

The Hot Rivet

VOL. CXXIII No. 7

PASADENA, CALIFORNIA

WEDNESDAY, APRIL 1, 2020

TECH@CALTECH.EDU

IS COVID-19 A PLOT TO END THE HOUSE SYSTEM AS WE KNOW IT?

GIUSEPPE COWHERDER | FEATURED STORY

In a word, yes. Think about it. What else, thinking critically here, could COVID-19 stand for other than the obvious sinister acronym: “eradiCation Of Vibrant Isn’t-a-Dorm cultures”-19? The 19, of course, symbolizes not only the average age of a Techer (according to our poll taken by students in the randomly selected course Ma 002), but also the collision of digital beginning (1) and end (9). COVID-19 marks the last gasp of the IHC, and the start of the all-powerful reign of the force known only in hushed tones between Techers as an exclusive and email-communicatively elusive group with an ominous name: BOOTY HOUSE.

As coronavirus sends us all cowering in our homes in obedience of social distancing, our real

homes – the Houses – sit empty and forgotten. Even the lucky few granted permission to stay on campus have been shuttled from their colorfully muraled abodes to the white-walled, looming concrete Residence in the Far North.

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The coronavirus asserts control over Caltech

THE CALIFORNIA TECH BURNS DOWN IN A BLAZE OF GLORY

KENNY THAI | NEWS

Two weeks ago on March 17, a true tragedy hit Caltech’s campus. In the process of being delivered across campus, hundreds of issues of *The California Tech* independently spontaneously combusted in the hands of our staff. Fortunately, no one was harmed as a result due to the standard-issue fireproof gloves each distributor was issued the night before. Curiously, the lighters and highly flammable oil packets that were issued at the same time were nowhere to be seen following the event.

In the following minutes, page editor Kenny Thai ran downstairs to the editors’ room with the goal of re-submitting the issue to the printer in an attempt to ensure that the biweekly publication deadline would be met. Unfortunately, this attempt was in vain because when he arrived, he saw smoke coming out of the editing computer, slowly filling the entire room with high levels of psychoactive substances* that dispersed through the South Hovses’ ventilation system and set off the fire alarm, awakening a number of students. Further investigation of the *Califor-*

nia Tech room revealed that the source of the smoke was a small piece of metal lodged inside one of the computers. “We don’t know how and we don’t know why, but we know for sure it was that hot rivet that caused all of this,” fire officials reported following the investigation.

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The “Hot Rivet” described in the police account (not to be confused with the name of this publication)

Image by Propshaft - Own work, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=4853415>

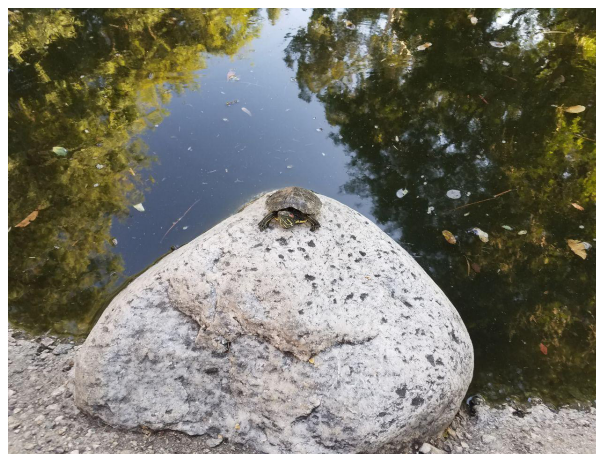
*NO ONE DOES DRUGS AT CALTECH

RECORD NUMBER OF STUDENTS SPEND TIME OFF CAMPUS

MICHAEL ROSE | NEWS

Despite the term beginning a week ago, an unusual behavior has been seen among Caltech students this weekend. The once busy libraries are now almost entirely empty. The courtyards and dining halls are desolate. No students can be overheard discussing sets or how long they have spent on said sets. So, naturally one must ask, what is the cause of this sudden change in behavior?

Upon interviewing the turtles in the turtle pond, we have uncovered that almost everyone is off campus. This represents a new record in the number of students who have been off campus in one weekend during term. One can only wonder what they are up to with so many off campus. Presumably, they are out in LA socializing and enjoying a nice weekend before classes on Monday. What a wonderful picture.



