Special Issue!
"K.K. Love Song"
Birthday anniversaries!
Tricia Fernandez (4-5)
Nicholas Ciarelli (4-9)
Miroslav Dimovski (4-15)
Ken “The Fury” Thomas (4-18)
Jonathan Bezenah (4-19)
Rachel Itabashi-Campbell (4-19)

*If your name is missing, time travel and fix it.

Officer stuff
What do the officers do? And what sorts of qualities do they possess? Read on and find out.
(*=Year-long commitment)

President*:
The President does stuff like hog the spotlight and bang gavels on a whim. To be the President you have to have been both a Pharaoh and a tribal Chief in previous lives, so not many are qualified.
Note: You’ll be most likely to be assassinated of all the officers.

Vice President:
The Vice President runs around and tries to look busy while really being totally bored out of his/her mind. Choosing GBM food is an incomprehensively small trifle to this immortal being.
Note: You will, by definition, always be playing 2nd fiddle to the President.

Membership Vice President:
The MVP only works for approximately a month. ‘Nuff said.
Note: “MVP” looks great on a resume, but no Schadenfreude is allowed.

Corresponding Secretary:
This officer writes essays or reports or something lame like that. It’s good practice if you want to become a boring middle-aged pencil-pusher as early as next semester.
Note: You may as well just leave that self-respect of yours outside.
**Treasurer**: The Treasurer counts money and stuff. If you loved math in second grade but then it got too hard for you, this is your job.

Note: You could get all the quarters out and play around in them!

**Recording Secretary**: This officer is generally considered the coolest and most attractive of all the officers, while also being super strong and smart and with lots of race cars and boat chases. The Recording Secretary tactfully manipulates information and rewrites the flow of history at will.

Note: The bar on this position has really been raised this semester.

**Historian**: The Historian’s kind of like the spy in Stratego. Or if you don’t get that, think of the rook in Chess, or the thimble in Monopoly, or the three of Hearts. Anyway, the Historian’s kind of like those.

Note: You can learn how things were in the Before Times.

**Cataloger**: The Cataloger gathers member’s personal information and then sells it to places like spyware.co.nz for a tidy profit. If you become the Cataloger, you also get one free wish from a genie, so that’s cool.

Note: You have to understand whatever the bell “quorum” is.

**Community Service Coordinator**: The CSC, as this officer likes to be called, operates the right arm of the TBP Voltron V, and so gets to control the Fusion Cannon and Grand Slash Ripper special attacks. Fusion Cannon can each potentially deal 9999 damage in one strike, so the CSC’s an important position.

Note: Try saying corny catch phrases like “The community... (puts on sunglasses) has been served” after landing the finishing blow.

**Tutoring Coordinator**: This officer lives in a perpetual state of low self-esteem brought on by a combination of an inferiority complex and general lack of purpose. If you’ve been meaning to experience an existential crisis, don’t miss your chance to become the next Tutoring Coordinator.

Note: You don’t remember Calculus II as well as you should, DO YOU?

**Social/Publicity Coordinator**: I get the “social” part, but judging from the name, there should be some kind of “publicity” aspect to this job. Hmm. Well, feel free to run for this position and figure it out later.

Note: Hikikomori need not apply.

**Room Tech**: The Room Tech organizes all the pyrotechnics for the Battle of the Bands and Wrestling competitions. Recommended for those who didn’t have eyebrows to begin with.

Note: It seems you can just not show up to any meetings and it’s cool.
The Family C++

"I'd like this class better if the teacher weren't so strict."

"Boy! I thought I'd never get out of that loop!"

"Mommy and daddy just can't function without arguments!"

"Mommy! I found Daddy's secret magazines!"
There is a radio show called Little Steven’s Underground Garage, and it’s played on 94.7 from 11pm to 1am on Saturday nights. The host plays a lot of old rock music from the 60’s as well as current underground bands. His name is Steven Van Zandt (the guitar player for Bruce Springsteen). Each week has a different theme to his show, which serves as an excuse to celebrate anything ranging from movies, TV, moments in rock history, holidays, etc. Here is a blurb from his website (http://undergroundgarage.com/):


In April of 1954 “Rock Around The Clock” was recorded by Bill Haley and the Comets, and three months later, Elvis Presley recorded “That’s All Right Mama”. From these small steps, and the help of other pioneers such as Chuck Berry, Little Richard, and Bo Diddley, one of the most important and influential cultural forces over the past half-century was created, Rock and Roll.

