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Classes are over, let out some steam

By Daniel Asparouhov dasparouhov@valenciavoice.com

Summer session is almost over and it is time for a bit of rest and relaxing. Everything costs money, time and effort. Due to this dismal economy that is what most of us do not have. Well then, how do we enjoy our summer and not have to pay an arm and a leg? The answer is Steam; a video game distribution and communications platform developed by Valve Corporation.

Steam represents large software developers to small independent houses and a large and active community. Practicality and simplicity is what Steam offers as well as solid technical support and hundreds of different game modifications (mods) designed by the community.

Steam is available for PC gamers. With a basic PC you will be able to play almost all of the hottest available titles. With the Steam store you have instant access to over 1,100 video games of all genres; all you need is a credit card. You will not run out of choices. You can access all of your games through your Steam account on any computer with Internet access. You will not have to bother with going to a store or with CDs that you can lose. Your games are stored digitally so no need to purchase it again, because your CD player broke. All your statistics, achievements, and information are stored through Steam and you can access them 24/7.

Another aspect to consider is the multi-player sup-

port. Every game you start through Steam allows you to chat with your friends while you are in game. You have no restrictions on communications and that is a big plus, for those who want to talk to their friends while shooting aliens. Voice communication is supported and with a microphone you can talk to each other and forgo the tiring text typing. The hardest thing to wrap one's mind around is that Steam



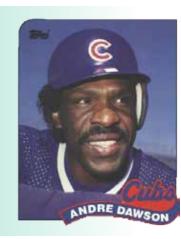
has almost no communication limitations. You are allowed to chat at any point with any Steam member you want through the click of a button.

The join-a-game feature is easy. You log onto Steam and see your friend playing a game and want to join. All you have to do is right click their name and select join game and everything is automatically done for

Are you prepared for next semester? **Pg. 2** 



The Hawk trash talks 'roids in baseball, **Pg. 6** 





you from launching the game to joining the server they are on. Practicality is what Steam is all about.

Game sales are huge with Steam. Certain titles are for free, like Alien Swarm that was just released and is an amazing game. Other games are discounted by 75%. Recently there was a sale on Borderlands where all three downloadable content was available for \$10, while usually they cost \$10 each. There are constant sales that can save you hundreds of dollars. With a five second search on Steam you are offered dozens of titles discounted at 50% or more. Sales are not hidden and they are plainly advertise for all customers.

The best part is the mod community. Valve has released approved and compatible mod tools for the community to use. There are hundreds of free mods that will offer thousands of hours of game play. Steam mods are an open market of ideas and most of the time only the best survive and spread. The community is very critical of bad work and usually swiftly ignores sloppy or hasty work. You will be able to enhance your game play through free mods with a simple download.

Summer is about having fun and most people will agree video games are fun. Download Steam for free and get yourself a bunch of cheap games and have a blast. Steam is simple to use and offers you hundreds of choices and if you have any trouble the technical support team will take care of it. For more information go to www.steampowered.com.

**OUR VOICE** 

## **Campus-wide sigh of relief?** Check.

How did we spend our summer vacation you ask? Well, like many fellow students, we ignored the stereotype of a "proper" summer vacation. Forgoing the beach and sun, and substituting class and studies in its place.

Unlike many summers previous, we decided that a great way to carry our momentum from the school year onward would be to take a few classes, get an edge on our transferring process and enjoy the seasons' wonderful weather. What we got instead was the ultimate test of perseverance and determination. Nothing tests your commitment to school more than the constant reminder that every one of your buddies is out there, beachside, while you are stuck grinding though yet another PowerPoint presentation.

In the beginning, the curriculum seems easy enough and the question, "How hard could a summer class be?" settles comfortably in the recesses of your mind. But then it happens. The realization that you must be careful of what you do Sunday night, because just as the grammar school child who wants to watch the end of a movie, you are reminded by that nagging voice that whispers, "It's a school night."

Soon enough you memorize the attendance policy of every class and plan carefully which days you just have to be "sick." Assignments pile up, tests take you by surprise and meeting twice a week for one hour and 15 minutes suddenly seems like the longest time period imaginable. But as quickly as the whirlwind begins, it ends. Here we are, in the midst of finals week, and all of summer suddenly seems like a dream upon waking.

As we optimistically calculate our final grades, we must not down-play the gravity of our achievements. Despite the urges all round us, we persevered, stayed strong, and now every mind-numbing hour of work put in has paid off. We can proudly count ourselves amongst the ranks of dedicated students who came before us. Glorious in triumph, victory has never been sweeter.



Although a three week break may not seem like much given the effort to reach this point, be assured, that it will be the most relaxing three weeks in your adult life. Enjoy it because you have earned it. Enjoy it because you deserve it. Enjoy it, because quite frankly, it is the closest thing you are going to get to a summer vacation. However we may decide to spend it, know that no matter what next semester may bring, you have the grizzled determination to weather it. Let us march forward, my collegiate comrades into the classroom of uncertainty, and carry with us the lessons learned this summer. Over and out!





