

June 23, 2010
VOLUME 9 • ISSUE 5
VALENCIAVOICE.COM

ValenciaVoice

Official Student Media of Valencia Community College



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E3 endorses entertainment's exciting endeavors

By John Terbeche
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This year's Electronic Entertainment Expo breaks down the importance of motion control (Microsoft), 3-D (Nintendo), and motion control AND 3-D (Sony.)

Once a year, the Los Angeles Convention Center is home to one of the video game and electronic entertainment industry's most frantic, curious, outrageous, and thrilling events. Held to the standards of world championships for sports, or the Oscars for movies, the Electronic Entertainment Expo (E3) showcases leading industry publishers' and manufacturers' newest products and announcements for the year to come.

Having been "missing in action for the past three years," according to journalists, E3 has seen many changes in its format. Only allowing journalists entry, or limiting the number of public entries, scheduling multiple press events at the same time, sharing private information or footage behind closed doors to journalists, and awkward show floor design for booths have all been present in the past years' E3's. This year's, however, has been a return to glory for many gamers and journalists alike.

Not officially starting until June 15, this year's E3 actually started on June 13, Sunday night, with a special presentation from Cirque du Soleil by Microsoft. It was a welcome party of sorts for its new motion technology code named Project Natal, with the newly announced name, Kinect. Motion technology was a huge part of this year's coverage, along with 3-D technology. It's clear that the industry is seeing longer lifecycles for its video game consoles, with no new announcements for consoles coming our way; making new peripherals and new technologies the new way to make money.

On Monday, June 14, the following day, Microsoft held their press conference. They announced new features, upcoming games, and of course Kinect for its Xbox 360 console. Many people were disappointed with the way the conference was going. It started off well enough, showcasing new footage and gameplay for 360 exclusive games like 'Fable 3,' 'Gears of War 3,' and 'Halo: Reach.' But after about 20 minutes, the Kinect portion of the presentation began. The problem with the 40 plus minutes of Kinect was the lackluster line-up of titles showed to support the device; all of them were either variants of existing Wii



C/O e3expo.com

Gamers worldwide await new announcements revealed at the E3.

HUGE E3 LOOK STARTING ON PAGE 3

OUR VOICE

Russia was spying on us. How does that make you feel?



"I don't think [others spying] would hurt the United States, and I don't think it would help us to spy."

- Andrea Izurieta



"It's cool; it keeps things interesting. What's the difference between tapping phones and having an actual person embedded?"

- Zia Ansari



"It's helpful for the Russians, because if they find out we're going to do something to Russia, they can send a warning."

- Stephanie Severe



"As long as there are dishonest governments, spies are necessary."

- David Boykin



"I don't see any beneficial outcome. It may help at first, but it's bound to end up hurting the spying country in the end."

- Sue Carracedo



"I spy on my ex-boyfriend, so what? Spying is spying. Everyone does it and it doesn't really matter."

- Annie Mayer

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GAMING

Strong showings from the 'Big Three' in gaming

games or incredibly mundane mini-game collections. The six titles shown were 'Kinectimals,' 'Kinect Adventures,' 'Kinect Sports,' 'Kinect Joy Ride,' 'Your Shape: Fitness Evolved' from Ubisoft, and 'Dance Central' from Harmonix (the studio behind 'Rock Band.') Each title was more unimpressive than the last, until 'Dance Central' was shown that is. It blew many people in the audience away with an ingenious demonstration, featuring a nerdy white guy learning how to dance, and dance he did!

Microsoft also announced some new features coming to its online service, Xbox Live, such as ESPN, featuring over 3,500 live and on demand sporting events as well as voice chat and video

chat using Kinect. At the very end of the conference, senior vice president Don Mattrick came out to unveil a new design of the Xbox 360 console, and almost in an attempt to buy off those in the audience, shipped one to everyone in attendance.

Nintendo had the next conference on the official starting day of E3. Nintendo had been notorious for disappointing its fans, and the industry in general in the past. This year was different.