Fast forward to 2011 and Little Steven’s Underground Garage, the nationally syndicated Rock radio show hosted and produced by one of America’s foremost musicians and actors, Little Steven Van Zandt. Each week Little Steven takes audiences on a two hour trip down the path of what was cool in all six decades of Rock and Roll, a celebration of Pop culture, and features the best emerging new bands worldwide.

The Underground Garage has received rave reviews from leading music magazines and television shows. Rolling Stone Magazine called the radio show “mind-blowingly great,” adding that, “Quite simply, Underground Garage is the most exciting thing to happen on rock and roll radio in years.” And MTV named Little Steven “the coolest DJ in the country, a proud throwback to the late-night hipster jocks of long-gone 1960's and '70s FM Radio.”

Over 490 episodes have aired and included such special guests as Jack Black, Brian Wilson, Ray Davies, Iggy Pop, Ringo Starr, Keith Richards as well as being endorsed by David Bowie, Pete Townshend, Jack White, Russell Crowe, Lou Reed, Sean Penn, Michael Strahan, Steven Tyler, Ozzy Osbourne, Yogi Berra, Robert Plant, and many others.

Little Steven’s Underground Garage debuted April 7, 2002 on 23 stations. It now has over 1.2 million listeners in the US alone and is broadcast on 148 stations in over 200 markets. Including internationally in Canada, Italy, Norway, Spain, Ireland, the Netherlands, Sweden, Finland, and Denmark, as well as the American Forces Network and more making it the most successful Rock music radio program in the past 30 years.”

It’s a very cool show – I’ve been listening to it semi-regularly since 7th grade, and he’s introduced me to many cool bands I never would’ve heard of otherwise. At the very least, it’s a break from all the commercial playlists radio stations use anymore. He seriously plays some of the most unheard of stuff which you won’t hear on the radio any other time. If you happen to be driving in your car after 11:00 on a Saturday night, flip the station to 94.7 and maybe you’ll catch a few minutes of the show and enjoy it.
<table>
<thead>
<tr>
<th><strong>Top Ten Ways to Tell You're an Engineer:</strong></th>
<th><strong>Top Ten Reasons to Date an Engineer:</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>10. You consider any non-science class a blow-off</td>
<td>10. No &quot;couple&quot; enjoys a better &quot;moment&quot;</td>
</tr>
<tr>
<td>9. You can't remember what's behind the doors of the Engineering Building that say &quot;EXIT&quot;</td>
<td>9. &quot;Lubrication, Friction and Wear&quot; is really a class</td>
</tr>
<tr>
<td>8. You can't find a parking spot at school on Sunday Night</td>
<td>8. We're used to all-nighters</td>
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<td>7. Your most nutritious meal comes from the TBP room</td>
<td>7. On a date to an amusement park, who else can explain how all the rides work?</td>
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<tr>
<td>6. You respond with the word &quot;cool&quot; when someone tells you what kind of calculator they have</td>
<td>6. We have significant figures</td>
</tr>
<tr>
<td>5. You can remember 17 passwords, but not your best friend's birthday</td>
<td>5. No need to get dressed up, we've worn the same clothes for 3 days in a row</td>
</tr>
<tr>
<td>4. You have actually used every function on your calculator</td>
<td>4. We know how to handle stress and strain in a relationship</td>
</tr>
<tr>
<td>3. You've fantasized about having beds in the Engineering Building</td>
<td>3. The world revolves around us- we define the coordinate system</td>
</tr>
<tr>
<td>2. You could single-handedly track down a UFO with just the devices in your book bag</td>
<td>2. We are grateful for being able to go out at all</td>
</tr>
<tr>
<td>1. You get 47% on an exam and brag about it to everyone you know!!!</td>
<td>1. We won't cheat... we barely have time for your relationship, much less a second one!</td>
</tr>
</tbody>
</table>
Springtime for Reginald

AH, SPRING! WHEN A YOUNG MAN'S FANCY TURNS TO LOVE. NOT FOR ME, BUDDY.

BECAUSE OF MY CONDITION, IT'S BACKWARDS. ALL MY LOVE TURNS TO FANCY.

POOP! THAT WAS AMAZING!

HUNNNNHHH
Review: Mushi-Shi

Tricia Fernandez

“They dwell unseen in the shadows. A host of creatures completely different from the flora and fauna familiar to us. An invisible world of life within our own. Since the dawn of humanity, these phantoms have inspired fear in those who could not understand, and have over the ages come to be known as mushi.”

