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Construction on campus about \$850 million despite budget cuts

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New scanner in kinesiology department helps detect injuries



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FREE

# THURSDAY, MAY 2, 2013 | VOL. 54, ISS. 113 | WWW.DAILYSUNDIAL.COM

# Zzzzz's can bring in A's



A CSUN student napping between classes in front of the Oviatt library.

Studies show 20-minute naps can be beneficial, improving mood, alertness and performance

#### **JASON GALLAHER**

**DAILY SUNDIAL** 

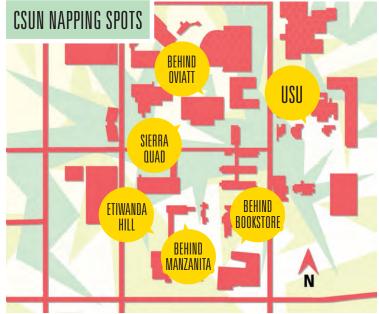
ccording to the most recent health assessment by the American College Health Association (ACHA), of the CSUN student body, 20.8 percent of Matadors claim sleep difficulties affect their academic performance.

The ACHA said these students who don't get enough shuteye reported receiving lower grades in courses, exams and projects than they would have if they could get proper sleep.

With this in mind, debate has focused on healthy ways to get enough sleep. This debate has often focused on a specific question: To nap, or not to nap?

CSUN students cover the range of napping patterns, from no daytime naps, to scheduled napping every day of the week.

On the no napping end of the spectrum lie students who feel they cannot fit napping into their school and work



MAP COURTESY OF SUNDIAL PRODUC

"I don't nap at all," said Janette Alvarez, 22, a senior business law major. "I have no time. I babysit a one-and-a-half-year-old after class."

On the opposite end of the spectrum lie students who said that napping is key to successfully completing tasks that school and work require.

"I nap about two hours every day," said Faris Jaafar, 18, a sophomore business law major. "I get up early for school, so I go home after class and get more sleep."

Then there are those students who lie somewhere in between, napping

See NAPS, page 5

# classes in the works

**Interstate** 

Program may offer courses out of state

**JASON GALLAHER** 

DAILY SUNDIAL

SUN is in the beginning stages of figuring out how a proposed interstate reciprocity system for online courses could affect online education at the university.

The Commission on the Regulation of Postsecondary Distance Education released a report in April proposing a new system to authorize institutions to teach online courses to out-of-state students.

Currently, higher education institutions have to be authorized by the states in which out-of-state students who take online courses reside.

"Providers of distance education now have to meet 50 different state policies," said Terri Taylor, a policy and legal advisor who worked with the commission on creating the interstate reciprocity system. "This proposal would create baseline requirements that are the same for all states participating in this."

Under the agreement, every institution would be authorized to teach students based on standards created and monitored by that institution's home state.

For example, CSUN would e monitored only by the state of California to teach students online, regardless of the state in which the student resides if the reciprocity system is enacted.

Key goals for the commission were to create more educational opportunities for students and to lower the cost of taking college courses online.

See **LONG DISTANCE**, page 7

**ETIWANDA HILL** 

BEST PLACES TO NAP

Try to stay in the middle area, to

stay away from all the loud noises.

This area is great for shade too. You

can nap either on the stone plat-

forms or steps or on the grassy area.

**SIERRA QUAD** 

There's a hill that can be easily found near W. University Drive (Etiwanda) and it's a nice place to take a long nap. There is a lot of noise from nassershy but the downhill slone gives a nice view of the campus.

#### **BEHIND THE OVIATT**

There are a lot of trees surrounding you, so shade is no problem. This space is right near by Arbor Grill, so you can hear some low background

See **BEST PLACES**, page 5



**LEVEL UP WITH OUR VIDEO GAME ISSUE** 





# Construction unaffected by budget cuts

**MELISSA SIMON** SENIOR STAFF

nstruction on the CSUN campus continues unabated despite tuition hikes and a decline in the total number of class sections.

Colin Donahue, director of Facilities Planning, Design and Construction at CSUN, said the University has spent \$850 million on several construction projects since 2002, with nearly \$400 million of that spent on earthquake recovery.

Donahue said the construction budget is funded by state and non-state funding through the use of voter-approved bonds.

"That's how a lot of the academic buildings are paid for," he said. "If you look at some of the things we've done, like the renovations to Jacaranda Hall that were in the \$12 million range, and Chaparral Hall that was in the neighborhood of \$15 million, those were paid for by a state general obligation fund, which is pretty standard for those kinds of academic buildings."

An exception to the traditional academic building funding is the Valley Performing Arts Center, which Donahue said was mostly funded by a state obligation fund because it is primarily an academic facility. The other half was paid for through donor funding.

"In the case of any of those

projects, they don't have any impact on student tuition or fees because they are paid for from a different area," he said. "The construction funding is not part of what we call the general fund or operating fee that the campus receives; it's entirely separate."

#### **Beyond traditional funding**

A third method of construction funding is the use of auxiliary or enterprise funds, which are paid for through local funds and financing plans.

"Parking is a great example of an auxiliary fund," Donahue said. "In the time I've been here, since 2004, we've built the B5 parking structure, the B3 structure and then the G3 structure. If you tallied all those up that's probably in the neighborhood of roughly 5,000 spaces of parking structure construction and it's funded through the parking revenue the parking program receives. They pay for it.

Sharon Eichten, associate vice president at the Office of Budget Planning and Management at CSUN, said auxiliary or enterprise funds include housing, parking, the University Student Union and the University Corporation.

"Those are self-funded, if you will, and are not part of our state budget planning. They are truly, in the sense of the terminology, not state funding," she said. "An auxiliary project is something

See **CONSTRUCTION**, page 3



The construction of the rock wall in the Student Recreation Center was another project that contributed to the cost of \$850

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The Student Recreation Center, which opened in Spring 2012, was constructed quickly and was funded by state bonds, a student fee known as the Campus Quality Fee, and donations.

#### CONSTRUCTION

Continued from page 2

like the Student Recreation Center (SRC), which was funded by bonds and the fee that was implemented and voted on by students a few years ago before construction began on that building."

