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REPORTER

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'The largest game of dodgeball was played by 2,136 participants and was organized by Phi Kappa Psi at Rochester Institute of Technology and Dodgeball Club at the Rochester Institute of Technology (all USA) at the Rochester Institute of Technology Gordon Field House, in Rochester, New York, USA, on 1 May 2011.' – Guinness World Records Limited



campuslife.rit.edu

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cover illustration by Bradley Patrie

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THE TRUTH WILL SET YOU FREE

DOWNLOADING WILL COST YOU

by Brendan Cahill | illustration by Stephen Kelly

Being a telecommunications company is hard. You sign a franchise agreement with a city, ensuring that you can provide service without competition for the duration of the agreement. Once you have an installed customer base with no one else to turn to, you're pretty much in control. Rate hikes, data caps and bandwidth throttling are yours to set; unless you make the FCC mad, nothing can stop you.

What I don't understand is why we take it. The internet has become so vital to our way of life that we really can't separate ourselves from it. We accept that our internet bill can change at our internet service provider's (ISP) whims because we refuse to accept what we'd lose if we stopped paying it. We accept that our ISP has poor customer service, high prices or downloading limits because we have no other options. In an industry supposedly bound by the rules of capitalism and competition, we instead see monopolies. As a result, our quality of service suffers, and so does the adoption of technology.

Consider the case of AT&T's new data caps. These caps set the limit for how much data you are allowed to consume in one billing period. Exceeding this amount doesn't cut you off from the internet, but you do incur a \$10 fee for every 50 gigabytes you go over. At first glance, these data caps look fairly generous: a 150-gigabyte cap for DSL users and a 250-gigabyte cap for U-Verse broadband customers. On paper, that seems like a lot, but a 7-megabyte PDF here and a 75-megabyte streaming video there add up after a while. If you like to watch your favorite shows and movies instantly, you should probably know that streaming HD video from Netflix or similar services can burn up to 2 gigabytes per hour. AT&T claims that only one in 50 customers — 2 percent — regularly exceed these limits, but 2 percent of tens of millions of customers is still a large number, and it's one that can only grow as we become a more web-centric culture.



AT&T is not alone in its data capping efforts. Comcast implemented their 250-gigabyte broadband cap back in 2008, and Frontier has, on several occasions, attempted to impose downright draconian fees on heavy bandwidth users.

The problem is that we don't have a choice. The companies that provide our internet access are often the ones who own the infrastructure we use to access the internet, by virtue of franchise agreements signed with city governments. These agreements — which usually last five or more years — allow ISPs control over the network, excluding all other companies. As a result, there are rarely more than two or three ISPs in an area. When all of them threaten to implement the same service limitations, we're left with no option but to accept their restraints.

When service providers impose these restrictions, it's the consumers who loose. In the long run, having to pay a few extra dollars for exceeding your limit seems like a minor inconvenience. What data caps don't take into consideration, however, is the pace at which technology advances. What seems like more than enough in 2011 becomes uncomfortably small by 2014. The internet is part of our culture and

society now, and it's only going to become more complex. Imagine all the potential ramifications of limiting how much data customers are allowed to use. Services either adapt or become more expensive. Those that adapt must ax features in order to stay competitive in a market where bandwidth is a limited resource. Even the ads that keep many of our online services free or reasonably priced would take a hit; large, flashy ads are just one more thing that takes up bandwidth.

In the end, we need one of two things: guaranteed net neutrality or guaranteed reasonable prices and services. We're currently looking down the double barrel of tiered services and price gouging. How we fix it is up to us, but in the end we can't stand for it. Strengthen the FCC, imposing regulations encouraging competition and discouraging unfair service; or take the radical approach and advocate for municipally-run internet. By favoring greed, the current model stifles innovation and change, ignoring the fact that the internet is constantly growing and adapting. **R**

The opinions expressed are solely those of the author and do not reflect the views of **REPORTER**.

CHASING INNOVATION

by Brett Slabaugh | illustration by Amber Gartung



Every year, Spike TV holds its Video Game Awards, a ceremony that has become the Oscars of gaming. The most prestigious award, of course, is the Game of the Year title. Past recipients include "Red Dead Redemption," "Uncharted 2," "Grand Theft Auto IV," "Bioshock" and "Resident Evil 4." All these games have something in common — murder.

