THE LINN-BENTON COMMUNITY COLLEGE



LOOKING

ORECONTRA

Ahead

LBCC READY FOR 2017-18



PHOTO: ANGELA SCOTT

LBCC's Space Exploration Club members Ravi Umesh and Dawson Reithmeyer (right) watch the eclipse with a crew member (left) from OSU's research vessel, the Pacific Storm, on Aug. 21, after launching a weather balloon to capture near-solar footage of the moon's shadow on the west coast. See pages 5-7

THE LINN-BENTON COMMUNITY COLLEGE



The Commuter is the weekly student-run newspaper for LBCC, financed by student fees and advertising. Opinions expressed in The Commuter do not necessarily reflect those of the LBCC administration, faculty and students of LBCC. Editorials, columns, letters, and cartoons reflect the opinions of the authors.

LBCC is an equal opportunity educator and employer.

Letters Welcome

The Commuter encourages readers to use its "Opinion" pages to express their views on campus, community, regional and national issues. The Commuter attempts to print all submissions received, but reserves the right to edit for grammar, length, libel, privacy concerns and taste. Opinions expressed by letter submitters do not represent the views of the Commuter staff or the College. Deliver letters to:

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WEEKLY TRUMP WATCH

A quick review of President Trump's actions over the last few months

June 15:

President Trump signs an executive order expanding the resources, availability, and funding for apprenticeships in America. This order also aims to eliminate or streamline any related programs already in place that have been deemed inefficient or outdated.

June 21:

President Trump signs an executive order allowing changes to be made to Section Two of Executive Order 13597. EO13597 is an Obama-era executive order that was enacted to stimulate and promote the American market share of spending through international travelers. Section Two of this order covers the changes to visa issuance and foreign visitor processing.

June 30:

President Trump signs an executive order ordering the reassembly and revival of the National Space Council. This council is comprised of the Vice President (who is the Council Chair), the Secretary of State, the Secretary of Defense, the Secretary of Commerce, the Secretary of Transportation, the Secretary of Homeland Security, the Director of National Intelligence, the Director of

the Office of Management and Budget, the Assistant to the President for National Security Affairs, the Administrator of the National Aeronautics and Space Administration, the Director of the Office of Science and Technology Policy, the Assistant to the President for Homeland Security and Counterterrorism, and the Chairman of the Joint Chiefs of Staff; and is responsible for advising and assisting the President with anything concerning national space strategy, politics, and policy.

July 11:

President Trump signs an executive order to lengthen extending the effectiveness of three older executive orders, all of which are now effective through Oct. 12, 2017. These three orders date back to Nov. 3, 1997; Oct. 13, 2006; and Jan. 13, 2017. All three orders were related to the country and government of Sudan.

July 19:

President Trump signs an executive order establishing an Infrastructure Presidential Advisory Council. This council consists of 15 members who are considered experts in real estate, finance, construction, communications and technology, transportation and logistics,

labor, environmental policy, and regional and local economic development. Members of the council will not be paid any additional compensation for their contributions to the council.

July 21:

President Trump signs an executive order that aims to strengthen the manufacturing industry in America in the hopes that should the need ever arise, America will be capable of obtaining all materials critical to national defense in a timely manner. The order mainly aims to enlarge the industrial defense base.

August 15:

President Trump signs an executive order aimed at increasing discipline and accountability in the environmental review and permit processes regarding infrastructure development. The President claims this bill will increase predictability and transparency within the environmental review and permit process, as well as speed up the time it takes from start to finish.



STORY BY KATELYN BORING **@K8DOESTHINGS**

WORKSHOP: FACEBOOK FOR **SMALL BUSINESSES**

The workshop "Beginning Facebook including how to create a Facebook LBCC Small Business Development for Small Business" will be held Monday, September 18 from 6 to 9 p.m. at Linn-Benton Community College Calapooia Center, room 210, 6500 Pacific Blvd. SW, Albany.

Learn how to use the power of Facebook to reach and engage your customers,

business page, how to optimize your Center at 541-917-4929. page and maximize SEO impact, how to use Facebook in your online marketing strategy, how to create engaging posts and more.