#### Planning before building

Eichten said before construction can begin on anything, a financial plan is created showing the amount of money on hand, how

much will have to be given to the contractor over a certain amount of time, and the total cost of the budget.

"So when you look at projecting the cost and the ongoing maintenance of that new building or parking structure, that all gets factored in so you know exactly what the new fees are or how much the fee needs to be modified to cover that construction," she said.

Donahue said the SRC is an example of something students pay for outside of

tuition through a local fee. The fees are usually proposed by Associated Students and then voted on by students. The cost of the bond debt over the course of the life of the SRC is how the semester fee was determined.

David Crandall, general manager for A.S., said the SRC came from a referendum that was put before the students and was a project entirely funded by student fees.

"A.S. hasn't proposed any new fees in the last five years," Crandall said. "Around Spring 2009, the



More construction happened on campus behind Etiwanda. Construction has cost about \$850 million over the past decade on projects across campus.

campus proposed approved the Campus Quality Fee, but the fee went through focus groups, not A.S., and the student fee advisory voted in favor of it."

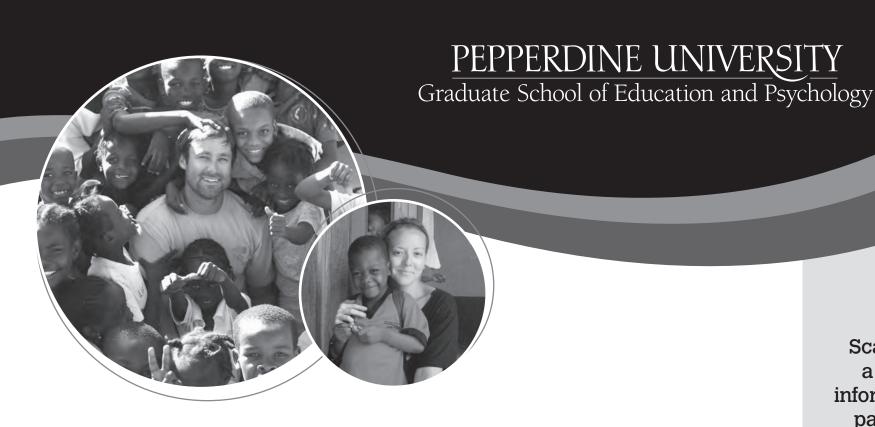
#### **Budgeting for construction**

These auxiliary and enterprise funds do not in any way affect the overall campus budget because the revenue they generate are separate and are part of their own budget, Eichten said.

"What I'm talking about is the general fund, which is the money we get from the state of California, our state appropriations, plus the student tuition fees that students pay every semester," she said. "So that's revenue plus state appropriations that makes up our entire general fund budget and those other areas, auxiliaries and enterprises, don't at all impact our campus budget. They stand alone."

Eichten said that some get confused because of the construction that auxiliaries or enterprises are doing, yet there is not enough money for enough course sections.

"Hopefully that's gotten better this year and will be better next year, but people get a little confused and think, 'Well how are they able to build this new building and yet we don't have enough money to support our classrooms?" she said. "It truly is a separate fund, and they are earning that revenue separately from the campus general fund budget. They can't be combined (and) we can't bring money from housing or parking to supplement our general budget."



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# Scanner helps detect signs of bone disease

New X-ray machine uses low-dose beams to measure muscle mass and closely examine sports related injuries

SHALEEKA POWELL

DAILY SUNDIAL

SUN has two high-tech X-ray scanners that can help students both now, and with valuable research, in the future.

The Dual-energy X-ray absorptiometry (or DEXA) scanners are used daily by four licensed researchers on campus. The scanners, located in Redwood Hall and Jacaranda Hall, determine bone mineral content, bone area, bone density and tissue composition of humans and animal specimens.

"(The scanner) is a nice resource to have when (the) health center needs density checks, and we gain a better understanding of how physical activity influences the bone mass of college students," said Victoria Jaque, a kinesiology professor, graduate coordinator and licensed DEXA operator.

The DEXA machine emits an invisible beam of low-dose X-rays in two energy streams. One stream is absorbed by soft tissue, and the other by bone. The difference between the two gives the measure of bone mineral density, and a highly accurate measure of body composition.

Jaque said student testing is free for individuals who volunteer. In addition, those who have a doctor referral from the Klotz Student Health Center can pay a fee of \$135 and get a physician to interpret the results.

Melissa Montgomery, kinesiology professor and licensed DEXA operator, said she explains the results, but does not diagnose people because this is only a research lab. The data, however, is valuable.

"The results are given in relation to what are called T-scores and Z-scores that inform individuals on whether their bone mineral density is above or below average," Montgomery said. "It may indicate to physicians if you need calcium supplements."

Jaque said the T-score is what a physician would use to diagnose an individual with osteoporosis, and the Z-score gives an individual an idea of how healthy one may be at his or her age.

The tests are painless and involve small doses of radiation. All data is used for ongoing research, including Montgomery's, which looks at the body composition and landing mechanisms related to knee injuries.

"I scan research with intentions of using the scan to determine how much muscle mass individuals have in their lower body," she said. "The question I



JOHN SARINGO-RODRIGUEZ / DAILY SUNDIAL

Dr. Victoria Jacque (R), associate professor and graduate coordinator for the kinesiology graduate program, conducts a lumbar spine scan using the DEXA Body Scanner on Alene Ashjian (L), 21, a kinesiology major, to determine mineral density.

ask is, 'If you have less muscle mass, does that make you more likely to be injured?'"

Montgomery said her next project is this summer on student athletes, club sport athletes and high level recreation athletes.

Most tests take only 30 to 45 minutes for volunteers, who

should inquire by visiting Redwood Hall 170. But Jaque said it takes hours to enter the data. Students from the kinesiology department help her enter the data from the tests.

"The data is the lifetime physical activity history of an individual from childhood to adulthood,"

ne said.

But for research purposes, rats trump humans. Jacque scans about 48 hind limbs from rats per year

"Rats are an animal of choice," Jaque said. "It takes a rat six weeks to have the same results as a human in one year."