The conference started with the unveiling of the newest Zelda game (which had been Nintendo's grand finale in the past, leaving many fans worried.) Thankfully the next hour was an onslaught of one hardcore title after another, many of which were completely

unexpected, and most coming by the end of this year. They very wisely displayed every title mentioned on a screen at the end to recap: 'The Legend of Zelda: Skyward Sword,' 'Golden Sun: Dark Dawn,' a remake of what can be considered as the greatest first-person shooter of all time in 'GoldenEye,' a new Kirby, a new Donkey Kong, Metroid, Dragon Quest, the list was unbelievable. Then the show-stopper was unveiled, Nintendo's new 3-D handheld system, the 3DS. It had been leaked before the Expo that Nintendo was working on it, but when they showed what it was capable of, nobody could resist.

The Nintendo 3DS has a sleek new design, newly added analog stick, returning lower touch screen, a 16"x9" top screen capable of displaying glasses-free 3-D, that's right, glasses-free 3-D, which could be adjusted and even turned off thanks to a slider on the side. Having the industry's first 3-D that required no glasses was a huge selling point for Nintendo and all of the numerous publishers that were developing software for the device. The 3DS also had one inner-facing camera and two outer-facing cameras, capable of taking 3-D pictures. So many people were either curious about the device or already sold that in order to try it out on the show floor, people were waiting in line for up to five hours. Even without the unveiling of new hardware, Nintendo's conference was still fantastic; but



Pictures C / O e3expo.com



GAMING

E3 bounces back to former glory

it's no doubt that the 3DS was the biggest buzz of the entire show.

Almost immediately after the Nintendo conference, Sony had its turn. The Sony press conference was the longest by about 40 minutes. Considering just how much longer it was, they did a good job keeping the audiences attention and transitioning the energy from one announcement to the next. It started with 3-D. Since Sony is a multi-electronics company, it has many avenues of technology, many of which intersect. Utilizing its own Bravia 3-D TV's, Sony

showed numerous video games and movies in 3-D. The 'Killzone 3' demonstration in 3-D was quite impressive, of course the technology required glasses. Not to be outdone, Sony followed the 3-D presentation with its own motion control technology called the PlayStation Move, boasting true one-to-one responsive motions. Its line-up of games was only slightly more impressive than Microsoft's. They're obviously supporting it by making hard-core games like 'Killzone 3' and 'SOCOM 4' compatible with the

Move, but with pricing ranging from \$49.99 to somewhere above \$150, it's a steep investment.

After some talk of a premium online service and a new advertising campaign for its handheld, the PlayStation Portable, it was finally time to unveil the most anticipated games. They demoed 'Little Big Planet 2' on stage and highlighted the game's vast tool-set to allow user-generated content in the form of levels, characters, and even genres of gameplay. Showing a trailer for 'Infamous 2' was nice, but announcing some special editions for 'Dead Space 2' and 'Medal of Honor' was better.

Gabe Newell, president of Valve, came out after the announcements to declare that the highly anticipated 'Portal 2' would indeed be making an appearance on the PlayStation 3, when he had previously released statements saying otherwise. Fans were up in arms. While that announcement was good, it wasn't the E3 surprise each publisher is known for - That reward went to the revitalization of one of Sony's most beloved franchises, 'Twisted Metal,' which looked fantastic and rounded out Sony's adequate showing.



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The E3 Expo always draws a huge crowd to the Los Angeles Convention Center.



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GAMING

Microsoft, Sony looks to challenge Nintendo with their own motion control

While the major press events were complete, the show was only getting started, still two days to go in fact. The thing to see from the floor were new games, and they did not disappoint. Epic Games' 'BulletStorm' was a fun, fresh take on shooters, where style, and strategy go into kills. 'Assassin's Creed: Brotherhood' finally showed off its stealthy multiplayer action. 'Metal Gear Solid: Rising' displayed some new cutting mechanics with its sword-swinging gameplay footage. The sequel to last year's innovative DS game 'Scribblenauts,' where you can write any noun to solve puzzles in the game was shown, and this

time, being able to write any noun or adjective adds a whole new dimension of puzzle-solving. Famous game creator Warren Spector was showing off his creative take on a Disney mascot with 'Epic Mickey' for the Wii. Various role-playing games were present, those from Square Enix like 'Kingdom Hearts' and already another 'Final Fantasy' joined free online multiplayer games out in droves, as were some fantastic bite-sized downloadable titles.

