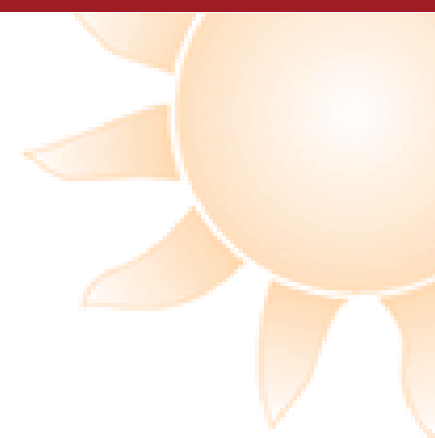


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Holocaust survivor recounts 5 years of tragedy

By Julio Melendez
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Morris Rosen's life changed for ever on a September morning in 1939.

Rosen was 16 years old when the Germans invaded Poland, and he told his tale of survival during the Holocaust to a captive audience of more than 150 people, at the Orange County Regional History Center on June 8.

"Speechless," said Evelyn Diaz of Altamonte Springs. "All I can remember right now is the last thing he said about hate not being the answer."

Rosen had one hour to share five years of experiences and nightmares, "I don't know if I can fit all of this in, but I'll try," he said.

What sets Rosen's story apart from most Holocaust victims is that fact that he was never sent to a concentration camp, but to various labor camps, where he worked with the Germans, but received most of his strife from fellow Jews trying to



Jen Cipolla, Orange County Regional History Center

Holocaust survivor Morris Rosen spoke about his experiences at various concentration camps in 1939. He spoke at Orange County's Regional History Center on June 8.

better their stands.

From the onset of the occupation, it was clear that this was unlike any other military action in history, from the fall of 1939, to August of 1942, the Germans systematically segregated and confiscated all

property of the Jews in Poland.

"I slipped on my first armband with the Star of David on it in early 1940," said Rosen as he walked us through the first two years of the war. "This was not the worst," he would say three times after describ-

ing events that caused audience members to sink into their sets.

"The worst started," on Aug. 1, 1942, recalled Rosen, when the Germans started to send all but 350 people to the concentration camps on that day. Rosen watched in horror as 40,000 Jews were forced into trains, while 2,000 others were shot dead for lack of room on the trains.

"Five more minutes," one of the history center volunteers says to Rosen, "Oh my, already?" he asks, he then tries to fit in as much as he can, from the last day he sees Poland, to the day he's liberated by the Russians, but it's just too much, and time runs out.

"The will to live is amazing," said Sabrina Shaw of Davenport. "We think the things we go through in life are earth-shattering, and they're not, especially after listening to him."

"I have to do this," said Rosen after the presentation. "I have to remind the world that hate is never good, hate is never the answer."

OUR VOICE

Spirit of the game takes swan dive

It does not take much to understand why soccer (or “football” if you prefer) is the world’s sport. Its simplicity is brilliant.

All it takes to set up a game is an open field, a round object, and two opposing spots designated as goals.

As a result, kids in all walks of life across the globe can set up a game and play for hours, imitating the moves of Drogba and Ronaldo as they soar back and forth, learning the values of teamwork, cooperation, and being striving to be the greatest.

Unfortunately, there is an epidemic within the game: diving.

Anyone who has tuned in to a World Cup match this past week for more than five minutes is sure to have witnessed it. One player makes a move to pass another, the defender slides in to make a play on the ball, and his momentum carries his cleat in the general direction of the attacker.

What follows is the attacking player’s Oscar moment, as he contorts his body in some odd position, and throws his arms up with a look of complete despair on his face as he hits the ground. He then spends the next minute or so (while play is con-

tinuing on the field, mind you) rolling around, grabbing some arbitrary body part, before magically shaking it off, hopping to his feet, and joining back in.