For eons, humankind has lived side-by-side with the mushi, a group of entities that exist somewhere on the border between living creatures and nonliving things. Mushi manifest in a variety of forms, ranging from diaphanous, ameboid floaters, to shape-shifting, semi-sentient beings. When the world of humans and the world of the mushi collide, the resulting quasi-paranormal interactions can prove disruptive or even dangerous to the inhabitants of both. In order to protect humanity from the negative effects of these poorly-understood organisms, mushi-shi, or “mushi masters”, mediate between their people and the nature-based spirits that surround them. One of these mushi-shi, a man called Ginko, travels the countryside in search of villagers to serve and new mushi to discover and document.

Mushi-Shi is a twenty-six episode anime (Japanese animated television series) that follows the experiences of Ginko as he provides counsel and healing to villagers whose lives have been interrupted by the mushi. Technically speaking, the production aspects of Mushi-Shi are phenomenal. Visually, the style of the show is full of soft, rounded shapes and rich natural colors. The result is animation that is both distinctive and easy on the eyes. Most impressive are the many renderings of rural Japan that serve as the background for the show. Everything from dense, overgrown forests, to chilly mountaintops, to quaint coastal villages is depicted with an awesome, entrancing beauty.

The soundtrack of Mushi-Shi is also wonderful and fitting—soothing, halting melodies combining (what sounds to my relatively untrained ear like) piano pieces, harp chords, and chimes to complement the mellow nature of the series. This is also one of those lucky works that sounds good in both Japanese and the English dub, so watchers can choose between the two options based on personal preference.

In terms of story progression, Mushi-Shi is almost completely episodic—each installment is a separate story about a different group of people and how they interact with a different kind of mushi. As a result,
Mushi-Shi comes off as more of an atmospheric piece than an animated plot. Every episode hits a different “note” within the symphony—some stories are inspiring; some are melancholic; some are eerie and unsettling. Everything blends into a perfect harmony, however: even when extreme events are taking place onscreen, the show never breaks with its calm, even treatment of its subject matter. There is a sense that even the moments of great happiness and suffering experienced by the characters in this tale are part of an overarching progression of nature that is much bigger than any one of them. Throughout all of the discoveries and losses, the itinerant Ginko provides whatever assistance and expertise he can, acting as the string that ties everything together.

Beyond this, I’m not really sure what else I can say about Mushi-Shi that will further elucidate it to newcomers. I watch a lot of anime, but in all my years of foreign cartoon-devouring, I still have not come across anything that can act as a frame of reference for this show. Speaking in terms of greater themes, Mushi-Shi is a fantastical meditation on nature and man’s place within it. The natural world in Mushi-Shi is presented as being both beautiful and indifferent to the pre-urban human societies it harbors. There are many instances of people getting terribly hurt or even killed by mushi, but there is no malice behind anything that happens—just alien species following their survival instincts.

The approach taken here is somewhere between a paranormal guide and an ecological documentary. The mushi themselves can be frustratingly undefinable—some present themselves as ghost-like phenomena, others as paranormal parasites. Depending on the situation, Ginko must act as a strange mix of spiritual ambassador and rural doctor. Actually, “frustratingly undefinable” applies to a lot of aspects of this show. Despite my best efforts to categorize it, it refuses to be packed into a tidy little box that might facilitate my critical analysis. All I know is that, despite a lack of outward ostentation (not much in the way of romance, intrigue, or action to be found here), Mushi-Shi is captivating and excellent.

My recommendations always come with caveats, and Mushi-Shi is no exception. The show is not for everyone, as it can be a bit on the slow side. Also, though Mushi-Shi contains practically no violence, some stories can be disturbing in an understated way, and could definitely frighten children (that being said, there is nothing outright objectionable to watch out for here). My suggestion is that the curious explore this show while in a relaxed, contemplative mood. If you are patient and receptive, you won’t be disappointed.
One More Comic

Daddy, what happened to dodos?

Well, you know, Charles Darwin and all...

I am natural selection!

Anyway, it was pretty sweet.

Credits

“The Family C++” - Nathan Couture
“Kurt’s Bent Article” - Clark Kämpfer
“Engineering Top Tens” - Tonya Whitehead
“Springtime for Reginald” - Anthony Clark (www.nedroid.com)
“Anime Review: Mushi-Shi” - Tricia Fernandez
“One More Comic” - Nathan Couture
Sound design - Martin Wold Londe, Fred Grey
Character Design - Noriko Ikegawa, Yoshihisa Morimoto
Program Director - Yuhiki Otsuki
English Translation - Tim O’Leary, Scott Ritchey

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