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## ValenciaVoice

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# **YOUR VOICE** Are you prepared for your next semester?



"Yeah, there's much less people." — Izvell Arriola



"Unfortunately yeah, don't want to, but have to."

- Christian Cesse



"Sure, it was quick and easy!" — Sadia Gordon



"Yeah, and I should take more, help me graduate earlier."

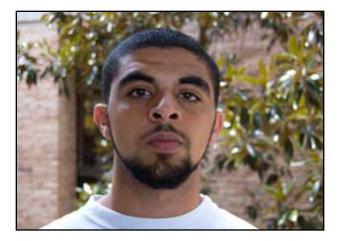
— Antonio Barajas



"No, well, not 5 classes, maybe less." — J Rosado



"Yes, I enjoy them, because they are short." — Verty Resilien



"Probably, it went by faster." — Chris Solomon



"I've been taking summer classes since my freshman year in high school. Gotta get ahead!"

— Jennifer Gopal

# **Rock band makes big bucks**

## Buckcherry releases new CD titled 'All Night Long'

**By Jenn Stripling** jstripling@valenciavoice.com

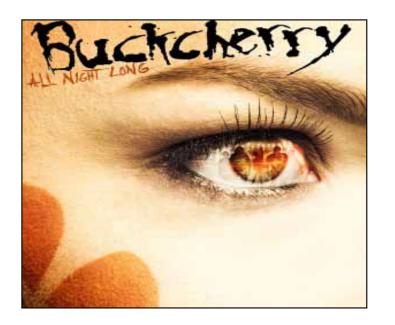
Hard rockers, Buckcherry still have a bit more work to do on their new album, 'All Night Long,' but they've set Aug. 3 for its release date in North America.

A free digital download of the title track and first single was offered on www.buckcherry. com, as well as through Twitter and facebook.

According to the press release from Hired Gun Media, "The response was so overwhelming that Twitter had to temporarily shut down the free download because the requests overloaded the system. The single received tens of thousands of hits in the first two days it was made available."

As a result of the download, radio stations in Chicago, Detroit, Seattle and Phoenix have already started to play 'All Night Long.' The song will be officially serviced to active rock, mainstream and alternative radio formats on May 17. The video will also premiere that day.

Buckcherry, fronted by Josh Todd, are cur-



rently in the studio putting the finishing touches on the album with producers Marti Frederiksen (Aerosmith, Def Leppard, Fuel) and guitarist/songwriter Keith Nelson. The band will hopefully road test some of these new songs when it plays a couple of dates later this month.

In their more than decade-long career, Buckcherry have sold more than three million albums worldwide and racked up such hits as 'Lit Up' and 'Sorry.'



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Neb-based \*Subject to course substitutions

## **'Dragon Quest'** is fun for friends

Traditionally, choice had been little more than an illusion in Role-Playing Games (RPGs), where the stories were linear, characters were defined, and even the places players could go were limited. Choosing the breadth and timing of events in the game was the extent of freedom given to players. Things have changed over the years, and more accurately, across the globe.

RPGs, like all games, were at one point only coming out of Japan. Western developers have become more prevalent and even been better recognized for their games than eastern ones. The western style for RPGs is to bestow complete freedom to players, from forming the story based on how they play, to completely creating and customizing the main character, and even allowing full exploration of the world. It has only been recently that these two differing styles of development have so clearly been in contrast. And seeing the popularity of western-style games in general, eastern developers have tried to replicate this, but to unsuccessful results.

The Dragon Quest series has been the quintessential Japanese-RPG (JRPG) poster-child, showcasing how large, linear stories, numerous random encounters with enemies, and a classic battle system can be the most fun experience for players. Square Enix, the flagship of Japanese development, and the company behind the franchise, has recently taken liberties with the JRPG formula with titles like 'Final Fantasy XIII,' which was met with mixed results, but had overall solid review scores. Square Enix has decided to try it again.

'Dragon Quest IX: Sentinels of the Starry Skies' is not a traditional JRPG by any means. Nor is it a completely westernized game either. Instead, it is a middle ground, stepping in the direction of more modern RPGs but not relinquishing all of its JRPG facets.

The game puts an emphasis on being able to customize each character as well as four-player co-op. This is something relatively new and, though the trend is popular in Japan with the 'Monster Hunter' franchise, has been unused in the RPG space.

The game still has a focus on a linear story, though it isn't the game's strong suit. Following the formula of exploring a town, going out into the world, and then fighting monsters in dungeons, rinse and repeat. The battle system in the game is very traditional, cast magic, heal allies, and attack, attack, attack, but it never gets too difficult. The only time the excitement picks up is during the game's boss fights.