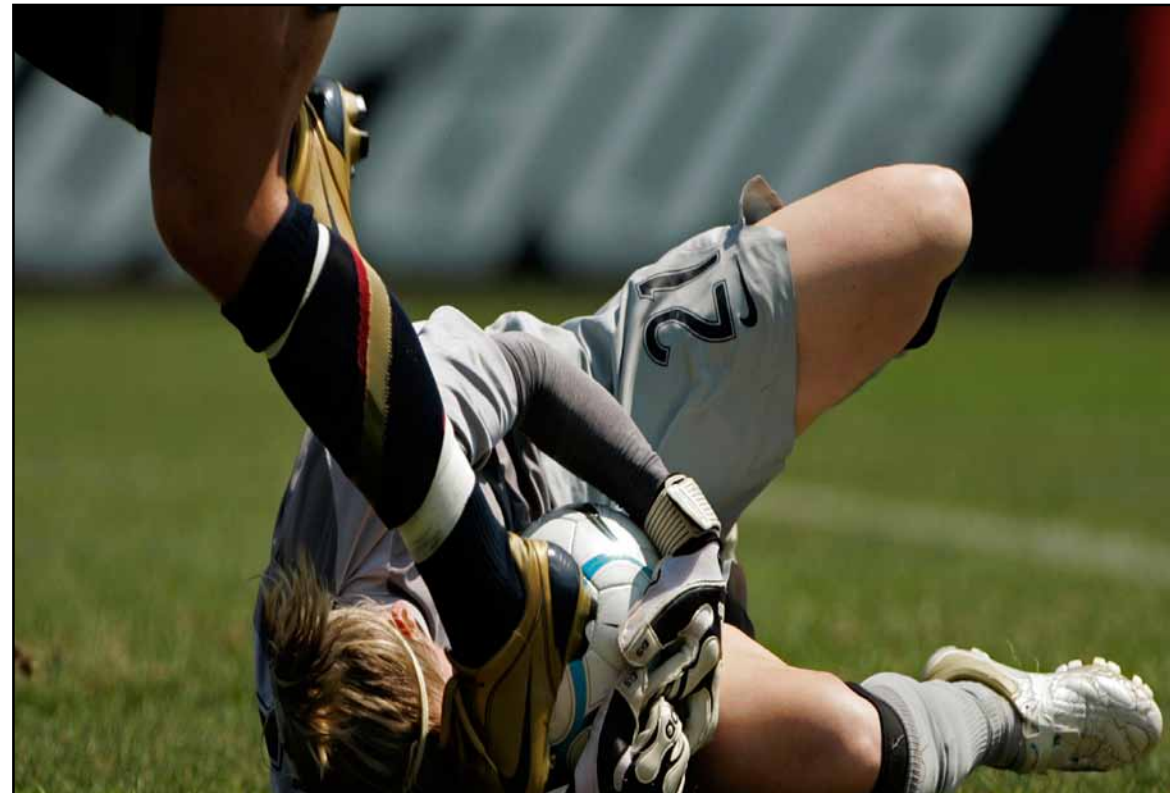
Similar plays are very common in basketball, when a defender will flop onto his back in an attempt to draw a charging call on the opponent.

NBA Champion Rasheed Wallace of the Boston Celtics is now known almost exclusively for his open and colorful complaints about this move. He says that it is not real basketball, that it detracts from the competitiveness of the sport, and that it waters down the game that is being played.

The one reason why these moves have become a problem is simple: they work. In both sports, more often than not, the referee will give the player the call they are trying to get, regardless of whether or not the foul was actually a concrete violation of the rules.

There is a point of view that sees these moves as instrumental to the competitiveness of sport. The player’s one goal is to win, at all costs. If this means making himself look like a pansy, it is worth it if his team comes out ahead.

Unfortunately in soccer, these moves



C/OMCTCAMPUS

New Zealands Jenny Bindon diving preventing face contact with USAs Abby Wambach foot

are extremely detrimental because, aside from making Keanu Reeves’s acting look like Sean Penn’s, it deafens the perceived overall physicality of the sport.

To the casual viewer who only watches an occasional soccer match, it makes the players look like a bunch of weak and insincere competitors. In actuality, soccer is one of the most contact-heavy and dangerous sports being played.

Any doubts can be silenced with a picture of Arsenal midfielder Aaron Ramsey’s broken leg, which was shattered to the point where it was held in place by little more than his sock.