Gaming today is in a rut. While there are a few great big name games out there, they're almost always saturated in violence. Some people like that, others don't, but that's the state of today's industry. It's becoming more and more difficult to find a unique game with a clever premise, and gamers are just as much to blame as developers. The gaming industry will stagnate if we, as consumers, don't do something about it.

Sales have shown time and again that consumers are willing to pay \$60 to play as a cheesy, forgettable protagonist fighting a similarly unmemorable enemy.

I'm no pacifist, nor do I buy into all the accusations about violent video games being harmful. I'm just pointing out a trend. Violence sells, and the heavyweights of the game industry know it. If it didn't, we wouldn't be playing the seventh game in the "Call of Duty" series, even though you could count the differences between the past few installments on one hand. Other massively popular shooters follow the same cookie-cutter design: add a few new guns, update the graphics engine, and call it a sequel. It's difficult to fault developers for this. With the current state of high-definition gaming platforms, the cost of producing a blockbuster game has soared. It's common for a modern game to have to sell over a million copies just to break even. With that kind of investment, developers don't want to take risks. As a direct result, we end up with a market full of bland, unoriginal shooters. Sales have shown time and again that consumers are willing to pay \$60 to play as a cheesy, forgettable protagonist fighting a similarly unmemorable enemy.

"Portal 2" proved that big-name developers can put out unconventional games and still achieve commercial and critical success.

Designers can mix things up — setting shooters in the Wild West for example, or an underwater dystopia — but at the end of the day you're still toting a gun. Ten years ago, you could give somebody a game and they'd ask, "What am I supposed to do?" Now, they need only ask "Who am I supposed to kill?" If you don't want a game centered on killing, you may not think that you have many options — sports games lost their innovation a long time ago, and when was the last time you saw a puzzle game with a higher production value than "Bejeweled?"

Actually, that last question has a pretty simple answer. A few weeks ago, Valve released "Portal 2," which has already received massive critical and popular acclaim. It's a puzzle game at heart, supplemented by some of the wittiest writing in gaming history. There's a constant threat of danger, but the player is never armed with a weapon, and the only combat encounters are nothing but cleverly disguised puzzles.

"Portal 2" proved that big-name developers can put out unconventional games and still achieve commercial and critical success. With any luck, this will start to rub off on other industry powerhouses. There are countless original ideas out there, but indie developers simply don't have the resources to make them a reality.

If we keep throwing our money at conventional titles in saturated genres, the future of gaming will be dim. Developers aren't convinced that originality is worth the risk. We need to show them that a market exists for these kinds of radical innovations, or we'll be looking at "Halo 14" before we know it. Next time you see a game that looks unlike anything you've played before, why not spend a few bucks and give it a shot? The game industry is huge, but we'll never find the next big thing if we don't open our eyes. **R**

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IN THE FUTURE, WE'LL ALL BE UNEMPLOYED

by Chris Zubak-Skees | illustration by Jai Kamat

On the House floor last month, Rep. Jesse Jackson Jr. told us who and what to blame for millions of unemployed Americans: Steve Jobs; the iPad.

Borders went bankrupt and closed bookstores, in part because of pressure from competitors like the Apple iBookstore on the iPad. "What becomes of publishing companies and publishing company jobs?" said Jackson. "What becomes of bookstores and librarians and all of the jobs associated with paper?"

The online reaction was immediate and dismissive. "And what about the buggy whip jobs! And the ice cube delivery man!" wrote one commenter. Technological advances will create new, more valuable jobs, people argued.

Though Jackson's premise invites mockery, it contains a grain of unwelcome truth. Quite apart from flying cars and robot dogs, the future holds a bleak outlook for the American worker.

Every year, productivity, a measure of individual performance, ticks upward. Last year, it rose 3.9 percent, according to the Bureau of Labor Statistics. The prime driver behind the gain is technology. It seems positive for American workers; we're 3.9 percent more effective than we were in 2009. But, put it another way, and workers are also 3.9 percent more superfluous. Our jobs could be done by fewer workers or in less time, and that saves the employer money.

