make corrections or additions to submitted material. Writers are responsible for the content of their submission and will be held accountable for accuracy.

ANNOUNCEMENTS
The Announcements and News Briefs section of the TechNews will be open to students for everything else, whether it be events, clubs, or announcements from the campus. To place advertising into this portion of the newspaper, email the News Editor at technews@iit.edu. While every effort will be made to include every submission, ads cannot be guaranteed.

LETTERS-TO-THE-EDITOR
Letters-to-the-editor may be submitted by anyone, but are subject to review by the editor-in-chief. All letters-to-the-editor become the property of TechNews and may be edited. The sender of a letter-to-the-editor must type and sign his name (if he is a student) and leave a phone number and e-mail address. If he is a student, he must also provide his name and IIT identification number. Letters must not exceed 300 words. TechNews does not accept unsolicited advertising. Letters that are more than 300 words will be returned.

ADVERTISING
Students who are interested in placing ads in the TechNews can contact the advertising manager at technews@iit.edu.

SUBMISSION
TechNews is published on the Monday of each week and is available for pick-up at the bulletin board in the student lounge. TechNews reserves the right to refuse any advertisement submitted for publication. Only ads that are received on time will be accepted for the next issue. All ads must be submitted by Monday of each week. Advertisements will be placed in the Advertising Manager at TechNews@iit.edu.

LOCATION
TechNews is located in the Student Organization Center in 3200 S. State St., Chicago, IL 60616. The Student Organization Center is located in the Student Center. For more information, call (312) 567-5216. Fax: (312) 567-5215. E-mail: technews@iit.edu.
The third play "Sure Thing" written by David Ives and acted by Elizabeth Kapp and Sunita Jayaraman was a pleasant "what if" game acted out on stage. A man approached a woman reading at a table and they began to talk. Every time one of the characters said anything upsetting the other character would ring a bell on the table thus causing the scene to start again. The play was simple, playful and short, though it was somewhat confusing at first because one must see the bell rung several times before understanding that the scene starts again every time the bell is rung. "Sure Thing" avoids tidiness mostly because of the two actors, who manage to show some project life and enthusiasm into the same lines over and over again. This was all the more impressive because Kallin had never before acted in a play.

"Boojum" written by Sean Michael Welch and acted by Peter Krzywanowski, Jon Waller, and Bhargava Gomavara, began with a narrator and a man and woman in a cafe. As the play progressed however, it became apparent that the narrator was not in fact narrating the play but was making up stories about the other two cafe patrons.

This play neatly comments on the literary conventions of novels and plays, and when the innocent man and woman begin acting the parts the "narrator" assigns them, it questions the nature of individuality. The twist ending asks how one can gain control of one's life. Krzywanowski managed the switch from a supposedly invisible narrator to flustered character confronted by the woman of the character he was mocking. Walker did not play a cafeterian well, but did convey a self-satisfied smirk with conviction.

The last play, The Bald Soprano, written by a Romanian immigrant as he was learning English, was the longest and most confusing of the plays. The play deliberately skirted the edge of making sense while presenting an evening in the life of the Smiths, a British couple visited by their neighbors. The events in the play are all very ordinary, but the dialog was confusing repetitive and often non-sequential.

Hockerson, who plays the maid, was the most dynamic character because she directly addressed the audience. After the fire chief dropped by the Smith's home and told some stories, and the maid was carried out while reciting her poetry at the top of her lungs, they play switched to having the characters run around in circles yelling nonsensical sentences. It can be summed up in the question asked by the woman sitting right behind me - "What?" There is probably some symbolic content to the play, but I cannot see it. The play, while confusing, was entertaining.

These five plays, performed in the space of about three hours, were a great way to avoid homework and have fun. The acting was much better than the acting in some recent TV shows like "Star Trek-Enterprise".