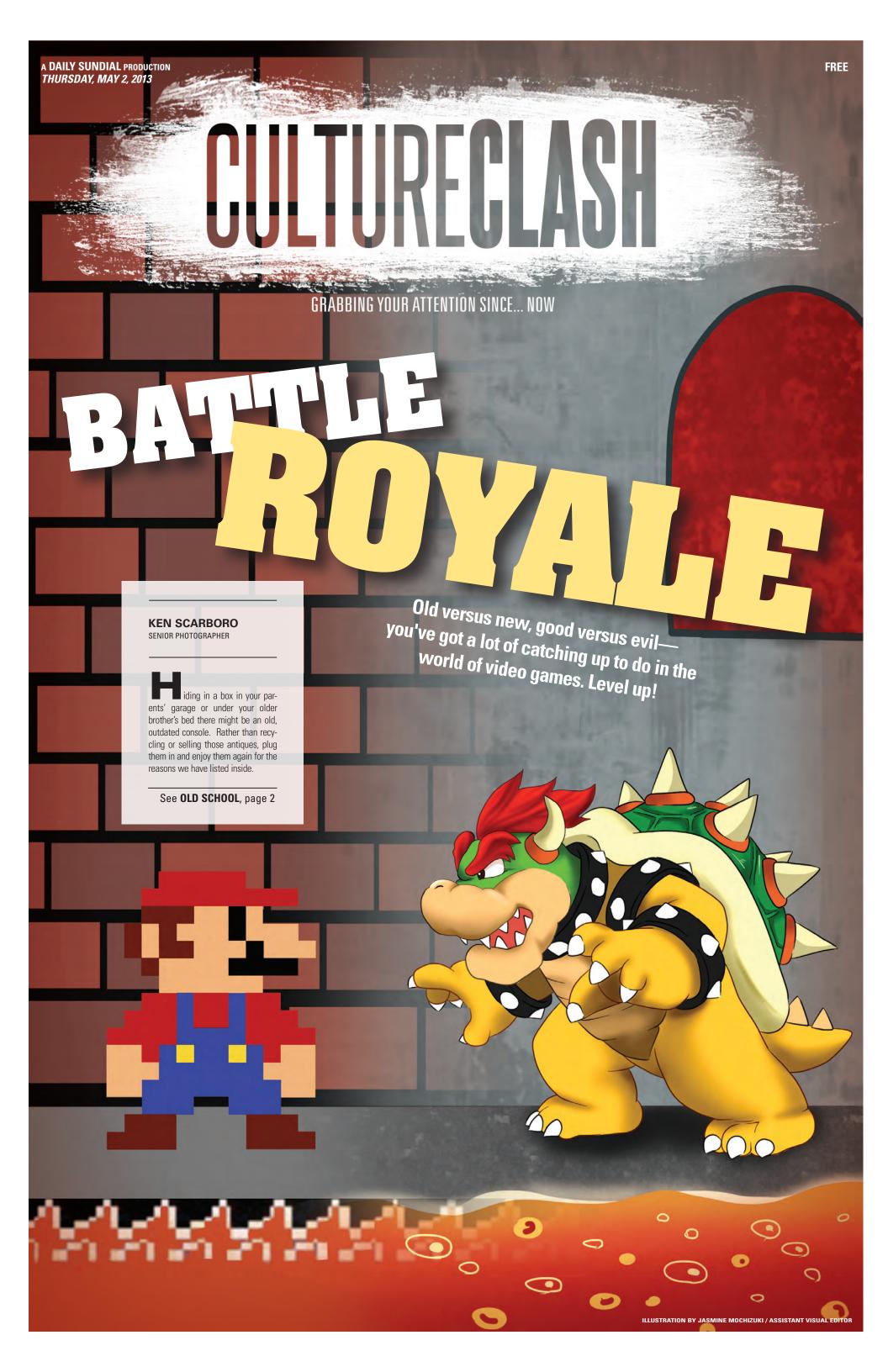




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### TAKE CONTROL

# Keeping it 'old school'

#### The Internet just went off...

Probably one of the most common reasons for my household of gamers to plug-in the NES is that our Internet went out. Connectivity to the Internet is a key part of the experience for modern consoles and games (you could still play the story mode when the Internet is out but much of a game's replay value comes from the online modes).

#### No screen peeking!

Ever pull your opponent's controller out of the port when they took the lead in "Mario Kart?" Lord knows I did, but it always came back to bite me in the form of a red shell. Online multi-player has made video games social on an entirely new scale, but it's hard to beat the fun of trash-talking and interfering with the player next to you on the couch. With such focus on online play there are fewer games with split-screen local multi-player, and dividing a wide screen TV makes for an awkward field of view.

#### They were challenging

3

Recently playing "Skyrim" I realized my hand was being held. There is a big arrow

pointing me where exactly on the map I need to go and whom to talk to and rarely am I lost going, "what now?" The most advice you get in "Legend of Zelda" is, "It's dangerous to go alone! Take this." Unless they are trying to be hard, think "Demon Souls," today's games even when on harder difficulty settings still lack the challenge presented in those old cartridges.

#### The other side of that coin

While being challenging, old games were accessible and simple enough for children. You might not have beaten "Metroid" at 7 years old, but it was playable and you kept on playing. Old games were easy to jump in and out of. Even with mom's 30 minute TV time rule you could still get through some levels on Mario or have that dog laugh at you in Duck Hunt.

#### Good old fashioned fun

They were fun and that was just what the classics were meant to be. Gameplay was the focus of the day, with such limited technology keeping the gamer engaged. No fancy cut scenes, online multiplayer or downloadable content to keep the player coming back, just how much fun there was to be had

with that one game.

#### The best themes

Guaranteed every one knows the work of Koji Kondo. The "Mario Brothers" theme everyone knows, that was him. Even with 8-bit technology, composers were writing great music for some of the earliest video games. Once 16-bit came about, whole orchestras were being emulated by video game composers.