The turtle we interviewed

Image by Leo Buabeng

RED DOOR LINE REACHES ALL-TIME LOW

BILGE GUNGOREN | NEWS

Every Caltech undergraduate is familiar with the frustrating, tiresome, and seemingly ever-present line at Red Door, so much so that some students even created a website to track the length of the line. In the morning before rushing to lecture, half-asleep and fresh out of bed, assuming, of course, they go to lecture; in the afternoon, looking for that jolt of caffeine to prepare for a pile of sets; at night aching for a bite of food to keep a stomach full for an all-nighter, students can be seen waiting—feet tapping on the floor, fingers scrolling on their phone screen—to get their bland cup of coffee, tasty chocolate croissant, risky pasta, or one of a selection of strange sandwiches.

This week, however, passers-by peeking through the windows at Red Door were presented with a shocking sight: the line had reached its lowest point of all time- An empty counter, with no one patiently—or sometimes, impatiently—waiting their turn for an order. The line is so short that Red Door employees didn’t even feel the need to remove the divider during the day to let the line extend to the insides of Hameetman Student Center. The wait time, which can be up to thirty minutes on the weekends or during “quesadilla hour” at 10 pm is at a scandalous zero minutes, unexpected from a student body that craves caffeine as a normal person craves water. The important question is whether this could cause the café to close indefinitely. For a student body that relies on Red Door and their anytime plan for their coffee intake, this is a scary prospect.

With the start of spring term, students were expected to flood the café to re-acquire their unlimited supply of caffeine. As it stands, however, Red Door is seeing its shortest lines since it started serving the Caltech community.



Dark times have fallen upon Red Door
Image by Antony-22

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I think you should click this **Not Suspicious Survey Link™**:

<https://tinyurl.com/wewouldnevertrytotrickyou>

IS COVID-19 A PLOT TO END THE HOUSE SYSTEM AS WE KNOW IT?

GIUSEPPE COWHERDER | FEATURED STORY

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As the newly branded Bechtilians carted their belongings across campus, many reported they could feel an ominous watchful eye settle on them, far too close for comfort (but still at least 6 feet away). In the air they thought they caught a scent of cigarettes, though they heard in the distance a passionate exchange between student and corpse. And, with sinking hearts, they knew: this coronavirus sweeping the world is all a dastardly plot by Booty House to end the House System for good.

Now you might be asking yourself: but how??? Booty House is entirely composed of useless degenerates and chain smoking necrophiliacs. How could they have possibly engineered a deadly virus? Well, investigative reporting by J. Arthur C. Frink discovered the shocking truth: Booty House is for the first time embracing the honor code... and collaborating! With whom, you ask? Who else could possibly hate the House System and Rotation as much as the community cited in literally every prefrosh-directed example about a particular community sucking? Everyone at Caltech rightfully recognizes the House System as the cornerstone of undergraduate life. What person could be so antagonistic?

Well, my friends, it's not a person. It's the gremlins. Enraged by the South Hovses' ingenious architecture preying on their inability to turn left or climb stairs, the gremlins despise their disenfranchisement from being able to lurk in every Residence on campus. It's just not equitable. In the bright future plotted by every gremlin at Tech, the South Hovses will one day be completely vacant of creative, free-spirited students and merely a pleasant backdrop for Athenaeum wedding photography. And the gremlins are a powerful ally. They've infiltrated every lab on campus, even the one with all the explosives. You might ask, why explosives? Isn't a biology

laboratory the proper space to engineer a virus? But you must understand - this GALCIT lab is dedicated to things that go boom. And there's been no bigger boom this whole blessed decade than the explosion of COVID-19 from Wuhan to the whole wide world, infection spreading to all corners of the earth like shrapnel from a fiery ball of detonated spy-mobile. Armed with the powers of interdisciplinary study, student-gremlin collaboration, and the canon of scientific knowledge, Booty House and the gremlins concocted the virus by cutting and pasting out-of-context nucleotide sequences from student researchers before planting it across the Pacific.

Since then, COVID-19 has come to know more of the world than a graduating senior who's taken all her Hums AND studied abroad. World leaders ignorant to the mechanisms of exponential growth laughed in the virus' face until suddenly dear corona was the one laughing as it sailed out of their noses and mouths. Five infected on American soil became five dozen, five hundred, five thousand, and colleges across the nation began sending their students home and shutting their wrought iron gates. Caltech was among them. This is the true genius of Booty House, my friends - engineering a plot so devious that it appears Caltech's actions against student culture are merely the efforts to be like peer institutions.

But we know the truth. First they came for PFE. Then for all student events. Then for House dinners. And now they are coming for the Houses themselves. Comrades, we must fight against this coming threat in solidarity. Put aside House rivalries! Petty disagreements! Tech editor election dramas! Come together on the meme page, your House group chats, your dinners-over-discord and zoom! Our communities will remain standing just like our House webpages! Well, standing until their servers crash and no one is around to fix them...