The gems of the show for some may have been the fighting games, two in particular. It had been almost ten years since 'Marvel vs. Capcom 2'

game was released. Fans have been clamoring for one and they've gotten it. 'Marvel vs. Capcom 3' has only announced ten characters on the roster, but with newcomers like Dante ('Devil May Cry'), Deadpool ('X-Men'), and Chris Redfield ('Resident Evil,') it already looks like fans will be pleased. The game's aesthetics are unique too, showcasing a cool, comic-style graphics engine. The other fighting title making its literal debut at the show was a new 'Mortal Kombat.' Not much was, or is known about the final game, but from the little shown, it looks amazing. It's a complete revision of the franchise, using 3-D graphics on a 2-D plane for combat, being able to tag in another character, and with all new fatalities and something called 'X-ray' where attacks actually show players the internal damage caused to their enemies. For many it's a step in the right direction for both of these franchises, as gamers desperately wait for more information.

It's very difficult to articulate the full goings-on of E3. Part of the excitement is just the atmosphere and wonderment of seeing one's favorite game on a giant poster hanging above, or the numerous scantily-clad women being paid to promote products for the masses. It is the central location for everyone in the industry to evaluate where they are and what to expect in the coming months, businessmen and consumers alike. With the advent of motion-gaming, 3-D gaming, and good-old-fashioned hardcore gaming, missing the news that comes out of this glorious gamer's event would surely mean game over to many game enthusiasts.



New games and products can be seen for miles outside of the conference floor.

C / O e3expo.com



Pictures C / O e3expo.com

Author's memoirs are food for your soul

By Nikki Namdar
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Journalist and novelist Elizabeth Gilbert tells about her tragic run-in with reality in her memoir, 'Eat, Pray, Love: One Woman's Search for Everything Across Italy, India and Indonesia,' which chronicles her expeditions in the three countries in search of self-discovery and healing through meditation and celibacy. Gilbert, 34 at the time, takes a different route from her journalistic work in Spin, GQ and The New York times, by recounting the months she spent in each country. "If I were going to have such a short visit on earth," she writes, "I had to do everything possible to experience it now. Hence all the traveling, all the romances, all the ambition, all the pasta."

Gilbert faced years of grief in a failing marriage, a feeling in which she writes was "the depression that had been gnawing at me like a rat over the years, a depression that had chewed such perforations in my soul. . ." In order to find solace, she embarked on a year-long trip soul-searching in an exploration to connect with God. Her metaphysical journey begins with her stay in Italy for the pursuit of pleasure, following that she visits India in the pursuit of devotion and lastly, her stay in Indonesia is for the pursuit of balance, where both pleasure and devotion are in equilibrium.

In each unique country, Gilbert had a different mission. She creatively organizes her book in three different sections summarizing her stay in each destination in 32 tales a piece equaling a total of 108, which is equivalent to the number of beads on the tradition japa mala, a necklace worn and honored by Hindu and Buddhist philosophers. During her time in Italy, she found joy taking on it upon herself to learn Italian language,

which she has been fascinated with learning, and obtained comfort in eating a vast amount of pizza, pasta and gelato. In India, she stays at an Ashram and meditates daily. While staying in Indonesia, she befriends a medicine man along with a healer, whom guide Gilbert through this vital time finding the purpose in her life.