Workshop cost is \$79. For more COURTESY OF information or to register, contact the LBCC NEWS SERVICE

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DONATE YOUR ECLIPSE GLASSES

Bring your eclipse glasses to campus. LBCC is an official Eclipse Glasses Donation Center! Donate your ISO-approved glasses to one of three donation drop boxes on campus and help kids less fortunate safely view upcoming eclipses.

Astronomers Without Borders (AWB) is leading a campaign to send used glasses to schools in communities in Asia and South America for 2019 totality events on those continents. A network of volunteers in selected areas will distribute them to kids who will not have access or means to buy a pair of their own.

AWB will verify all glasses are certified and undamaged before

shipping them to the receiving school. Don't worry if the date of our Aug. 21 event is printed on your glasses. Despite the text, they will still help kids view the phenomena.

Donation locations:

- Campus Store (Bookstore)
- ٠ The Commuter (F-222)
- LB iLearn Online (CC-212 -- next to The Commons)

Donation boxes will remain outside of each location Sept. 20-27. Donations are welcome from anyone in the community, so spread the word.

COURTESY OF LBCC ILEARN









VOLLEYBALL SCHEDULE



Day	Date	Team	Location	Start Time		
Friday	September 15	Chemeketa	Salem, OR	6:30 p.m.		
Saturday	September 16	Clackamas	LBCC	1:00 p.m.		
Wednesday	September 20	Mt. Hood	Gresham, OR	6:30 p.m.		
Friday	September 22	Clark LBCC		6:30 p.m.		
Friday	September 29	Umpqua	LBCC	6:30 p.m.		
Saturday	September 30	Southwestern Oregon	LBCC	1:00 p.m.		
Wednesday	October 4	Lane	LBCC	6:30 p.m.		
Friday	October 6	Clackamas	Oregon City, OR	6:30 p.m.		
Friday	October 13	Chemeketa (Pink Night)	LBCC	6:30 p.m.		
Saturday and Sunday	October 21 and 22	Grays Harbor Crossover Tournament	Aberdeen, WA	TBA		
Wednesday	October 25	Mt. Hood	LBCC	6:30 p.m.		
Friday	October 27	Clark	Vancouver, WA	6:30 p.m.		
Friday	November 3	Umpqua	Roseburg, OR	6:30 p.m.		
Saturday	November 4	Southwestern Oregon	Coos Bay, OR	1:00 p.m.		
Wednesday	November 8	Lane	Eugene, OR	6:30 p.m.		
Thursday, Friday, and Saturday	November 16,17, and 18	NWAC Championship Tournament	Tacoma, WA	ТВА		
Sunday	November 19	Sophomore All-Stars Showcase	Tacoma, WA	ТВА		
Sunday	November 19	NWAC Championship Match	NWAC Championship Match Tacoma, WA			

HOC GRAND OPENING



CAMPUS NEWS

LBCC administrators, staff, and faculty joined visitors Aug. 16 in celebrating the grand opening of the new Healthcare Occupations Center in Lebanon. The HOC, located at 250 N. Fifth St. in Lebanon, is next door to the COMP-NW Medical School. The \$16 million center brings together the college's various healthcare education programs into one 42,000-square-foot facility, which includes classrooms, labs and offices. Among the programs in the new center are nursing, diagnostic imaging, medical assisting, dental assisting, phlebotomy, pharmacy tech, polysomnographic technician, coding and reimbursement specialist, and occupational therapy assisting.







VOLUNTEER FACILITATORS NEEDED FOR HEALTHCARE GROUP SESSIONS

Volunteers are needed to facilitate small group State University will work together in small, training sessions for students in varied healthcare and medical fields.

Experience in healthcare or healthcare education needed. A free information session and mandatory facilitator training will be held Thursday, Sept. 21 from 1-3 p.m. at Linn-Benton Community College, 6500 Pacific Blvd. SW, Albany.

LBCC, CompNW Medical School and Oregon

interdisciplinary group sessions, including students in the fields of pharmacy, medical assisting, nursing, and physician training.