It is such a polarizing issue that there appears to be no resolution forthcoming. For now, floppers will keep flopping, and Rasheed Wallace will keep getting T’d up for complaining about them.

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POLL

How far do you think America will go in the World Cup?

World Cup is highly anticipated

By Jack Thomas
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The World Cup lives up to its name. It is the one sporting event revered across every continent — from the beaches of Brazil, to the pirated match rebroadcasts in the People's Republic of Korea, to the occasional penguin in Antarctica who manages to hook a generator up to his iMac. And, for the first time in a long, long time, a coveted market is showing up to the television each morning and afternoon to feed the need for international conflict: America.

ESPN and ABC are reporting an average of 4.9 million viewers per match, up an astounding 108% from the 2006 World Cup. But this is only the average, which includes the matches broadcasted at 7 a.m. EST. For the 1-1 draw between England and USA (which took the title of "Most Important Draw in American Sports History" from Bud Selig's 2002 MLB All-Star Game), ABC and Univision drew a combined 17.1 million viewers in the U.S., making it the most-watched first round World Cup game in U.S. broadcast history, according to MediaWeek.

The cause for this sudden interest in the most popular sport in the world is that, finally, Americans are able to funnel their ridiculous level of nationalism into a football team that is not terrible. Goalkeeper Tim Howard has reached a level of stardom nearly equal to whoever the seventh guy on the Boston Celtics' bench is. That white guy who is always in a suit, never dressed to play.

USA may even make it out of the first round, barring a very possible collapse against Slovenia and/or Algeria. However, if they happen to beat at least one of these teams and take second in Group C, they will find themselves matched up with Germany or possibly Ghana. A match with either country would be interesting, to say the least, and completely disheartening, to slightly embellish.



"Second, I like Germany better."

- Detrick Pierce



"Not that far."

- Rebecca Hornbuckle



"America is not going to make it."

- Nygil Bryant



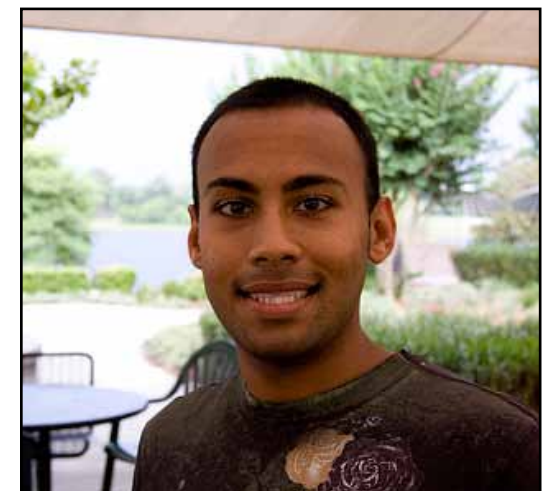
"I'm from South America, so I'm for Brazil and Argentina. Hopefully the U.S. does well."

- Yenny Fonseca



"I think we'll get eliminated very soon."

- Bill Ayers



"Probably the next round, but that's about it. Definitely not the quarter finals."

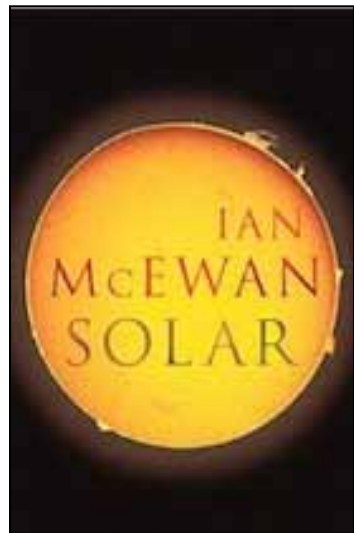
- Saad Siddiqui

“Solar” doesn’t live up to its heat

To escape a failed marriage, a scientist travels through Antarctica

By Jimmy Tater
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Ian McEwan, a British author from Aldershot, returns with his 11th novel: “Solar.”