The twin threats of illegal immigrants and outsourcing have received a lot of ink. In those cases, employers hire cheaper workers here in the U.S. or abroad. Technological replacement can have the same effect, though in the long run, computers are even cheaper. Forget \$8 or \$15 an hour. Try \$0.57 for a Chinese factory worker or \$0.12 for a computer. We have priced ourselves out of the labor market.

There will be new jobs created by technology, but there's no guarantee that they will make up the loss. It takes a couple hundred engineers in California to design an iPad, which is manufactured in China. It will destroy thousands of jobs. And the jobs it does create will go to people with different skill sets than those being laid off.

This isn't new: cities like Detroit, Rochester and Pittsburgh were devastated by the decline in manufacturing. Populations declined after automakers, photo giants and steel mills shuttered factories. Though there's some recovery, they show the heavy toll of the collapse, and the road they've since built is paved on industries ripe for a dose of technological efficiency.

Two growing industries prove the point. Education is booming, but it is stunningly inefficient. There is no reason to employ teachers for every classroom in America, not when the same classes can be delivered online. Health care has benefitted from a glut, but it could be made massively more efficient by wall-to-wall computerization — the RAND Corporation estimates \$77 billion could be saved from reduction of tests, hospitalization and paperwork. Excellent news for health care consumers, just as better ways to deliver education are good news for students. But when we're all healthy, and we're all educated, where do we work?

We used to think it was a given that we would work to design or manage the technology that would replace us. But outsourcing means that somebody in



China or India could. Clearly, too, not everybody is cut out for high-tech jobs. Only 71 percent of students graduate from high school on time, let alone get a college degree. And those degrees have gotten far more expensive.

We've been cushioning the inevitable reckoning with mountains of debt and plenty of denial. Governments, from federal to local, have sunk massive quantities of money to prop up the now 20 percent of our economic output they are responsible for. Individuals and households have sunk mountains more into paying for necessities. They take out student loans, new credit cards, and second mortgages to pay for education, health care, even the rent. They're thought to be irresponsible, but in truth, that kind of artificial boost in living standards has become the norm. The average U.S. household holds about \$7,500 in credit card debt. No wonder the financial sector was the driver of growth, and no wonder it collapsed.

Since the 1950s, the U.S. economy has been one long party. Sure, there were downturns and recessions, but it was a question of when it would all get going again, not whether it would. Today, it looks like the party is over. Let's hope the computers and foreign workers will clean up and turn off the lights. **R**

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SEPARATING THE SEXES

by Michelle Spoto | illustration by Amber Gartung

Imagine a world where boys and girls are segregated in education, where students are taught differently based on claimed “biological differences.” Boys are placed in brightly lit classrooms with teachers who are highly active and speak in loud voices. Girls are placed in dimly lit classrooms with yellow lights and teachers who explain how to complete each assignment step by step; these instructors know that girls have trouble figuring things out for themselves. In this world, teaching styles are based purely on gendered stereotypes wherein segregation conveys to students that the most important thing about them is their sex. While it’s clear that a situation such as this would hinder any hope for equality between the sexes, this world is starting to become our reality.

Single-sex education is on the rise, particularly in public elementary and high school schools. In 2001, only 11 public schools in the United States offered single-sex classrooms. Since then, that number has grown to 540. Unlike gendered schools of the past, such as Smith College, which was founded to put women on equal footing with men, the new push towards single-sex education has its roots in inherently sexist ideals. Citing neuroscience to support their claims, proponents of the movement believe that if the genders are separated, instructors can tailor their teaching to fit the learning styles of the different sexes. However, research in the sector of neuroscience is complex and much proves to be inconclusive.

The field of neuroscience can be very complex, inspiring numerous misconceptions. To begin, a scan of the brain does not show physical detail, but rather, tracks the areas of the brain with changes in blood oxygen levels. Using this data, scientists deduce brain activity. In addition, neuroscience is an infantile field, and results are far from perfect.