Volunteer facilitators will help students work through real-life experiences during each session, which is designed to help students communicate and work together across their varied medical disciplines.

Sessions will be held at LBCC's Albany campus from LBCC NEWS SERVICE

October through April for approximately 15 hour's total volunteer time, one and half-hour per session.

For more information or to register the information training session, contact Aleta Fortier at 541-917-4923 or email fortiea@linnbenton.edu.

COURTESY OF

ECLIPSE ON THE HIGH SEAS

LBCC Space Club embarked on a voyage for historic footage of the eclipse

midst the crashing waves Aand daunting winds of the Pacific Ocean, the LBCC Space Exploration Club embarked on a journey to get unprecedented footage of the solar eclipse.

On the morning of the eclipse, 50 miles off the coast of Oregon, the team battled to get their video payload into the air via high-altitude balloon. Continually losing their footing as the boat rocked back and forth, the team worked to stabilize their balloon while other team members filled the balloon with helium. The swells continued to punish the team as wave after wave crashed upon the boat, bobbing it vigorously.

Still they held on, after all the countless hours the group put into this project, they all knew that there was no room for error now.

With the balloon finally filled and ready for flight, the team attached the payload to the bottom and let their project go into the unknown. The team's cheers accompanied the balloon into the air as the project they worked so hard on all year finally took flight.

In partnership with NASA's Oregon Space Grant Consortium, Oregon State University and Montana State University, LBCC's Space Exploration Club took part in the once-in-a-lifetime project. The goal was to use a video payload attached to a high-altitude balloon to obtain never before seen footage of the eclipse's shadow, or umbra, as it passed over the west coast of the United States.

The group had spent a little over a year preparing for this project. They were first introduced to the idea when several of the team's leaders visited a conference hosted by Montana State University. The conference was promoting NASA's Eclipse Ballooning Project, a project that ended up featuring more than 50 teams from around the country looking to get near-space footage of the solar eclipse on Aug. 21.

While most teams were seeking to get footage of the moon covering the sun, LBCC's team had a different objective.

"A lot of people are going to get footage of the sun, what we wanted was to capture the shadow over the coastline because that is going to be unique footage," said Audrey Vaughn, a mechanical engineering student at Oregon State University and one of the club's leaders, during a presentation at the Hatfield Marine Science Center on Aug. 20. In order to get this rare footage, the club decided it would be best to launch their high-altitude balloon at sea in order to get the best possible view of the coastline. The club rode on board OSU's Pacific Storm research vessel with Ron "Yogi" Briggs as the captain, along with crew members who previously worked aboard fishing vessels on the Bering Sea. They embarked for their launch destination at around 8 p.m. Aug. 20, and after a long night cooped up inside the Pacific Storm, the team arrived at their launch destination about 50 miles off the coast of Newport at around 6 a.m. Aug. 21. The plan was to launch the payload project 90,000 feet into Earth's atmosphere to get the footage of the umbra over the coastline. The payload was outfitted with two different cameras: a Raspberry Pi camera on the side to capture footage of the horizon, and a GoPro on the bottom to



get footage of the moon's shadow.

The team originally wanted to get live-streamed footage of the eclipse, but continually ran into problems during practice runs with the high altitude affecting the reception of the video. A software update to combat this problem came out a week before the eclipse, but since they were still ironing out the wrinkles in their plan to launch from the ship, they decided that it might be too much to implement the new software.

Real projects rarely turn out exactly planned. Requirements change, as new goals are identified, and technical molehills can become mountains. In our case we needed to change our project goals to detour around one of those mountainous molehills, and that meant abandoning the live video stream," said Levi Willmeth, team leader and lead software engineer for the team's payload. "We worked very hard on getting that stream working, and it was bittersweet setting that goal aside, but we had to accept that launching from a ship at sea added new complications that severely limited our ability to maintain a usable video stream." Without a live video feed the club had to retrieve their footage by tracking down their payload at sea. They used two GPS systems installed into the payload to do this.

connection is needed to obtain this data. Initially it was believed the club would have a connection on board the Pacific Storm but that connection proved unreliable 50 miles out at sea.