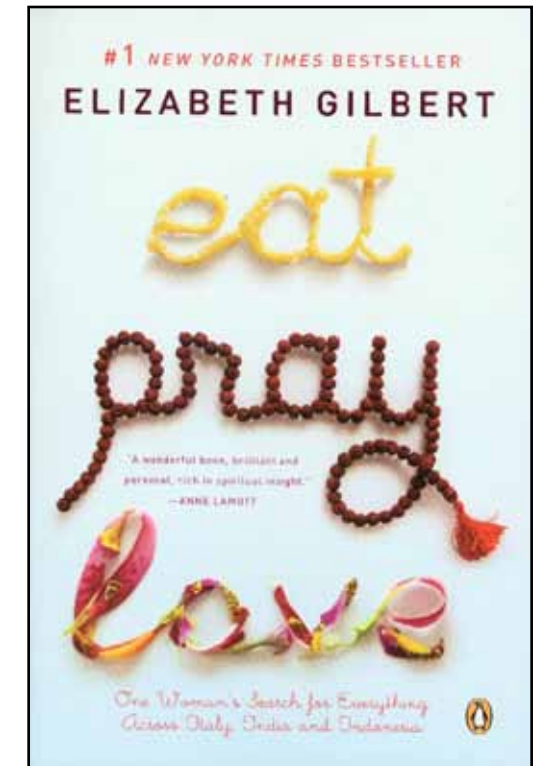
In the midst of her post-divorce depression, her desire for personal existentialism is evident throughout the entire book. Gilbert's deep words and symbolic analogies were so raw and expressed her thoughts and emotional crisis thoroughly, that it felt as if you were in her place dealing with her pain. You vicariously journeyed with her through her spiritual travelogues. It's difficult to find a writer who is tremendously truthful with what they are saying and Gilbert was honest throughout the entirety of the book. No matter how personal or private, Gilbert revealed it all, including every graphic, precise detail. This allows other people facing similar dramatic incidents in their lives an opportunity to release themselves from their feeling of solitude, having been enlightening by Gilbert's success in self-investigation.

Her story is sincere, authentic and essential. She remains frank and intelligent from beginning to end and the series of events kept you engaged in her life's circumstances. It's influential to humanity, because we experience the intensity of our lives every second of the day. In her book, she states, "Sadness is one of the great trials of human experiment." Gilbert shares her transition from her downfall to her climb back to the top. People can find the account of her life's happenings useful, because they, too, can use her methods to attain their own achievements, whether through a medicine man in Indonesia or a slice of pizza in Italy.

Once Gilbert finally gains euphoria, she describes the miraculous feeling, and acquires acceptance for herself

and finds satisfaction in the company of others. "Clearing out all your misery gets you out of the way." She writes. "You cease being an obstacle, not only to yourself but to anyone else. Only then you are free to serve and enjoy other people."

And that she did, because not only did she discover herself, gain happiness and build a relationship with God, but she also inevitably found love with her now husband, Felipe, a Brazilian man who is 18 years older her senior. She met him during her stay in Indonesia and began a stimulating love affair. You can continue reading about their life together in her next book, 'Commitment: A Skeptic Makes Peace with Marriage.'



Gilbert's second book has sold over 7 million copies since published.

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Don't get run over

NASCAR to be shown in Orlando at Buffalo Wild Wings on brand new 3D television sets

By Alex Barrett
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Anxious to check out the new 3D T.V. craze in real life? Don't have the nearly three grand to shell out to see it at home? Good news, if you stay in Orlando.

The upcoming Coca Cola 400 NASCAR race, as well as the MLB All-Star game on July 13th will be broadcast in HD, and you can check them both out at a nearby Buffalo Wild Wings location.

Many of the BW3 locales will be showing the race and baseball game on special Panasonic flat screens, and the location in Casselberry will be

showing on a huge 17-foot screen for a true viewing treat, easily the largest 3D experience you will have outside of a movie theater.