#### Simple is beautiful

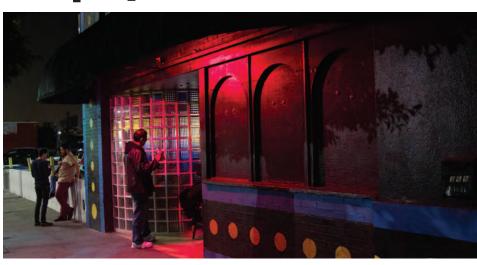
Graphics have become a selling point of modern games, but sometimes they lack that artistic touch. Old video game graphics had to make the best of the technology available. Less can be more and with limited color and bits, classic games created scenes that captured our imaginations.

#### Playing a piece of history

Finally, the nostal-gia factor. Playing the emulator version of your favorite classics' great, but there is something better about playing on the controller and console the game was made for. My roommates and I have fond memories of playing NES, SNES, Genesis, N64 and other consoles as kids. Even without arguing if games were better back in the day, it is hard to trump the nostalgic feeling of plugging in your controller and blowing out a cartridge.

### RAISE THE BAR

## **Blipsy Barcade rules**



The exterior of Blipsy Barcade, on Western Ave. in Korea Town, is unusually nondescript, especially in the day time. A row of Pac-Dots line the brick wall giving away what awaits inside. The day-glo pink light mimics the interior arcade machine's color cascade from rows of stand-up cabinets.

PHOTOS AND STORY BY

NATHAN MCMAHON

OPINION EDITOR

rcades were immensely popular in the '80s and early '90s. They helped establish the burgeoning love for the home console market and introduced video games to a wider audience. Their popularity exploded but unfortunately they burned out just as quick. When game consoles started to show parity graphically with stand-up cabinets, the nail was hammered into the coffin.

The appeal of the arcade scene faded away into an obscure collectors venue where old cabinets filled

warehouses and game rooms in private homes. Many machines were left to rot away completely, only to be scavenged for parts.

Amazingly, video games have achieved a sort of cult status following and this means their retro roots are hip yet again. The burgeoning love means arcades are getting a new life. The classic family friendly venues that dotted the country have started to turn into rough, around-the-edges bars and water holes. In some ways this fits the style of the old machines. Beat up and dirty means it's easier to put your beers and drinks on the broken and cracked plexiglass.

Blipsy Barcade is just that sort of dive bar. It's in a building without much going on out front. But inside,

Blipsy houses a treasure trove of classic arcade games. Most of the games inside have been relegated to 99 cent apps on your latest smart phone, but they don't feel right unless you're holding a joystick.

The bar's been around for two years. It's hours run from 4 p.m. to 2 a.m. and serves beer and liquor. Not just boasting classic arcade machines, there is also a DJ booth with a rotating cast of artists depending on the night of the week.

Retro cool seems to be the norm nowadays and throwbacks to good times are relevant. Arcades inhabit this space and they specialize in lifestyle once forgotten. Booze and video games, who could ask for more?

MORE PHOTOS on page 3

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Co-operative games became the norm as arcade machines became more popular. Instead of fighting each other or besting a high score, arcade goers could fight the bad guys together. Double Dragon was one of the popular games to take on this genre. It was a violent affair with bats and sticks of dynamite used to kill enemies.



The bar at Blipsy Barcade is fully stocked with liquor and beer. No taps, but bottles and cans ranging from hipster favorite Pabst Blue Ribbon to stalwart brew, Budweiser. The bar is also littered with vintage pop culture nostalgia including He-Man toys and a myriad of plush animals.



DJ Huck-a-Beats (Lana Huckabee) is one of a group of DJ's that regularly perform in Blipsy Barcade. Their music is a mix of old school hip-hop and rock. DJ Huck-a-Beats is using an iPad app to spin the digital records.



Before the bar was known as Blipsy Barcade, it was known as Ms. T's World Famous Barcade. A placard on the pinball machine Stellar Wars is remnant of the old establishment.



The classic Ms. Pac-Man is in Blipsy and it is the cocktail version. This tabletop game has controls on both ends and two players can compete against each other, and the game, at the same time. This was a staple in bars across the country during the arcade boom of the '80s, as you could set your drink down on the playing surface in-between rounds.



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### EVERYONE'S A CRITIC

## **Underrated consoles**



#### **GAMECUBE**

GameCube - Nintendo's leastselling major home console got plenty of flak for not having any notable third-party games, but the game company sure took care of its own. With classics like Super Smash Bros. Melee, Super Mario Sunshine, Metroid Prime and The Wind Waker, it's difficult to fathom how Nintendo's army of mascots barely overtook newcomer Microsoft's Xbox in last generation's console wars



#### **PORTABLE PLAYSTATION**

PSP - Basically a portable PS2, the PSP saw commercial death due to wonky controls and a forced attempt to push UMDs on the public. However, the portable system's continuation of fabled Sony franchises such as Metal Gear Solid and Final Fantasy, along with its iPod-like capabilities and awesome graphics, made it a mustown at the time.



#### **DREAMCAST**

Dreamcast - Sega's slain Dreamcast, which met its end at the hands of the almighty Playstation 2 in the early 2000s, is clearly the most underrated system of all time. Complete with graphics that still stand strong today, online capability (through dial-up) and the last great game in the Sonic franchise, the Dreamcast was lightyears ahead of its time.

-RON ROKHY SPORTS EDITOR



### POP CULTURE OPINION

# I'm not a 'gamer girl'

JASMINE MOCHIZUKI ASSISTANT VISUAL EDITOR

hen a girl says she plays video games, people automatically think of the lavish dressup games, "Cooking Mama," or "Nintendogs." The thing is, the fact that my gender is female reveals nothing about my sentiment towards video games.

I personally loathe any "girl gamer" sanctions, mainly because being a girl shouldn't make things any more special than a guy enjoying playing games. Online communities and other social networks like girlgamer.com only makes female gamers seem obnoxious and impervious to any bold actions, without having to huddle together like a bunch of helpless sheep. There shouldn't be any "gamer girl" because you don't hear any men saying they're "gamer guys." If you play games and like it, leave it at that. Gender identification is unnecessary.