Michael Beard is a miserable middle-aged scientist who is currently being cheated on by his wife. He knows the reality of the infidelity but he chooses not to confront his wife because he has a long history of infidelity himself.

He is in his late fifties, in a childless and contentious marriage, and decides to attend a conference in Antarctica to escape from his problems. As a well respected scientist among his colleagues, he feels much more at ease when he attends the conference.

Shortly after his arrival he follows a welcomer to their destination on a snow mobile. To the horror of everyone in the scene, Beard’s member becomes compromised as he exposed himself to sub-arctic temperatures when he pulled over to urinate in the elements.

Months later, he returns home from another conference only to find his wife’s lover in his house. He quickly kills the man, stages an accident scene and leaves the house with his luggage to escape the blame.

When in Antarctica, Beard loses his genitalia in

the blistering cold as he erroneously urinates in sub-arctic weather conditions. From a psychoanalytical view point the theme of emasculation that is seen when he knowingly lets his wife see another man is compounded in this scene with a literal loss of his phallus. Beard lost his member to frost bite, in what would be imagined to be a jarring sequence of events for male audiences everywhere.

Unfortunately, McEwan neutralizes the horrific scene he built by creating a life for Beard after the dismemberment. Instead of anxieties about how to urinate, Beard is more concerned about how he will be received among dates without an apparatus for consummation as he re-enters the dating world in his late fifties.

The fact that Beard survives the arctic dismemberment actually lessens the weight of a shocking event that was expertly conveyed by the writer. McEwan should have either held this dismemberment for end the novel, as a way to gradually strip Beard of his pride. Or not have relied on the theme of emasculation if he could not present in a way that was effectual and less confounding chronologically.

McEwan’s “Solar” is a comedic novel with themes about the emasculation of a man. The author creates narrative suspense throughout a majority of the story by embracing flashbacks or using Beard’s witty thoughts to stretch a scene. The novel will entertain a few with its dense intellectual humor, but will frustrate others as many of the details are not relevant to novel’s themes and ideas and may seem long-winded and pointless.



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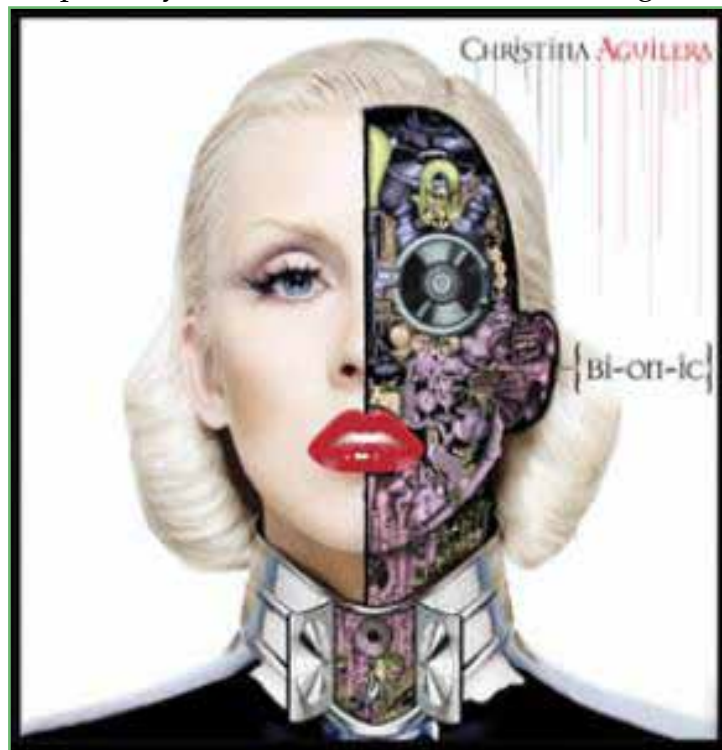
Aguilera is back with 'Bionic'

By: Robert Barrios
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Whether or not she's going "Back to Basics" or getting down and "Dirty" Christina Aguilera never seems to disappoint when it comes to her music.