The California Tech

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The California Tech is published weekly except during vacation and examination periods by the Associated Students of the California Institute of Technology, Inc. The opinions expressed herein are strictly those of the authors and advertisers. Letters and submissions are welcome; e-mail submissions to tech@caltech.edu. The editors reserve the right to edit and abridge all submissions for any reason. All written work remains property of its author. The advertising deadline is 3 PM on Saturday; all advertising should be submitted electronically or as camera ready art, but *The Tech* can also do simple typesetting and arrangement. All advertising inquiries should be directed to the business manager at tech@caltech.edu.

WHAT THE OPOSSUM HAS DONE WITH YOUR ROOM

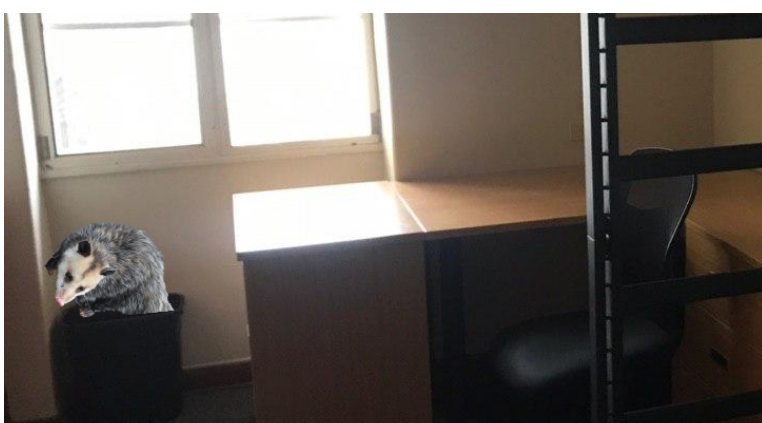
MICHAEL ROSE | NEWS

You've packed up all of your stuff, and it has been moved off campus. You have said goodbye to your friends and RAs and are now off to new places and new adventures. But you have forgotten someone; someone who has been there for you no matter what. On the darkest of nights, they were still there for you: the opossum. And guess what, they miss you.

But they don't miss you that much, and in fact, they are already thinking of all the things they can do with your room now that you're gone. Maybe they'll make it into a home fitness center; they're not in the same shape they once were. Or maybe they'll make it into a home theater, so they can enjoy the latest quarantine Netflix hits. They also could always use more storage, for all their clothes and what not; those trees are not as spacious as they look.

At the end of the day though, they will grow bored of what they have made of your room. Fitness plans only last so long. Eventually they will manage to watch everything on Netflix, somehow. And your room only really has so much room in it, and it is not that much. And when this happens, they will feel a hole where their heart used to be. They never really wanted your room to be used this way, and that hole can only be filled by one thing, by your love, as in the food you used to drop on your way back from Chandler.

So know, when you return to campus, the opossum will be there for you, ready to feast like it hasn't in months.



Opossum image by Andy Reago and Chrissy McClarren
Room image by Galilea von Ruden

CALTECH CONFESSIONS PAGE TO REPLACE PEER ADVOCATE PROGRAM

HUGH PENN | NEWS

With the recent transition to virtual schooling thanks to the unfortunate COVID-19 Pandemic, the Institute is fighting more than just technical difficulties along the way.

"With everyone stressing over coronavirus, it's all the worse that our lovely, talented, amazing, kind-hearted, cool PA's are miles away. Who else am I going to complain to at 2 in the morning?" complained one distressed PA in training, remarking on the fact that physical visits to Caltech Health and Wellness Center and Peer Advocates are no longer possible.

To combat this sudden lack of mental health resources, the Institute has decided to formally endorse a convenient replacement that is immediately accessible to both undergraduate and graduate students.

Formerly known as "Caltech Confessions," the newly minted "Caltech Virtual Community Counseling Service" allows students to anonymously vent about whatever their heart (or lack thereof) desires.

With over 5000 statuses already posted, it seems an excellent system is already in place.

"There is no reason why this won't work," comments one student on the re-naming, "Several people find this [Caltech Confessions] a perfectly acceptable platform for counseling: some already use it as therapy."

The added benefits of this formal transition include no longer having to speak to an actual human being, not having to move from in front of a comforting computer screen, as well as being able to air your dirty laundry in view of the rest of the student body. Combine this with the newfound ability to rant with the purpose of that certain someone being able to read it, and suddenly you're Jay Gatsby in the middle of the roaring 20s.

There will be absolutely no added features to the website itself, with the cosmetic exception of "Welcome to the Shit Show" superimposed on the page's banner.