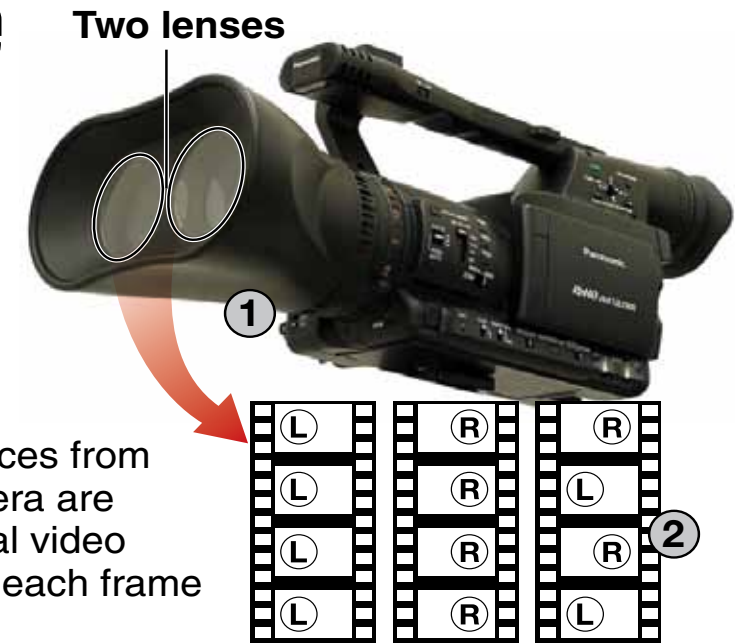


Seeing double

Shutter technology is expected to be used in 3-D television. The glasses worn to see these videos turn the right and left lenses on and off so the viewers see a seamless 3-D image.

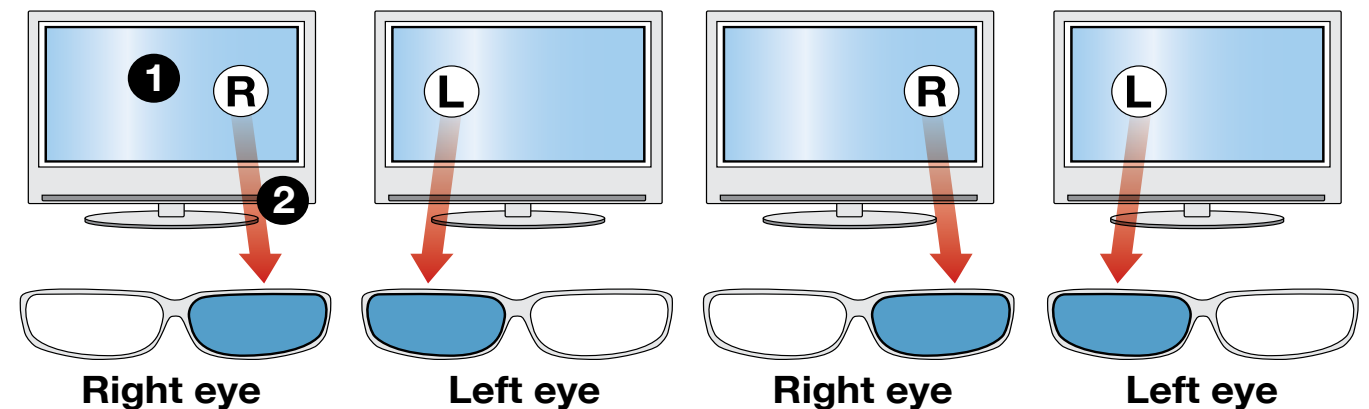
How to film

- 1 Video shot using connected cameras, one for each eye
- 2 Sequences from each camera are stored; final video alternates each frame



What the viewer sees

- 1 TV plays alternating left and right eye images at 120 frames per second
- 2 Infrared signal from screen switches what lens is being used; brain pieces images together and views image as 3-D



Source: Panasonic, 3Dathome.org

Graphic: Melina Yingling

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Things to keep in mind...

If you plan to visit your local BW3 location to watch an event, you will need a credit card to hold a \$75 dollar charge to 'borrow' the glasses.

This charge will be returned to you upon return of the shutter glasses needed to see the screen.

You can find out nearest locations to

you and check the availability of the 3D viewing by going to Buffalo Wild Wings' website, at...

www.buffalowildwings.com