This meant that the team was going to have to rely on the other GPS system, the Automatic Packet Reporting System or APRS. APRS transmits the location of the payload to a radio that the the software DNC to decode packets of information being transmitted to the radio. From those packets they can have an approximate location of the payload coordinates and how high the payload is in the atmosphere.

In order to ensure that the payload didn't get flooded as it landed in the ocean the team waterproofed the payload technology. They used a twogallon bucket, painted orange to ensure that it was easily visible at sea, and insulated with Dynaflex.

In addition to their own payload, the club, along with other teams involved in the nationwide Eclipse Ballooning Project, were also given bacteria samples from the NASA Ames Research Center.

These bacteria are a part of an experiment that NASA is running to see how the bacteria react in Earth's atmosphere at the target height of 90,000 feet. At this altitude, Earth's atmosphere shares many similarities to the atmosphere of Mars and the data the many teams receive from launching these bacteria into the atmosphere could provide useful information for future NASA missions to Mars.

The club also installed a manual cutdown feature into the payload to ensure that it either stopped rising at it's target height of 90,000 feet, or it stopped rising at 11 a.m. This was to ensure that the payload would begin descending on schedule so that the club could track it down before having to head back to shore.

At 8 a.m. the crew prepared to launch the high-altitude balloon. After battling the elements, they were able to get the balloon and their payload in the air. The only thing they could do now was wait.

One of the first things they noticed using the APRS was that the balloon was rising significantly slower than what they had initially hoped. This lead project manager Matt Lucas to believe that the balloon might have been punctured and sprung a leak. Lucas also hypothesized that the down winds could be affecting the balloon's ability to rise into the atmosphere.

The team tracked the balloon reaching about 12,000 feet before it began it's descent. Though they were a bit frustrated with the premature descent, the team was hopeful that it had cleared the cloud cover and was still going to get a good shot of the coastline during the eclipse.

At around 10 a.m. the team sat on the deck of the Pacific Storm, 50 miles out at sea and watched the eclipse in awe. team has onboard the ship, which is The club forgot about the project for a connected to a computer. They then use moment and just enjoyed the surreal show that the cosmos had given them. After the unforgettable experience, the team was locked in and ready to track down the payload. As time wore on, however, they lost the coordinates of their payload due to unknown and unforeseen issues with the APRS. The last packet of information from the APRS before they lost connection said that the payload was a little under 2900 feet in the air at 10:54 a.m. This meant that the GPS system couldn't have been flooded because the payload hadn't hit the ocean yet. With no internet connection, there was no way for the club to troubleshoot what could have been going on either. Due to the GPS errors, the team was forced to improvise. Using some quick math and previous packets of information from the APRS before it went dark, they determined the general location of the payload when they lost connection with the GPS.

One of these systems, Iridium, is a transceiver that transmits data through satellites in orbit. The team can get the data back through email or through Montana State's database. An Internet



The Pacific Storm set its course and the club spent an extra six hours out at sea hoping to find the orange bucket that had

the footage they had worked so hard to obtain all year.

Looking for additional help to track the payload, club adviser Parker Swanson was unable to contact HAM radio operators on shore from the projected landing spot location 60 miles off the coast of Oregon. After hours of searching, the club was ultimately forced to head back to shore empty-handed. The team put the group's contact info on the payload as a precaution during planning stages, just in case something like this happened.

"Now we just have to hope someone finds it washed up on shore somewhere and that they contact us," said Dawson Riethmayer, a mechanical engineering student at LBCC and the club's Launch Master for the project.

Without the payload or APRS working properly the team could only speculate. One thing that could've affected the mission was having two key members of the team away from practice and planning sessions during the summer. Both Levi Willmeth, lead software engineer, and Delphine Le Brun Colon, payload electronics manager, were given enormous opportunities as interns at NASA's IV&V facility and Marshall Space Flight Center, respectively.