---

**Fasting Schedule**

**Nov 26th - Dec 2nd**

<table>
<thead>
<tr>
<th>Suhur</th>
<th>Iftar</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Nov 26th</strong></td>
<td>5:38am</td>
</tr>
<tr>
<td><strong>Nov 27th</strong></td>
<td>5:39am</td>
</tr>
<tr>
<td><strong>Nov 28th</strong></td>
<td>5:40am</td>
</tr>
<tr>
<td><strong>Nov 29th</strong></td>
<td>5:41am</td>
</tr>
<tr>
<td><strong>Nov 30th</strong></td>
<td>5:42am</td>
</tr>
<tr>
<td><strong>Dec 1st</strong></td>
<td>5:43am</td>
</tr>
<tr>
<td><strong>Dec 2nd</strong></td>
<td>5:43am</td>
</tr>
</tbody>
</table>

---

**Card2Asia**

Get low rates across the globe

Check Out The Savings!

www.card2asia.com

Connection charges may apply for a few countries.

---

**Burning through your budget on long distance?**

USA 1.9 ￠/min
China 4.2 ￠/min
India 17.9 ￠/min
Society degraded by RPG’s
You have found the rusty pin

NICHOLAS WILLIAMS
TechNews Columnist

Role Playing Games, also known as RPGs, are excellent fodder when I can’t think of anything to write about. They also are going to lead to the downfall of civilization. People play these games to be transported to worlds where there is suspense and action but the interaction is dull. In order to demonstrate that point, let me introduce you to today’s hero, Phil, a hopeless RPG addict.

The evil alarm of coming rang, and Phil got up from the dusty bed of boredom. He looked around. His mother was standing in the corner. He approached her. As soon as he opened his mouth, she began to speak: “The stove of heat is acting up again. Please fix it. We are counting on you Phil.” Phil ponders this and his thoughts turn to the phone. He has not been able to return her call. Phil decides to head for the kitchen.

On his way down the staircase of decay, he is blocked by his father. He speaks: “You shall no pass dressed like this.” So Phil heads upstairs to the bathroom. In it, he flushes the toilet of dirtiness, which opens the secret compartment of the drawer in the corner. Phil then opens it and gets the following Voodoo: I Dirty Sock, The Magical Dental Floss, and the Mouth Rinse of Stamina. Phil equips the sock and FLOSS, which gives him the additional stats of +2 defense and +3 attack. He then uses the Rinse, and permanently raises his charisma by 1. He stops to pick up Salvation Toothpaste, and moves back to his room.

Phil searches around, and finally finds another item: The Useless Cell Phone. Phil heads back to the father and uses the cell phone. An automatic event occurs. Phil takes the cell phone and throws it at his Pop. It has a crack, and his father rushes to fix the cell phone. The way is clear. Finally, the end of the quest is near. Phil runs to the kitchen and checks for the Stove of Heat. Suddenly, the Evil Cat of Conterman attacks. Phil prepares to attack with his Dental Floss...

As we can see, the effects and repercussions of RPGs are deep. The more people are drawn into them, the more their lives will be filled with lossy dialogue, (as opposed to Are we there yet? No. Are we there yet? No... stupid quests, (as opposed to getting the shopping list) and worst of all, dead cats.

With the sudden attacks on random pets, the animal population will go down, humans will brutalize the remaining animals to get the remaining food, and finally all reserves will be spent, and the human race will be left with nothing to eat but cell phones.

But don’t despair, for a small group of adventurers will make a stand to save the world. These brave people, who will succeed where army, politics, and science have failed.

And if they don’t then they can always restart from their last save point. Yes, it’s Phil and his mighty band of warriors. Phil the warrior, Vin, the ranked cat and familiar of Phil, Stacy, the tempered healer, and Oog, the caverian that was transported through time. Together, they shall prevail and save humanity.

Nick can be reached at williams@hit.edu

Could this game be really that harmful?
JOIN THE MAJOR LEAGUES

TECHNEWS DISTRIBUTION MANAGER NEEDED, APPLY NOW

We’re not like every other high-tech company. We’re hiring.