"Bionic," the fourth and highly anticipated album from the pop singer, without a doubt does not seem to disappoint her fans that have waited four years for new material.

Her new album takes us on a whole new type of musical rollercoaster. This time around instead of giving homage to people that influenced her as a child, she goes back to her original pop roots, that gave her the career she has now, but one thing that is very noticeable is that people will definitely be hearing a new sound that many will probably not be used to from the soulful singer.



Christina Aguilera on the cover of her new album "Bionic."

On March 30, "Not Myself Tonight" the Polow Da Don produced track was released as the album's first single. Even though it did not sit well with critics, the single peaked at number 23 on the Billboard's top 100 and after nine weeks has reached the number one spot.

The "Beautiful" singer doesn't stray from what she's most known for which is her amazing voice. Time magazine just named her one of the best singers ever under the age of thirty (take that Gaga!) and with that she delivers four amazingly written ballads: "All I Need," "I Am," "You Lost Me," and "Lift Me Up."

Aguilera calls these four songs, "the heart of the album," and in many ways is quite true. Those four songs are by far some of the best songs off the entire record and as listener you can feel the raw emotion cultivating from deep inside the singer.

Nonetheless the main song off the album that truly stands alone is the song, "You Lost Me," which can stand right next to songs like, "Hurt" from "Back to Basics," and her hit song "Beautiful," from her second album "Stripped."

It doesn't matter if you're a fan of Christina Aguilera or not, "Bionic" is definitely an album to go out and get, with songs for everyone to listen to, it sure won't disappoint her fans, which has been made very clearly as the record has hit number one in more than seven countries and without a doubt has cemented Aguilera as the pop diva we have all come to love.

After hearing all seventy-nine minutes of the album I truly believe that fans of the songstress will leave with a whole new found understanding of where Aguilera is at in her life and will be pleasantly happy with the entire album from beginning to end.

'Skeletons' saddens listeners

Hawthorne Heights' music has died down

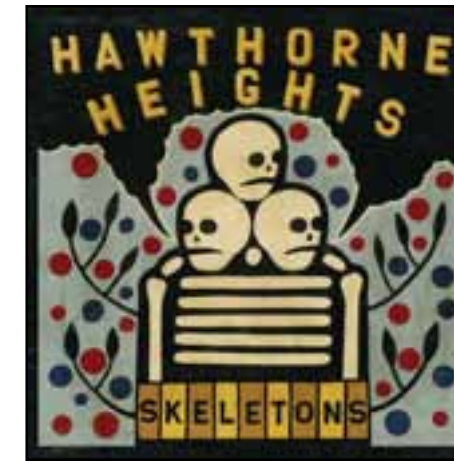
By Christina Sareceno
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In 2007, Hawthorne Heights were on top of the screamo world. They had achieved major success with their Platinum selling debut album, "The Silence in Black and White," their second album, "If Only You Were Lonely," had hit number one on Billboard's Independent Albums chart.

It seemed as though nothing could bring the Ohio natives down. Then on November 24th, the second day of their headlining tour guitarist/screamer Casey Calvert was found dead on their tour bus.

After this tragedy, many questioned if Hawthorne Heights would be able to overcome it and continue to make music. Lead singer JT Woodruff informed fans "We won't add another guitar or another screamer."

With their newest album release, "Skeletons," it appears that the guys have a lot to prove and they take on this challenge decently.



From the very start of the album you can hear that their sound has drastically matured since their "Ohio is for Lovers" days. Woodruff's voice is still incredibly whiny but their arrangements sound more organized and riskier.

For instance on the fourth track, "Drive," they include some synth playing which they've never included on a song before.

In the song, "Gravestones," they showcase an awesome mellow rockabilly beginning with an average alternative rock chorus. The lyrics are, not surprisingly, still emotional and unimpressive.

You know going into listen-

ing to an emo band's music that you're going to hear songs about heartbreak, and helplessness and this album completely reinforces that fact.

Does literally nothing happy occur in these four guys' lives that could inspire an upbeat tune? If the morose subject of the lyrics doesn't completely suffocate you then maybe the casual pairing of words to create generic rhymes will.