"It's difficult because Levi [Willmeth] had that NASA internship this summer and the tracking system for the payload was his baby. So not having our lead software guy on board during the summer definitely contributed to some of the problems we had," said Osvaldo Galvez, one of the team's leaders and a construction engineering management student at LBCC and OSU.

Despite the circumstances, the team remained in good spirits and felt that the project was a great learning experience.

At a Glance:

Anyone who is interested in getting involved with the LBCC Space Club on future projects is encouraged to contact club adviser Parker Swanson.

Email: swansop@linnbenton.edu Phone: 541-917-4274

"That's just engineering, we have to use this as a motivational moment and go back to the drawing board and try replicating it again," said Galvez.

Lucas came away pleased with the amount of valuable experience the club received from the project.

"I don't look at this as a failure, we worked really hard as a team to get here and we had a lot of successful launches under our belt. We got to work as a team, work on soft skills, and we got good hands-on experience," said Lucas.

Willmeth was proud of the overall amount of effort and sacrifice each team member brought to the project.

"I am very pleased with our team's dedication and performance throughout. A year is a very long time for most community college students and it can be hard to put enough time into projects like these while also taking classes and often working to make ends meet," said Willmeth.

"Seeing so many students stick through the entire process from our first club meeting of the year until our last, was just an amazing and inspirational thing for me.

I feel that we really bonded well as a team and made some lasting friendships in the process. I hope that many of these students will come back next year to work on another space project together."

The team is still hopeful that the payload will turn up, but whether they find it or not, the project is a testament to the opportunities that clubs like the Space Exploration Club can get at LBCC.

Club members recently received scholarships from the Oregon Space Grant Consortium. Marshall Andersen and Osvaldo Galvez received Community College scholarships worth \$3,000 each. Delphine Le Brun Colon received an Undergraduate Research Fellowship worth \$8,000.

Le Brun Colon felt that this project will be something the team should be proud of and will never forget.

"It was very disappointing of course. We've been working on this mission for over a year but that's what engineering is, you give it your all and never stop learning from your failures. And nevertheless, watching the eclipse from the middle of the Pacific Ocean will remain one of the most amazing things I got to experience in my lifetime. We are very fortunate to have been given this opportunity, it's humbling and we must pay it forward, always."



STORY BY JOSHUA STICKROD @STICKRODJOSH



PHOTOS: ANGELA SCOTT

In partnership with NASA's Oregon Space Grant Consortium, Oregon State University and Montana State University, LBCC's Space Exploration Club worked as a team for a little over a year in order to capture near-space footage of the Eclipse on Aug. 21, 2017.



Members of the Space Exploration Club are the first to experience totality during the eclipse cruise aboard OSU's research vessel, The Pacific Storm.



The evening before the eclipse Dawson Reithmeyer and Zachary Lee carry the payload to OSU's research vessel, The Pacific Storm.



After arriving at the coordinates, The Space Exploration Club used APRS signals to try and locate the payload. Daniel Gibbel tries to boost the satellite signal to the laptop upon realizing that the information from the payload had ceased.





From right to left: Dawson Reithmeyer, Osvaldo Galvez and Zachary Lee



During the balloon's inflation, Delphine Le Brun Colon, exclaims when the payload is ready for its final attachment.



Matt Lucas peers through Solar Binoculars which he passed around the boat during the solar eclipse. Parker Swanson is among many on the boat, who find themselves taking their solar glasses on and off, according to the intermittent clouds in the sky.

As The Pacific Storm slipped under the Newport bridge, passengers went inside to ensure safety as Capt. Yogi steered through the rain and 10-15 foot waves that lasted until early morning.



Despite the small spaces inside the ship The Space Exploration Club continued to work on the payload throughout the night checking their equipment and software, then fell asleep on the ships cabin floor.



Captain Ron "Yogi" Briggs discusses the course and expected winds with Parker Swanson and Delphine Le Brun Colon.



COURTESY: NINTENDO

(Note: This review is largely based on the "Fleshy Souls" version of the game "Yo-Kai Watch 2," which also released alongside the accompanying "Bony Spirits" version. Barring some small differences, the games are largely the same in terms of gameplay and story should you decide to play them.)