There is nothing more annoying than someone scanning your day's outfit for any video game novelties, when they discover you're a gamer. Sure, I may own a Triforce t-shirt, but that doesn't mean I wear it every single day, just like guys don't wear their

game novelty shirts everyday. So why is that the moment I announce I play video games, I must fashion something related to video games?

One time someone told me, "I don't look like a gamer." Now what in the world is that supposed to mean? Is it because my Facebook profile picture isn't an abhorrent, smutty selfie with a controller right next to my face? Or is it because I don't have a Street Fighter messenger bag? I really don't understand the concept of looking like a gamer. People like what they like.

The are some people that speculate that I am one of those spunky, vexing chicks who take pride in playing video games "despite" their gender. While girls like that exist, they only further expect special treatment as well as attention of the fact that they can hold a controller and press buttons.

I don't understand guys who think video gaming is a vicinity girls can't step into, or have no idea about. As much as I am excited to purchase a new game, I hate walking into GameStop only to be guided straight to the Nintendo section, where there are many family games. Mario games and Wii Resort can be fun too, but they've completely looked over the fact that I came to buy "Assassin's Creed" or "Dynasty Warriors."

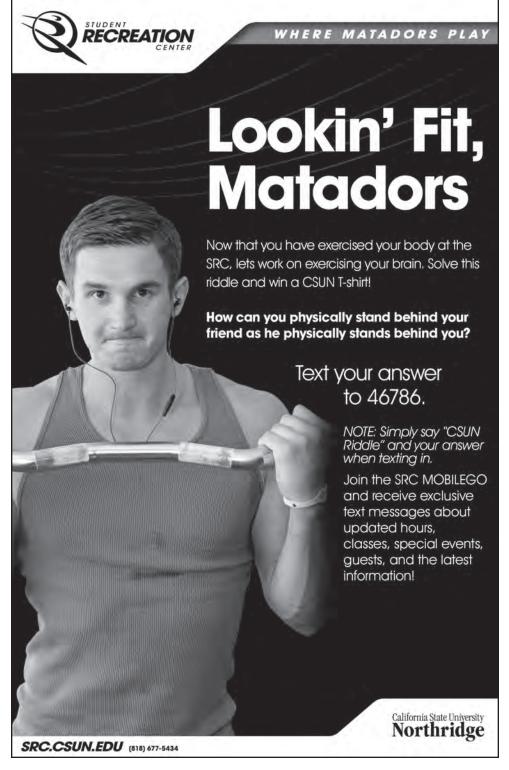
This wasn't a common mis-

conception I would get, but I've gotten it before, so might as well address it: I don't own any pink controllers. Apparently it is important to represent your "gamer girl soul" by having these seemingly feminine gaming goods, such as a pink 3DS.

People would think that if normal people don't understand us, guys who play videogames will understand us. Apparently not. The fact that we like sitting in front of the TV for hours violating the controller doesn't make it a certainty that we like talking about games all the time. Some guys see video game talk as some sort of flirting mechanism towards a gamer girl, so I am just going to put it out there that calling a gamer girl their "heroine to complete the game" is a complete myth and will not work. Sure, discussing the 64 missions in Final Fantasy XIII can bring on a developed discussion, but that won't make women want to walk down the virgin road with you.

Finally, all girls who play games do not advertise that they do so! Women who do that only admit there is a significant difference in a female playing video games when there really isn't. Often times they're seeking attention or are expecting special treatment, which explains those sad, self-taken, bawdy photos accompanied with game consoles that have gone viral within the gamer community.





**BEST PLACES** 

Continued from page 1

THE BOOKSTORE

Over here is another

small breezy, grassy hill,

even though it's not as big

as the ones near the B2 and

B3 parking structure. Second

best spot to take a nap on

**BEHIND** 

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#### **NAPS**

Continued from page 1

when they need the occasional burst of energy.

"I'll nap sometimes, because on days when I have a lot of work I need to," said Ali Alkaribani, 19, freshman accounting major. "I nap about an hour on those workdays."

According to multiple sleep studies, naps can be beneficial.

The National Sleep Foundation said a short nap between 20 and 30 minutes has shown to improve mood, alertness and performance dur-

NASA reported that naps helped astronauts' "working memory," which is when a person focuses on one task, but holds other tasks in the back of their mind.

An example of working memory would be switching the radio station in the car, while knowing to still keep your foot on the gas pedal and steer the wheel.

The research journal "Sleep" found that a 10-minute nap was effective in increasing alertness, but anything longer than 30 minutes may cause extended grogginess.

Many large employers have discovered the effectiveness of short naps in the workplace and have created designated napping areas for their workers.

One of these is ice cream company Ben & Jerry's, which initiated workplace napping

about 10 years ago.

"It's about a work-life balance," said Liz Stewart, Ben & Jerry's PR extraordinaire (a self-given title which all employees are encouraged to create). "Employees really appreciate working for an employer who cares about their wellbeing, and things like allowing napping allow them to give that much more back (to the company)."

Other companies that allow napping include Google, Nike, and Pizza Hut offices.

While napping may help with short-term energy, most sleep researchers agree that a regular nighttime sleep schedule is best for high levels of energy and better work or study performance.

Marianne Link, assistant director of health promotion for Klotz Student Health Center, said daytime naps could negatively affect these regular nighttime sleep schedules.

"Good sleep hygiene is key," she said. "Avoiding naps, creating a relaxing sleep environment, and maintaining a regular sleep schedule are a few tips that could lead to a good night's sleep according to the National Sleep Foundation."

So thinking that a nap can fight off fatigue from an allnighter cram session may be doing more harm than good.

A full night's sleep in some comfy pajamas while snuggling a favorite teddy bear may be the best study technique of all.

### **CAMPUS VOICE**

JOHN SARINGO-RODRIGUEZ / DAILY SUNDIAL

Do you feel the amount of sleep you get affects how you function throughout the day?



**LOREN AVILA** 

POLITICAL SCIENCE "I usually get five to six hours of sleep, when I don't get enough sleep I can't concentrate, I don't have the energy to do anything and I just want to stay in bed."