In one humorous but telling study, Craig Bennett, a postdoctoral researcher in psychology at University of California, Santa Barbara, and his colleagues placed a dead salmon in an MRI machine and recorded a reading. Next, they showed the salmon pictures of humans — as is often done in

brain activity scans — and recorded a second reading. Surprisingly enough, the two readings were different, demonstrating not only that the dead fish’s brain responded to the images, but the margin of error in neuroimaging. But what’s more shocking is that this error is often not corrected; the field is so new and complex



Single-sex education is on the rise, particularly in public elementary and high schools.

that mathematicians are unsure of the best way to correct for these errors. If a dead salmon can appear to generate an emotional response, imagine how this error can be translated when human subjects are involved. “Evidence” showing brain differences between men and women may well be the result of errors during neuroimaging.

Recent research suggests that it’s not the gender of the brain that matters, but its size. On average, males have larger brains that aren’t simply scaled up versions of smaller (typically female) brains. Bigger brains, as academic psychologist Dr. Cordelia Fine puts it, “create different sorts of engineering problems and so — to minimize energy demands, wiring costs, and communication times — there are physical reasons for

different arrangements in differently sized brains.” This suggests that women and men may be wired differently so that they can think and behave similarly.

Even if neuroimaging scans did show, without error, that men and women had different levels of brain activity, it’s a far cry to say that boys and girls should be treated differently, like single-sex educators maintain. While the intentions of single-sex education supporters may not be bad, their ideas are certainly misplaced. They build their movement on the hope that students of every gender will be able to achieve a better understanding of the material presented to them. Along with this hope, however, comes a perpetuation of gender stereotypes that could, in time, hinder the struggle for complete equality. Let’s leave behind the idea that men and women are innately unequal simply because the infantile and mostly unexplored sector of neuroscience says they might be. **R**

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THE CASE FOR COUSIN MARRIAGES

by David Peter | illustration by Joanna Eberts



Two people in this room are in love. Years pass until he finally proposes to her, she says yes, and the air feels alive. Two days later, they discover they’re cousins. Suddenly their life is cast into doubt. A shadow follows them forever.

Everyone has a hot cousin. But if they happen to fall in love, the world curls its upper lip. In parts of the U.S., cousins who fall in love are stigmatized, and incest between consenting adults is illegal. The prevailing opinion is that incest is gross, so it should be illegal. But at certain times in history, people considered gay marriage “gross,” interracial marriage to be “gross” and royalty marrying commoners “gross.” Times change, and attitudes change along with it.

Incestuous marriages appear throughout history: Franklin Delano Roosevelt, Prophet Muhammad and Edgar Allan Poe all married their cousins. Einstein himself was the product of a cousin relationship and married his cousin. The father of evolution, Charles Darwin, and his first cousin, Emma Wedgwood, remained a loyal husband and wife.

Today, however, American cousins looking to tie the knot face a much different scene. Opponents argue that incest increases the chance of genetic defects in childbirth. For first-generation incestuous first cousin couples, the chance of genetic defects is increased from the baseline 3 – 4 percent to about 4 – 7 percent. However, this is still less than the chance of genetic defects in a child birthed by a 40-year-old woman, at about 6 – 8 percent — and no one totes signs over genetically blind couples who want a child. These practices are legal and generally acceptable, yet incest isn’t.

But, others protest, incest is bad because the chance of genetic defects compounds over time as the family inbreeds. However, not everyone will continually partake in incest, even with hot cousins. Known as the Westermarck effect, children raised together, regardless of genetic relation, up until the age of six tend to feel no sexual attraction toward each other later in life. It’s likely you would only develop feelings for a hot cousin you weren’t raised knowing. The compounded chance typically becomes dangerous in cultures where incest is common, expected, and part of the culture. Humanity’s defense against the perils of continual inbreeding already arrived a long time ago.

Now, times are changing. Currently, in some states like New York, California and Florida, marriage between first cousins is legal. Others have conditional requirements for marriage: In one example, Arizona allows marriage if both are over 65 years of age or if one is infertile. The U.S. is the only Western country to ban cousin marriage. Clearly, the U.S. has the increased chance of genetic defects in mind.