"Yo-Kai Watch 2: Bony Spirits and Fleshy Souls" are the sequels to the original "Yo-Kai Watch" video game. When they originally launched in the United States in September 2016, many hoped they would be the games that popularized the franchise as they did in their native Japan. However, while the games do mark a slight improvement over the original game; they still lack the elements of better role-playing games (RPGs) such as the "Pokémon" series and cling to many of the design choices that kept the first game from reaching its full potential.

The games have largely the same basic concept as the original installment: the world is full of bizarre phenomena caused by mythological Japanese creatures known as "yokai". Essentially, if your home is a mess or your GPS gives you misleading directions, a yokai might be responsible. While these creatures may not be visible to humans, a device known as the titular Yo-Kai Watch will allow whoever wears it to see them. If that description sounds similar to the first game, that's because it is. While the game does introduce several tweaks to the mechanics that help improve the first game's shortcomings, there are still many problems that keep the sequels from becoming truly great games. Though the graphics are still every bit as bright and colorful as they were in the first game, the visual style still gives off the aura of a low-budget Saturday morning TV series. This is especially proven by the first stretch of the main quest essentially being a role rehearsal of the original game's events, especially in the early stages of the story. While the fans of the series have often argued that this can serve as a way to get those who haven't played the first game into the story, this also undercuts a lot of enjoyment of the sequels for those who did play the original "Yo-Kai Watch." The slow pacing of the early missions in the story doesn't help either. Those who prefer games that quickly get players into the story probably won't enjoy this portion. That said, the games do start to get interesting after the initial hours of the main quest. After a train trip to visit your grandmother in the countryside, you will then able to travel back in time 60 years to complete

new challenges alongside a young version of your late grandfather.

There are also new mechanics for the Yo-Kai Watch that were not present in the first game, such as a kind of special move known as an "M-Skill."

Even so, many of the first game's flaws are still present. Those who don't enjoy doing fetch quests in video games probably won't find anything to change their minds, since much of the main quest revolves around doing them just to advance the story further. Even with new special moves, the combat is still on autopilot. Barring some of the later bosses, the battles lack the challenge of other games such as the "Pokémon" series or Level-5's own "Ni No Kuni: Wrath of the White Witch." It also doesn't help that the "everyday life with yokai" premise can often be difficult to accept for those who don't share the specific experiences held by player characters Nathan Adams and Katie Forester. Those who often want to get the latest smartphones probably won't understand the appeal of a series of mishaps revolving around a gadget called a "Mega Watch." The yokai also tend to be rendered in a fashion that's closer to a roadside

GAME REVIEW: Yo-Kai Watch 2: Boy Spirits and Fleshy Souls

Publisher: Nintendo **Developer:** Level-5 Platform: 3DS **GENRE:** sdsdf **RATED:** E10+ OVERALL RATING: ★★★☆☆☆

theme park attraction than what you'd actually see in Japanese folklore.

Beyond all this, however; is how much Nintendo and Level-5 bet on the sequels making the series the mainstream hit it was in its native Japan. When promoting the games at E3 in 2016, series creator Akihiro Hino expected that "Bony Spirits and Fleshy Souls" would help the franchise "bloom like a flower" in the US. As of this writing: it hasn't. The sequels have only sold a combined 160,000 copies in North America; well below the sales of 3 million they did in Japan. The games also received mixed reception among critics, and were ultimately overshadowed by more successful RPGs such as "Pokémon Sun and Moon" and "Final Fantasy XV."

Even though the ending of these games heavily hint at "Yo-Kai Watch 3," the disappointing reception to the sequels has left the localization of the game as well as its accompanying anime and tie-in merchandise in doubt, even as a third version of these games titled "Yo-Kai Watch 2: Psychic Specters" is scheduled to launch simultaneously in the United States and Europe.