**NICOLE GOZUM** 

**ENVIRONMENTAL AND** OCCUPATIONAL HEALTH "When I get too much sleep I get really exhausted but when I get four or five hours of sleep I'm awake and able to function."



JASON THOMPSON

SOCIOLOGY

"I'm a grad student working and going to school full-time. I usually get about five hours of sleep, if I get any less it's hard to recall information right away unless I read it.'



**DOROTHY BROWN** 

**CTVA** 

"I suffer from insomnia. The amount of sleep I get is five hours and it's the right amount of time for me because I can think much clearer and I feel like I have more time in my day."



**ALEXANDER MANOLOPOULOS** 

**THEATRE** "It's strange because if I go to bed at 5 a.m. and I wake up at 9 a.m. I feel more alert"

bschool.pepperdine.edu



**DENNIS VILLA** 

**BIOTECHNOLOGY** "A lack of sleep makes me

feel anxious and stressed. It can also cause depression. When I get too much sleep I would feel slow. I think if I got the right amount of sleep I could function better."



**BEHIND MANZANITA** 

this list.

Here's an interesting place to nap. You have two options. Either nap on the grassy area or nap on the small stone platforms that separate the grassy area from where the cafeteria is. The stone platforms are a bit uncomfortable, but you will see students resting on top with their school bags as pillows. This would make the top five places to nap.

#### USU

When it's raining or extremely cold, the Matador Involvement Center is the answer to your prayers. There are couches here are extremely comfy and so comfortable you can rest with ease. There are couches also located on the second floor. But it gets crowded easily here.

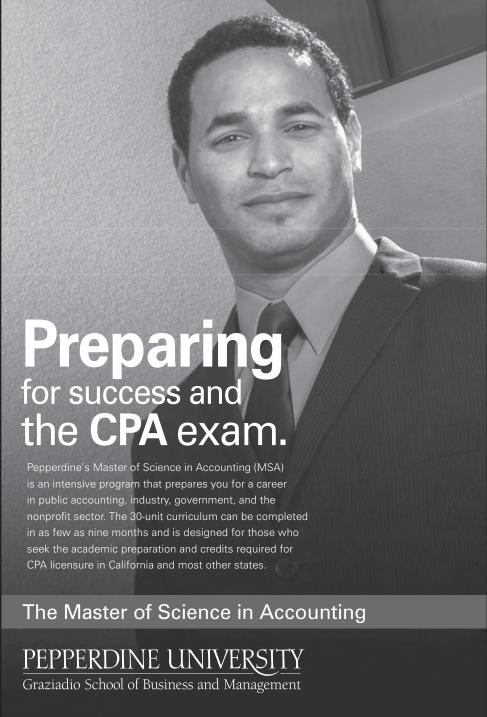
> —ARTHUR WONG **CONTRIBUTOR**



Sunday Services and Sunday School: 10 a.m. Wednesday Testimony Meeting: 7:30 p.m. Reading Room: Monday and Wednesday 10 a.m. to 2 p.m.

All are welcome!





# Opinion@sundial.csun.edu

# Video game press needs fixing

The relationship between video games and journalism should always be ethical and aim to achive high quality work

**NATHAN MCMAHON** 

OPINION EDITOR

ideo games and journalism. Two words seemingly diametrically opposed. They are at odds with each other and on the verge of being entirely incompatible. Oftentimes the word journalism isn't even considered to be a serious phrase when talking about video games. Enthusiast press is more accepted and sputtered by the angrier fans of video games.

The guise of quality journalism is hidden behind the simple phrasing of news stories as rumors. It happens all the time on major gaming blogs. This type of reporting does nothing to establish video game journalism as a meaningful outlet for quality news. It does a disservice to both media and readers.

The frenzied, frothing masses looking for the latest and greatest bit of news use this as chum to either proclaim the dominance of their favored brand or they use the resulting truths tied to the rumors to dismiss a media outlet as incoherent or trafficking in speculation and grab-assing with the very institutions they should be covering neutrally.

Part of the problem lies in the relationship between games media and the PR firms tasked with getting their games recognition by the masses beyond the generally fervent fanbase of extreme gamers. Grotesque amounts of schwag and trips and dinners and drinks pervade games journalism. It's reminiscent of early radio days and payola. Basically bribing outlets and reporters with ad revenue and swank trips for the reporters so the coverage they need is there. With so much money tied to major game releases there is too much temptation to take the easy way and buy favoritism. Even if a reporter is truly objective after the barrage of stuff they get, the readers still question the veracity of the coverage they are getting.

Even worse is the metrics assigned to video game review scores. Metacritic is a website devoted to aggregating these scores and often the game makers tie bonuses and monetary value to an average score for a game. The push to have their game score high enough for bonuses to be paid out ends up resulting in cloudy interactions with the press.

Each journalist is responsible for their own barrier of what constitutes

right and wrong when interacting with publishers and they have a responsibility to let their readers know what they consider to be okay. Some see no problem with accepting a drink from PR reps who they are also friendly with. Often this occurs in a very casual environment out of the realm of work, but perception is key. If a reader doesn't trust a reporter, despite the innocence of those types of interactions, then they've broken their relationship with th readers.

As a journalism student taking PR courses to fulfill requirements it was interesting to see professors espouse the supposed need for us to accept that public relations is a way of life. We were told that we needed reps from

those types of firms to get our story content ready. Maybe ting. We are basically told to accept the fact that we need access and to get that access we better play along.

Major media outlets have been penalized for not doing just that. A few years ago, Gamespot, one of the largest websites devoted to gaming news, folded to pressure from a publisher. Gamespot was running large banner ads all across their website for a game, Kane and Lynch. The reviews editor for Gamespot, Jeff Gerstmann, gave a less than stellar review and the publisher of the game, Eidos Interactive, apparently pressured Gamespot into firing him. Subsequently, a large group of the editorial staff quit Gamespot. It was the right move and due to this, they've thrived after that incident, as readers were able to see that they had integrity.

All too often it's easier to just

ple in general have no media training outside of what they consume. They never learn the process of properly vetting information and pursuing due diligence so when it's presented it reads as true and accurate as possible.