But honestly, other things are more important: your child dealing with emotional trauma, having a poor education, finding himself or finding love. No couple can guarantee a good life for their child, but parents who care for each other is a fine start. In the end, love is love. **R**

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SAVING JAWS

by Emily Mohlmann | illustration by Lee Fitzgerald

Sharks. They cause hearts to pound, fear to spread, and people to run. Thanks to films like "Jaws," "Deep Blue Sea" and "12 Days of Terror," sharks have gained a bad rap, but as an apex predator they are animals that need our help in conservation.

The International Union for Conservation of Nature (IUCN) has assessed 307 shark species, 50 of which are listed as vulnerable, endangered or critically endangered. Out of all marine wildlife, sharks hold the greatest percentage of the IUCN's Red List of threatened species. To give you a sense of scale, since 1972, the population of bull shark and hammerhead populations have fallen by 99 percent.

Adding to the problem, sharks have remarkably long gestation periods, with the frilled shark taking 3.5 years. Additionally, most sharks only give birth to one or two pups, which can take over seven years to reach maturity.

All of this combined makes it difficult for shark populations to recover from overfishing. As Ransom Meyers, a marine biologist at Dalhousie University in Halifax, Nova Scotia, noted, "If you go to any reef around the world, except for those that are really protected, the sharks are gone. Their value is so great that completely harmless sharks, like whale sharks, are killed, for their fins."

One of the easiest things that can be done to aid in conservation is education. By teaching people across the globe that sharks are not out to eat them and are vital to the ecosystem, we can begin to save them. While television programs like those featured during Discovery Channel's "Shark Week" aim to educate and inform, they also do harm with shows like, "Day of the Shark 3" and "Shark Bite Beach." These shows profile shark attacks and in turn only feed the fear of sharks.

In 1916, a shark killed two people and seriously injured another in Mattawan Creek, N.J., and just days before two more were killed off the Jersey coast. This incident triggered a massive shark hunting expedition in New Jersey. Gunfire and explosives washed over the Jersey shore, killing thousands all in hopes of



catching *one* fish. Little did they know that, on average, sharks kill only 10 people worldwide each year; and you have a greater chance of being struck by lightning than being bitten by a shark. The 1916 attack changed public perception forever, inspiring "12 Days of Terror" and serving as the basis for "Jaws."

The shark fin trade and hunts for "man-eaters" have devastated shark populations.

Today, over 100 million sharks are killed each year, mostly for their fins. In 2010, Congress passed the Shark Conservation Act, which bans shark finning in United States waters. This was a major improvement from just two years before, when shark finning was still legal and the only requirement for fishermen was to land both a shark's body and fins.

But more needs to be done. The United Nations Law of Sea Convention requires any member country with a coastline to create laws that regulate fishing. Shark finning actually violates the United Nations Food and Agriculture Organization's Code of Conduct for Responsible Fisheries and goes against their International Plan for the Conservation and Management of Sharks. Some countries will not adhere to these policies, so the most

recommended compromise is to require fisherman to land the body of the shark, along with the fins. This would make it illegal to be in possession of only shark fins, and at the same time, limit the amount of fins they could fit on a boat. While compromise is a step in the right direction, any fishing of sharks could lead to damaging effects.

As apex predators, the decline of sharks is detrimental to the ocean as a whole. The effects are already apparent; along the East coast, shellfish populations and water quality are declining due to the near extinction of blacktip and tiger sharks. Shellfish filter the water, and the big sharks eat and control the populations of smaller sharks and other animals that consume the shellfish. Without this natural balance, the smaller animals over-consume the shellfish, restricting food supply for humans. In tropical ecosystems the decline of tiger sharks is reducing the number of tuna, because the sharks are not around to eat the tuna's main predators. Similar scenarios will play out across the world if something is not done now to protect the sharks. **R**

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INFORMED DINING AT RIT

by Amber Wilson-Daeschlein | illustration by Justine Raymond

Roughly one-third of all American children are considered obese, and two-thirds of all adults are overweight. America has held the title as the world's fattest country for a while now, and though the rest of the world is catching up, the obesity rates in the U.S. will continue to increase unless major changes occur. But it's likely you already knew that.