The multi-player is fantastic, being able to drop in and out at will. With that said it does have it's quips. For one thing, not being the party leader means not being able to progress the story, though you do get to keep all experience and items. Since the other characters of your party are meant to be created by other players, character development is non-existent, severely denting the story. It's clear where the two styles of development overlap and conflict.

'Dragon Quest IX' is a game that represents a new approach in one of the most traditional genres of video gaming. More of an experiment than the definitive title of the future, it certainly has its flaws. But with a robust co-op experience, unique character customization, and that classic dungeon crawl feel, 'Sentinels of the Starry Skies' is a great handheld RPG for all fans to enjoy. If you're looking for the next great thing in role-playing, this may not be it. But if you're just wanting a fun experience that you can play on the go, or with your friends, 'Dragon Quest IX' should be on vour list.

The game streeted on July 23rd for the Nintendo DS.



The new four-player RPG element has been added for great effect, but can detract from the game itself.

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# Dawson takes high road in speech

### **By Jim Baumbach** Newsday

COOPERSTOWN, N.Y. —While delicately avoiding any mention of the words "steroids" and "performanceenhancing drugs," Andre Dawson used the platform of his Hall of Fame induction speech Sunday to deliver a strong and stern message about the state of the game.

"Individuals have chosen the wrong road and they have chosen that as their legacy," Dawson said. "Others still have a chance to choose theirs. Do not be lured to the dark side. It's a stain on the game, a stain that's gradually being removed."

Speaking before a crowd of about 10,000 sprawled out on the lawn at Clark Sports Center, Dawson spent only about two minutes of his speech discussing the subject, but it was effective. He said afterward that he "wanted to address the state of the game without going into too many particulars."

"I think I made my point," he said. "You don't need to read through the lines."

Noting his love of baseball, Dawson told the crowd: "It bothers me when I hear people knock the game. There's nothing wrong with the game of baseball. Baseball will from time to time, like anything else in life, fall victim

to the mistakes people make. It's not pleasant and it's not right. Those mistakes have hurt the game and taken a toll on all of us."

It was a serious moment in an otherwise light-hearted speech.

With a spirited group of Montreal Expos fans chanting "Let's go, Expos", Dawson stumped for former teammates Tim Raines and Lee Smith to one day join him in the Hall, just as Ryne Sandberg did for Dawson during his own induction speech five years ago.

Dawson also shared offbeat stories about former teammates that drew laughter from the crowd. Goose Gossage, Dawson's teammate in 1988 with the Cubs, "was the only player I know who could drink a case of beer on a flight from Chicago to St. Louis and still be lights out the next day."

Gary Carter's nickname in the Expos' clubhouse was "Teeths," Dawson said, spelling the word to the crowd for emphasis. "Because," he said, "when the cameras came on, that's all you saw from him."

And regarding Pete Rose, his teammate for 95 games with the Expos in 1984, Dawson, whose nickname was "The Hawk," said: "If I was the first person at the park, Pete was second. Only problem then was that you had to listen to him talk for three hours before anyone else showed up."

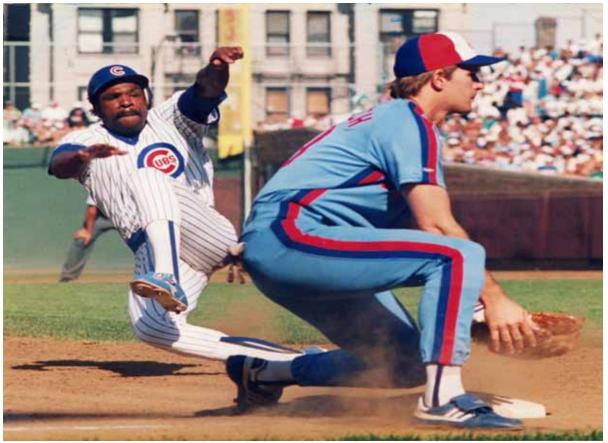
Elected to the Hall of Fame by the Baseball Writers Association of America in his ninth year on the ballot, Dawson said he had been nervous about breaking down while giving his speech, especially during the heartfelt thanks he delivered to his mother and grandmother at the end. But once he reached the podium, the fear was gone.

"For some reason, I didn't feel any pressure," he said. "I felt numb on the stage."

Plagued by knee injuries that resulted in 12 surgeries, Dawson amassed 438 home runs during his 24-year career, a total that carried far more weight when he retired in 1996 than it does today. He also stole 314 bases and had one of the strongest outfield throwing arms of his era.

Generally known as polite but reserved in his public comments during his playing days, Dawson preferred to let his performance speak for itself. That made his affable on-stage performance Sunday; combined with his stern comments regarding PEDs, all the more surprising.

"If you saw him from a distance, you ran because you would think he's the meanest person in the world," said Raines, who was in the crowd for the ceremony. "But to talk to him, he's like a kitten."



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Ed Wagner, Jr. / Chicago Tribune, MCT Campus Andre 'The Hawk' Dawson played 20 MLB seasons with four different teams.