If you are looking for an alternative style of RPG but didn't play the original "Yo-Kai Watch," then "Yo-Kai Watch 2: Bony Spirits and Fleshy Souls" might be worth considering. However, if you're looking for a

more engaging experience; it might be better to wait for "Pokémon Ultra Sun and Ultra Moon" and "Ni No Kuni II: Revenant Kingdom." There are enough tweaks to the gameplay to mark a slight improvement over the original game, but nowhere near enough for Jibanyan to overtake Pikachu as the king of "monster collecting" game icons. Unless "Psychic Specters" manages to sell enough copies to make an impact in the Western world, any chance of seeing "Yo-Kai Watch 3" being localized likely won't happen. Despite the success of the series in Japan, the flower didn't bloom as Hino hoped and has become another example of potential success overseas being lost in translation.



On August 25, the live-action remake of the "Death Note" franchise began streaming on Netflix. While the film is not the worst attempt at a live-action anime and manga adaptation, it still suffers many of the same problems past flops have had, such as "Dragon Ball Evolution" and this year's live-action remake of "Ghost in the Shell."

The story takes place in a different continuity than the anime and manga series of the same name, but still keeps many elements from the source material even though many of the ways they're applied makes no sense in the context of the new film.

In the city of Seattle, a troubled young man named Light (Nat Wolff) comes across an enchanted notebook called a "Death Note" and a mysterious "death god" named Ryuk (Willem Dafoe). The names of the people written in the book shall die, and as a result; Light's use of the note attracts the attention of an eccentric detective known as L (Lakeith Stanfeld) and his ward Watari (Paul Nakeuchi) as Light tries to court a young woman named Mia (Margaret Qualley). Even though the changes in setting and casting have been viewed as controversial by many critics and fans, the changes made are not the main problem with the film, even if they don't help matters.

Even with a decade having passed since the series of the same name first came to the United States, the world that Takeshi Obata and Tsugumi Ohba built still provides a surprisingly insightful and often darkly satirical commentary on morality and crime. The many parallels to real-world events could have easily made for a compelling film adaptation. Instead, the film makes the mistake of trying to cram the events of all 108 chapters of the manga and all 37 episodes of the TV series into a single 100-minute film. The result is a hot mess of a thriller that feels like a mix of the source material's cliff notes; the overblown drama of a campy after-school special and the unintentional hilarity of a SyFy Originals movie.

Some of the character deaths, while a bit creative; are so gory and over-the-top that they'd be more at home in an episode of "South Park" than a film based on such an acclaimed fictional universe.

Even so, the film is not without its good points. The film sports some relatively decent visuals for a modest budget of \$40-\$50 million. The CGI effects for Ryuk are serviceable, and Willem Dafoe is delightfully hammy as the character's voice. He fully understands how ludicrous the story is and has the most fun amidst a cast taking every other role deadly seriously. Lakeith Stanfeld also seems to be making an effort as L. Even though he never fully nails the eccentricities of his namesake from the source material, the actor does try his best with what little he's given.

Still, the film never really is able to shake off the aura of a teenage fan film. Even when taking the alternate continuity into account, the characters are so far removed from their counterparts that it seems they were transplanted from entirely different fictional works. Nat Wolff's rendition of Light never reaches the level of cunning and complexity that made both Brad Swaile and Mamoru Miyano's portrayals in the anime so memorable. He seems less like a revolutionary under the alias of "Kira" and more like a murderous version of Zack Morris from "Saved by the Bell." The story also sacrifices the more engaging detective work of its namesake in favor of what amounts to a bad episode of "CSI." Worst of all, the film has the gall to set up a potential sequel near the end; even though the story structure made the

MOVIE REVIEW: Death Note (2017)

Director: Adam Wingard STARRING: Nat Wolff, Margaret Qualley, Lakeith Stanfeld, and Paul Nakeuchi with Willem Dafoe and Masi Oka PRODUCTION: Netflix GENRE: Adventure, Crime, Drama RATED: TV-MA OVERALL RATING: ★★公公公

REVIEW BY **STEVEN PRYOR**

some impressive visuals and a couple good performances keep the film from reaching the same lows as

"The Last Airbender," it still pales in comparison to its namesake and fails to be a good film on its own merits. Even if the film may make a passable black comedy if it were to be re-edited, it's not worth your time whether you're a fan of the series or a casual viewer. With Netflix also having the original anime and a host of other options

The new cast seems like it always gives the impression that no one wants to be involved with the film. Even in scenes meant to be serious, the actors appear to be desperately trying to hold back laughter at the script. simple concept of a cohesive narrative alien to the film.