For instance, "Bloodshot eyes don't tell the truth/abandoned drives lead to abuse/ but I won't let you get away so soon/roll the dice, you'll either win or lose." I'm trying to decipher the meaning of that but I doubt even HH knows the true meaning.

Overall, the maturity of the sound is fairly good but the consistently subpar quality and annoying nature of the lyrics completely ruins it. If you would like to purchase the CD it is available on iTunes and in major retail stores everywhere.

‘Metal Gear Solid: Peace Walker’ definitely delivers

By Jon Terbeche

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Sony's handheld system, the PlayStation Portable (PSP), has been through a multitude of iterations, countless bundles, and even gotten a spin-off handheld that was the first piece of video game hardware to use downloadable digital media only.

Not many people own a PSP, but those who do probably bought it because of one major title they had to have. Whether it's God of War or Final Fantasy, all of Sony's biggest franchises have had some important release on the system.

Now Metal Gear Solid can join that roster. 'Metal Gear Solid: Peace Walker' is the sequel to 'Metal Gear Solid 3: Snake Eater' and later 'Metal Gear Solid: Portable Ops' which was another game on the handheld, but never got the warm reception Metal Gear titles are known for.

Players start the game as Naked Snake, or Big Boss. After defeating his mentor in Snake Eater and recruiting an army of his own in Portable Ops, a man comes to him with the request of getting the CIA out of Costa Rica.

Sneak isn't motivated to do anything until the man plays a recording of his mentor who he thought to be dead. Now Snake and his army are pulled into this conflict of grand proportions. This is

the polished, classic Metal Gear gameplay fans would expect.

But there's so much more here. New Close Quarters Combat (CQC) moves can be chained together to take out multiple enemies. The Fulton recovery system allows you to kidnap and recruit stunned or knocked out enemies that are picked up by helicopter and automatically transported to your base.

The loadout system allows you to tailor your weapons and gear to the mission at hand. This is important because each mission is broken up individually and when completed, you're shown a stats screen and you can then choose

you're next mission.

This setup is vital to the game's co-op component, which is absolutely amazing! Playing with friends is now a huge part of the Metal Gear experience. You can have a buddy join you on a regular mission, or have up to three friends help out with a boss fight.

Any items gathered are shared between everyone. Jumping in for a co-op mission can be tactical and elaborate, or short-and-sweet. It's tons of fun, but be warned. Some of the missions, even in the story mode almost require co-op play to complete. They're that hard.

The game's graphics are absolutely

amazing for the PSP. Perhaps even the best the system has to offer. There are occasional blurry textures, or screen-tearing, but for the most part you'll get sucked into the experience.

Providing something different, some of the cutscenes are done in a black and white, comic book style including pencil-sketch flashbacks. These are not only refreshing, but incredibly vivid and beautiful to look at, sharing the same art as some of the other game entries' cover art.

If there's any weak point of the game, it's definitely the controls which take some getting used to and don't have the same fidelity that the console ver-

sions are known for.

Another annoyance is that the game does a poor job of explaining the many intricacies of gameplay. While there are basic tutorials, you're pretty much on your own when it comes to managing your squads, customizing and upgrading weaponry, and creating your own metal gear.

Also, there are no creative, unique bosses that the series is known for, like Psycho Mantis, instead replaced by essentially giant robots. The boss fights are good, some even too difficult, but not incredibly unique.

It's been a while since our last visit in the Metal Gear universe and certainly a while since our last encounter with Big Boss. Though fans may have been skeptical about the next big installment in the Metal Gear franchise being on the PSP, they can rest assured that 'Metal Gear Solid: Peace Walker' is not just a small, portable, side-story, but a full-fledged, expansive adventure reminiscent of all the greatest Metal Gear games and adding a whole lot more, like mini-games, recordings, collectibles, co-op, side missions, and more.

Those just wanting a cool experience on the PSP should give this one a try, but those fans of Metal Gear and espionage games and co-op and all around fun cannot miss out on the greatest handheld experience of the year!



A scene from Metal Gears Solid: Peace Walker.