Our senses are constantly exposed to media and advertising. We eat, sleep, and breath the stuff. The result is a populace that has no idea how to interpret and decode what they are consuming. They are distrustful of what is presented and instead of expanding their horizons, they turn to news sources that are comforting. A consumer of media has a responsibility to remain objective as well otherwise they perpetuate the problems.

I know it's easy to dismiss this as a non-issue, because really, it's just video games, but these problems exist in all forms of news and reporting. We've broken the process of gathering and disseminating information. It needs fixing and both sides need to work towards repairing that relationship.



ILLUSTRATION BY GABRIEL IVAN ORENDAIN-NECOCHEA / SENIOR ILLUSTRATOR

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LONG DISTANCE

Continued from page 1

Authorization to teach out-of-state students often requires higher education institutions to pay fees for processing the authorization.

"These costs are eventually passed to students," Taylor said.

According to the Association of Public and Land-Grant Universities, a community college paying for authorization in five states for

257 students costs \$76,100, while a public university system paid \$5.5 million to comply with authorization to teach students online from 49 states.

Under the interstate reciprocity agreement, fewer fees would be required to be authorized teach out-of-state students online.

"Fees will be much lower," Taylor said. "Institutions would pay one set fee each year."

Dr. Elizabeth Adams, the associate vice president of undergraduate studies, said out-of-state students who take courses online represent a small percentage of the Matador population.

"It's not a lot," Adams

**ACROSS** 1 Aveeno's parent

6 Hebrides native

10 Madcap 14 Olds's last

16 "En garde 17 Louis of MGM

18 Taps

compact

15 Biblical prophet

20 \*General outline

components 22 Actor Aykroyd 23 SFO hrs. 24 They may grade

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54 "Community"

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51 Composer Rorem

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66 Operating system

developed at Bell

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62 Go motoring

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... or how to start

46 Distance

said. "Probably fewer than 100 (students).'

Dr. Karen Girton-Snyder, the director of distance learning at the Tseng College, said CSUN currently goes through an authorization process to teach outof-state students online.

"It depends on the state requirement," Girton-Snyder said. "The majority have been CSU systemwide authorized."

In some states, the university is required to be authorized individually, as opposed to the CSU system being authorized as a whole.

Taylor said the intricate state-by-state authorization process was a product of confusion that resulted from classes leaving physical locations to be taught in the digital space.

"If you think about higher education, for a long time it was a place-based institution," she said. "Regulation (of higher education) grew up around geographic relationships. Exposure of distance education has subverted place-based regulation."

Meetings were held in Indianapolis on April 16 and 17 to discuss the interstate reciprocity agreement for distance education.

"Forty-seven states came to talk about the proposed agreement," Taylor said. "People were generally positive."

Taylor said it was impor-

tant for states to come together and meet because the nation is becoming increasingly digitized, which could lead to more online courses.

"Distance education probably won't get easier (to address) over time," she said. "We need ways to regulate distance education but not stifle its growth."

The reciprocity agreement would be on a voluntary basis. States that choose not to take part in

the agreement will continue to authorize out-of-state institutions as they do now.

All institutions of higher education would be allowed to participate in the agreement.

"We went out of our way to include all institutions," Taylor said. "Big public universities, small private schools, for-profit institutions and non-profit are all included."

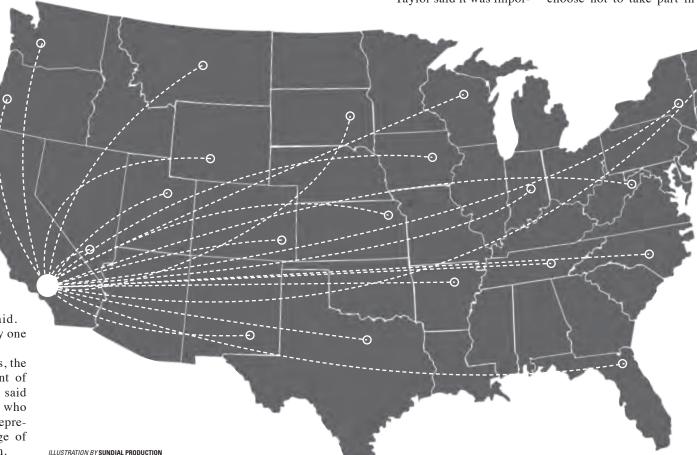
> As it has yet to be decided whether the reciprocity agreement will enacted, administrators at CSUN are unable to explicitly say how the university will be affected.

"We're just at the planning stages, so we don't know what it would do to our enrollment," Adams said.

### **PLAN PERKS**

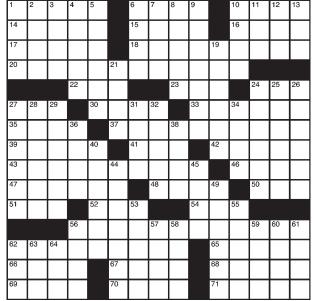
This new bill would authorize all campuses that want to provide out of state online courses.

Fees would be lower for the campuses that have to pay to host online classes in other states.



#### Los Angeles Times Daily Crossword Puzzle

Edited by Rich Norris and Joyce Lewis



By Erik Agard

2 Banned orchard spray 3 "Miss Independent" R&B singer

4 Can't contemplate 5 "Michael, Row the Boat Ashore" river 6 Schism group 7 Peter or Paul, but not Mary

8 Ship's lowest 70-Across 9 Consults

10 Son of Cronus and Rhea 11 "Angry Birds," e.g. 12 New beginning?

13 Japanese dough 19 Hit the road 21 Intentionally fail to invite

24 Recorded. 67 Sandusky's lake nowadays 68 Short and 25 Sorry sort 26 Obama left it in November, 2008 probably not

. sweet 69 Like the Nissan 27 Capital WSW of Cube Madrid 70 Swabbing site 28 Game sanctuary?