For the past several years, we have been privy to statistics and studies meant to shock us into eating healthier and increasing exercise. By now, we are so used to these scare tactics that we don't even look up from our games of "Angry Birds." Recently, the government has made strides toward improving the health of children and making the public more aware of what exactly we are consuming. However, there is no mention of any programs focused on college students despite studies that show students tend to gain weight during their first year of college. As a "nationally respected leader," RIT needs to do more to encourage healthy choices and lifestyles.

Michelle Obama, a self-professed "fry lover" has spearheaded the recent efforts to combat childhood obesity. Her approach is one of idealism that also acknowledges the average person's weakness when making healthy choices. She tells us that though "... everyone loves a good Sunday dinner ... The problem is when we eat Sunday dinner Monday through Saturday." Since the start of her campaign, "Let's Move!" in February 2010, much has been accomplished in the effort to produce a healthier generation of children. They worked to pass the Healthy, Hunger-Free Kids Act in 2010, which provides healthier food options at school lunches. Schools are also signing up for the Healthier U.S. School Challenge to increase physical activity among children, and Walmart has made the effort to bring low priced, healthy foods to their stores nationwide.

In parallel with the Let's Move! campaign, the U.S. Food and Drug Administration (FDA) is making an effort to assist consumers in making healthy choices. Dr. Margaret Hamburg, commissioner of Food and Drugs, emphasizes the need for an industry change, stating, "Today, ready access to reliable information

about the calorie and nutrient content of food is even more important, given the prevalence of obesity and diet-related diseases in the United States."

While these endeavors have helped combat childhood obesity, why is the focus only on the youth? In college, especially as a freshman, we become solely responsible for our health for the very first time. Because of this, it is essential that college students have the resources and knowledge necessary to make healthy decisions.

“Just four chicken nuggets have over a fifth of the recommended value for sodium, and a blueberry muffin from Artesano Bakery has 38 percent of the recommended value of fat.”

Nutrition information from RIT eateries is available on the dining services website, but not every food item is listed. And currently, the information isn't available at most dining locations on campus. According to a staff member at Brick City Café, the managers are hoping to make a sign displaying the nutrition facts of all of the available options for that day. While this plan might work well at some campus eateries, one Gracie's staff member felt that displaying nutrition information on-site would waste too much paper. This may seem like a

valid point, but even one computer set up to show the nutrition information for the options would increase the students' awareness of what they're consuming. RIT students should have an easier means to see all of the nutrition facts at the time and place that food is ordered so that they can make healthier meal choices.

In contrast to the government's move toward a healthier America, most RIT students are lacking the basic knowledge of the food they eat on campus every day. The numbers can be staggering: At Brick City Cafe, a lunchtime favorite, the buffalo chicken wrap, had over one-third of the recommended daily value of fat. And this isn't an oddity. At Gracie's, the pizza has almost half the recommended daily value of saturated fat, just four chicken nuggets have over a fifth of the recommended value for sodium, and a blueberry muffin from Artesano Bakery has 38 percent of the recommended value of fat.

Should the workers at dining services be held responsible for my and many other students' lack of awareness in regards to what we are eating? Of course not. In fact, the students themselves should be the ones asking to see the nutritional information for the daily special or looking at the back of that potato chip bag to check the sodium content. When it comes to living a healthy lifestyle, the choice is all yours. But that isn't to say that the administration can't do their part as well by posting nutrition facts at all dining locations or providing healthier options. **R**

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THURSDAY, 10:13 A.M. (from text)

I take my coffee how I take my men: Black and filled with cream!

SUNDAY, 2:42 A.M. (from voicemail)

Yo, [be intimate with] the Police!

TUESDAY, 9:39 A.M. (from text)

Zonies should really be more specific with their delivery times.

A lot can happen in 30 to 45 minutes when your girlfriend comes to visit!

SUNDAY, 4:16 P.M. (from text)

[Sexist comment]. I dare you to publish this!

MONDAY, 3:22 P.M. (from text)

AMERICA.

WEDNESDAY, 2:57 A.M. (from text)

Rings! I just lost the game and you did too! That is all.

SATURDAY, 9:16 P.M. (from text)

So, the O.A.R. concert made me finally realize why white people can't dance.