When the film was announced to be a Netflix release after Warner Bros. opted to shift their focus to films centered around Lego, "Harry Potter" and the DC Extended Universe; many were concerned about how this version of "Death Note" would fare. It turns out that their skepticism was justified. Even though the rise of Netflix and other digital video platforms have given a new outlet for filmmakers to cater to niches major studios aren't even aware exist, this version of "Death Note" squanders the potential of the format and its source material on a bleak whirlwind of unintentionallyhilarious young adult novel and film clichés. Even though for content, just treat this film like it never happened and burn the page from your note.



FUN & GAMES



10

UPCOMING Events

Sept. 16: **Home Volleyball Match**

• 1 p.m. vs. Clackamas in the **Activities Center**

Sept. 20:

Welcome Day

9:30 a.m. to 1 p.m. on the Albany campus

Away Volleyball Match

6:30 p.m. at Mt. Hood Community College in Gresham

WE WAN

The Commuter wants to hire an Advertising/Marketing Coordinator

Right Now!

We're seeking just the right person to lead the business and marketing functions of LBCC's award-winning newspaper and online site.

This is a perfect part-time job for a student or others with some advertising, marketing and sales experience who are looking to build their resume!

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Duties include:

- + Working with advertising and marketing clients on campus and beyond
- + Public relations
- + Record-keeping and billing
- + Graphic design
- + General office work

Interested? Contact us today. **Rob Priewe** 541-917-4563 priewer@linnbenton.edu NSH-114.

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WEDNESDAY, SEPT. 20 • 9:30 A.M. – 1 P.M.

Student & Community Fair in the Courtyard

Free Pizza in the Commons!

Head on up to The Commons on the second floor of Calapooia Center between 11:30 a.m. and noon for some free pizza!



Enter to Win \$100 Bookstore Gift Card!

You have five chances to enter to win a \$100 LBCC Campus Store Gift Card!

- Activities Center
- Phi Theta Kappa table in courtyard
- LBLive App table in the courtyard
- After completing a Campus Tour
- At the Printing & Mailing
 Department
- You can only enter once at

100 Free Milkshakes!

There are 100 small plastic cow figues hidden around campus - find one, bring it to the Campus Store and get a free milkshake! One per student, LBCC students only.

One per student, LBCC students only LBCC staff not eligible.



Scavenger Hunt!

Get "stamped" at locations around campus and redeem 20 stamps for a chance to win Tuition Credits & Campus Store Gift Certificates! **Note that there are 5 required locations in color on the stamp grid.** Turn in your completed Scavenger Hunt forms at the Welcome Day Information Table next to the Russell Tripp Performance Center in Takena Hall.





each location, and you can only win one gift certificate.



First 197 Students at the 9:30 a.m. Kick-Off in The Forum get **FREE T-Shirts!**

Benton Center **Welcome Day** will be held Thursday, Sept. 28 10 a.m. - 6 p.m.

OPEN HOUSES • CLUB & INFO TABLES • FREE FOOD • FUN ACTIVITIES & PRIZES!

WEDNESDAY, SEPT. 20 • 9:30 A.M. – 1 P.M. Student & Community Fair in the Courtyard

See full details on inside: Free Pizza in the Commons Enter to Win \$100 Campus Store Gift Card • 100 Free Milkshakes • Scavenger Hunt

Self-Guided Tour SCAVENGER HUNT • Your Chance to Win Tuition Credits or Bookstore Gift Certificates!

Get "stamped" at locations around campus and redeem 20 stamps for a chance to WIN Tuition Credits or Bookstore Gift Certificates! **Note the 5 required stamp locations.** Turn in your completed Scavenger Hunt forms at the Welcome Day Information Table next to the Russell Tripp Performance Center in Takena Hall.

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NAME:

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For more details, look inside...