71 Pounded the 29 Kept together, as keyboard sheep 31 Doll's cry

**DOWN** 32 Place with a cheer named for it 56 Quite the fox 1 Door part

5/1/13

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(c)2013 Tribune Media Services Inc 5/1/										1/13				

34 Inexperienced one

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49 Costello's partner 53 Blazing 55 Brooklyn's Island

57 Abbr. in a bank

58 Onionlike veggie 59 "To serve, not to be served" group 60 Ascent

61 Stowe antislavery

a Berry Berry

novel 62 Place to unwind 63 Year in Madrid 64 Puffed cereal with **EMPLOYMENT** 

#### **JOB FAIR AT THE DAILY SUNDIAL TODAY 3-5PM, MANZANITA HALL 140**

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#### Solution to today's sudoku

8	6	1	9	2	8	1	9	t
5	3	b	1	G	8	9	1	6
1	9	9	6	1	7	8	2	3
L	Þ	1	9	9	6	5	3	8
G	8	2	3	Þ	1	6	9	1
6	9	3	5	8	L	Þ	1	9
3	2	8	Þ	1	9	1	6	9
9	1	G	8	6	2	3	Þ	1
Þ	1	6	L	3	9	9	8	2

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#### 7 5 1 4 2 1 7 4 8 3 2 6 8 6 3 9 3 8 4 1 6 7 5 3 1 4

#### sudoku

#### How to play:

Fill in the grid so that every row, every column, and every 3x3 box contains the digits 1 through 9.

Solution above.

# Sports@sundial.csun.edu

Follow us on Twitter @sundialsports57 for play-by-play coverage of CSUN sporting events

#### FEATURE

# Archery club keeps eye on target

Five-year-old club teaches its members how to shoot while competing against other colleges across California

**MELANIE GABALL** DAILY SUNDIAL

ver the last five months Senior Miguel Gomez could be seen riding his razor scooter over seven miles from CSUN to Woodley Park in Van Nuys with a bow and arrows on his back to practice his new passion: archery.

"I joined the (CSUN archery club) a little bit before December, but it was so hard to find the club. There was nothing that said it existed," said Gomez, who is the current vice president of the club. "Since I was younger, I had wanted to do archery but I just never had the chance before then. I had to buy my own equipment so I could practice everyday.'

With the help of Gomez and an archery champion coach, the club, which was originally founded in 2008 but had only one consistent member, is developing into an organized, competing force with over 40 members.

"When he cannot practice at my house, he rides his scooter to Woodley. He practices every day," said June Montenegro, archery club coach of Gomez.

The CSUN Archery Club has recently established itself on the collegiate archery scene. They took third place in the Men's Team Re-curve Division at the California State Championship in March and their single veteran member, Raymond Paguia, took first place in individual.

Paguia also won first place in the NorCal Collegiate Tournament in the Men's Recurve Division in April, and



CHARLIE KAIJO / SENIOR STAFF

Engineering major, Primepissa Honglocksanapan, readies her bowstring before taking a practice shot at the CSUN Archery club meeting.

was the only CSUN member to compete.

"When the announcer was announcing the winners, she said, 'We didn't know that there was an archery club in Northridge," Montenegro said. "I told her, 'Yes, and we're here to stay.'

The club beat out USC, Cal State Fullerton, UC Irvine and UC Merced, losing only to UCLA and CSU Long Beach, said Montenegro.

"UCLA is well funded by their school. All of their equipment is top of the line. Their bows are like mine." Montenegro said. "They have been in existence for 20 years or so and Long Beach for about 50 years."

Montenegro has been competing at a professional level for 49 years and has 11 sponsors, earning over 18 national titles throughout his career. He began his archery career in the Philippines where he competed against Paguia's father.

"June and my dad were competing archers in the Philippines, they used to do pranks

on each other," Paguia said. "When June moved back here to the valley, he started going to the local ranges and we connected back with him. He said, 'Okay I want to be the coach and bring this team up' and now because of him we almost have a field on campus."

The majority of the club's training over the last four months has been in Montenegro's backyard, which he opened up to the club after practice at Woodley Park became overcrowded. The team is in the final stage of approval for an on-campus practice field.

With the exception of Paguia, who has been competing since high school, the California State Championship at Long Beach State in March was most of the members' first competition.

'I kind of wanted to hide my stuff," Gomez said about witnessing the top of the line equipment of his competitors. "We didn't expect to place or anything."

In the first round of the tournament, the competing members Gomez, Paguia, Adam Bernardino, Humberto Sanchez and Nathaniel Sanchez, shot 30 arrows per each distance: 40, 50, and 60 meters.

"Then, for the team round they had to shoot 70 meters, which they had only shot a couple of times when we could get into Woodley Park," Montenegro said. "They didn't even have a sight setting for it."

The team was tied for bronze with Fullerton until freshman Nathaniel Sanchez recorded the winning shot.

'Raymond missed the shot, Miguel missed the shot and then Nate got the shot and broke the tie," Montenegro said.

Sanchez started taking classes in archery two years ago at Woodley Park after he saw people shooting while he was walking his dog around the park.

"I practice on Wednesdays and Saturdays because it's the only time I can rent equipment," Sanchez said. "I am working on buying my own so

I can practice more often."

The competing members have to share practice time on Saturday mornings with new members at Montenegro's Granada Hills home. They don't start their own training until the others have left.

We worked really hard to finally got organized. We have to sacrifice because when we are training members to shoot, we don't shoot because we have to take care of them," Gomez said.

The scheduled practice time for new members is 10 a.m. to 12 p.m., but they never want to leave, Gomez said.

"Sometimes they shoot here till 9 p.m.," Montenegro said. "When me and my wife have a date night we have to tell them, 'Guys go home!'

Montenegro is very strict on safety regulations and he doesn't allow any fooling around with equipment, Sanchez said.

"He's very dedicated in whatever he does. He's very passionate. He puts a lot of passion into coaching," Paguia said of Montenegro.

"I am very lucky to have these guys. They pushed and pushed to get organized and they have heart and dedication every day for practicing," Montenegro said. "They have really good relationships. A band of archers."

The teams hopes to be prepared for three tournaments this summer, including the State Archer of California in June and the California State Games in July.



CHARLIE KAIJO / SENIOR STAFF

CSUN archery club vice president, Michael Gomez, helps pull stuck arrows from the target board.