No one told you the hardest part of being an engineer would be finding your first job. Of course, it’s still possible to get the high-tech work you want by joining the U.S. Air Force. You can leverage your degree immediately and get hands-on experience with some of the most sophisticated technology on earth. To find out how to get your career off the ground, call 1-800-423-USAF or visit our Web site at airforce.com.
The money in today’s gaming world has been moving toward MMORPGs (massive multiplayer online role-playing games). For a majority of people, the word “game” normally triggers images of Nintendo and PlayStation.

However, since that time the gaming community has evolved towards online interaction. MMORPGs are games which allow a massive amount of people ranging anywhere from 800 to 10,000 gamers to play simultaneously in a realistic world map and interact.

The only catch is most games have a monthly fee of about ten dollars or more. Needless to say, people are always trying to find ways to play these types of games for free. One of the most popular methods of obtaining free gaming is beta testing.

Beta testing involves players being given the game before it goes out to retail stores and playing the game to report any bugs to the company. In exchange, the company allows gamers to play the beta without any fees.

When I had first heard about Dark Age of Camelot, I did not think much of it other than being another one of the MMORPGs that I had signed up for beta testing. Three months later, I received a surprising e-mail that said, “Congratulations Steve Chen, you have been chosen for the Dark Age of Camelot Beta 4.” For once, my applications for beta testing games had gone through. After playing hundreds of hours on the Everquest World and growing bored, I welcomed the idea of a new MMORPG.

When I first entered the Dark Age of Camelot, I found the variety of races and occupations refreshing and innovative and with that variety came balance. All the combinations of races and classes each had their own benefits and flaws. The game play seemed somewhat similar to Everquest but had a few differences, the experience point system was actually proportional to the amount of damage done when fighting in a group with others. Also, the issue of players fighting each other had been resolved ingeniously by forcing players to choose from three different kingdoms when their character is made and each and every one of these kingdoms are at war with the others.

In such battles, players could even build siege machines and occupy buildings by flying their banners. This allowed players to battle with those outside of their kingdoms and gain land.

The graphics in the game were spectacular. The rivers looked realistic as they flowed with the sun shining down along the shore casting a shadow on players and objects. The stunning visuals of a knight riding by my character on a horse shocked me. In addition, the sheer size of the map and how it was supposedly designed to resemble Europe during the middle ages brought the entire game to life. For those gamers who want a new online experience with spectacular graphics, good social interaction and great game play, Dark Age of Camelot is definitely worth the fee.

For those who have no idea what I am writing about, this is just a generic gamer babbling nonsense.
Professor Kallend jumps at nationals

Beadaleh Vaz
Sports Writer

Illinois Tech student Josh Cameron, when he was then a freshman, introduced Kallend to skydiving in the fall of 1997.

Cameron was interested in starting a skydiving club at Illinois Tech and approached Kallend to be its faculty advisor.

Kallend enjoyed his first skydive so much that it became an avidly pursued hobby thereafter. Four years and 850 skydives later, Kallend is still going strong.

The first trip drew 30 people to take the plunge and make a skydive. The club now boasts of more than 130 first time jumpers and 3 experienced jumpers.

Kallend met other skydivers at the Skydive Chicago, who then went on to form Team Funnel and take part in the National Skydiving Championships held at Eloy, Arizona.

They competed in the Speed formation event, which not only calls for speed but also accuracy in formation. It required the members of the team to leave the aircraft single file and then complete the formation specified by the judges in free fall as quickly as possible.

There were six rounds with a different specified formation on each round and the team with the lowest total time was the winner. Every skydiver had to be in the exact place holding the correct grip.

Out of a total of 100 people participating in the Nationals, Team Funnel ranked fifth, beating better known teams such as the US Army Golden Knights.

The Illinois Tech skydiving club has successfully introduced this sport to many adventurous students. It is currently looking to recruit more undergraduates for the club.

A first time novice skydive would cost $140, and this includes equipment rental, instructor fees and the airplane ride. The club has formed ties with Skydive Chicago, which has become their home drop zone.

Any Illinois Tech student wishing to participate in this thrilling sport and experience the freedom of freefall is encouraged to contact the club.

More information on the clubs activities can be found at their website, http://www.illinois.edu/skydive/