TUESDAY, 10:42 A.M. (from text)

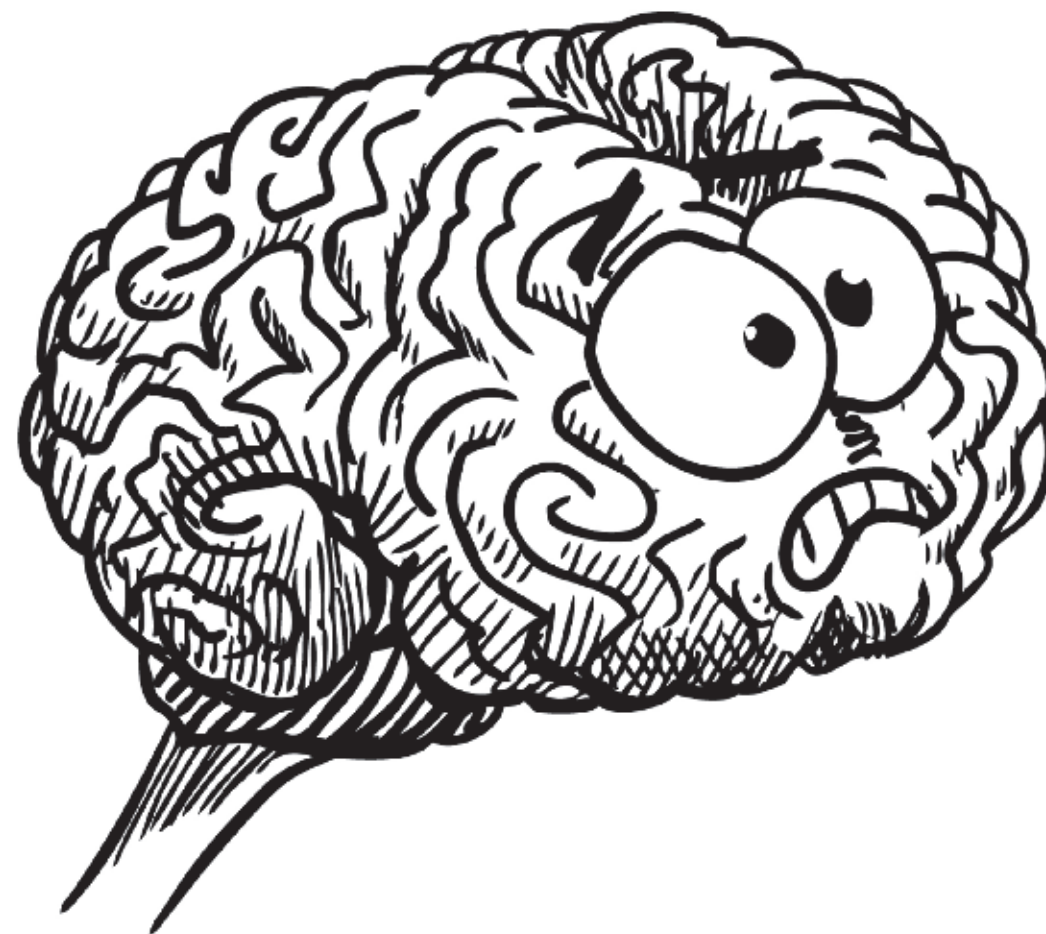
Lamb Chop is a [feminine hygiene product]-bag.



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Word On the Street

by Juan Madrid

What makes you angry?

“The person making me do Word on the Street.”

Taylor Schultz, Second Year Visual Media



“Bad music and ignorant people.”

David Williams, Fourth Year Applied Networking and Systems Administration



“People who don't understand sarcasm.”

Left: Austin Allesio, Second Year Mechanical Engineering Technology

“People on the second floor who use the elevator.”

Right: Kate Garten, First year Chemical Engineering



“Modeling.”

Ethan Young, Second Year Engineering

“No swag.”

Left: Jeremy Van Horn, First Year Chemical Engineering

“Not enough free stuff here.”

Right: Doug Strouth, First Year Political Science



“Not locking the door.”

Left: Maria Sharp, Second Year Fine Art Photography

“Douchebags.”

Right: Meghan Jordan, Second Year Fine Art Photography