Administrators were unavailable for comment.

***Disclaimer** - While this entire newspaper is satiric, this article especially should not be believed. Your PAs and Wellness services are still there for you.

CHEM LABS TO MOVE TO INTERACTIVE TWITCH PLATFORM

ROBERT GOLDBERG | NEWS

The onset of the global COVID-19 pandemic and the resulting nationwide shift to distance learning have forced Caltech professors to adapt on the fly, and nowhere is this more evident than in courses with a laboratory component.

Consider the cases of Chem 3a and Chem 3x, introductory chemistry labs required as part of Caltech's core curriculum. Taught by Prof. Jeff Mendez, both rely heavily on in-person instruction -- working in the chemistry lab is an experience all Caltech students share. "Some aspects of this experience simply can't be recreated this term," lamented Mendez. "Because of time zone differences, we won't be able to ensure that all students in morning lab sections will experience the sleep deprivation that is so integral to this course."

Despite these setbacks, Ch3a TA Ty Treyson says they have finally found a good virtual substitute: Twitch Plays Chemlab. The concept was inspired by "Twitch Plays Pokémon," an interactive Twitch stream launched in February 2014 that allowed us-

ers to interact with a game of Pokémon Red by typing commands in the chat. Ch3 students will be able to control the actions of a TA in real time with commands not unlike those used in Pokémon, such as "select" to toggle spectrometers on and off or "start" to pause and check lab drawer inventory. "My personal favorite command," confessed Mendez, "is 'q,' which just automatically drops the class."

The new platform comes with new concerns, however. "I'm aware that there is the potential for trolling to occur," admitted Treyson. "On the other hand, this kind of conflict in chat is a pretty good representation of the uncertainty and confusion that have always been part of the Ch3 experience."

Thanks to the tireless work of Mendez and the TAs, other aspects of the courses have been preserved as well. "The original Twitch Pokémon stream ran 24 hours a day, but that's not feasible in our case," explained Mendez. Instead, he has decided to require attendance in the stream past the end of the 3 hour block, so that students can still have

the experience of arriving late to any lectures they may have immediately afterwards.

As for students who are concerned that the actions of their peers will drag down their technique grades, Treyson says not to worry. "Technique scores have always been randomly generated, so nothing's changing there."



Professor Mendez proudly lectures to an empty room

THE CALIFORNIA TECH BURNS DOWN IN A BLAZE OF GLORY

KENNY THAI | NEWS

| FROM PAGE 1 |

When Thai was allowed to return to the room, he was shocked to find that the final version of the week's paper was nowhere to be found. In fact, all documents pertaining to that issue of the *Tech* had vanished without a trace from the computer. Even the online copies of the stories used for the issue had disappeared from the file sharing service Google Drive. The issue notably shared the findings of artificial intelligence researcher and regular contributor to the paper, Wayne Dinunzio, but when we reached out to him, he told us that he did not remember the contents of the article he wrote, or even its topic. Other contributors to the issue also reported not remembering the contents of their articles.

While human injuries resulting from the event were minimal, all contributors to the issue were left dismayed when they found out that they would not be paid for their time-consuming contributions to the paper during the weeks preceding its publication. To this day, it remains a mystery what caused the simultaneous spontaneous destruction of Issue 6. Let the record show that under its current leadership, *The California Tech* has never missed a publication deadline despite the great complications that occurred on that day.

COMMENCEMENT TO BE HELD IN MINECRAFT

JOHN ROBERTSON-MOLLARD | NEWS

In an email sent to students over the weekend, President Rosenbaum announced that this year's commencement ceremony would be held in the popular multiplayer sandbox game Minecraft.

"Under these circumstances, it is necessary for the Institute to do all it can to recognize the accomplishments of our graduating seniors," the email said. "The infinite possibilities in Minecraft reflect the high ambitions and creativity of our graduating class. Furthermore, as a scientific institution, the technical aspects of the platform are similarly fitting for the occasion."

"You know, in all my many years at Tech, I never imagined that I would graduate in Minecraft," said Bethany Suter '20. "Now, through this superior venue, I won't have to shake Joe Shepherd's hand to get that pixelated diploma."

In financial consideration for the cost of purchasing a Minecraft account, the Deans' office announced that it will provide free accounts for graduating seniors who don't already have them, as well as accounts at a reduced price for family members.

In-game, seniors will wear leather armor, dyed with the color of their house, and will receive their diploma as an in-game item. Instead of coordinating a livestream with the game, speakers will deliver their speeches through the game's chat.

The message from the President reiterated a message of support: "We are proud of how all of you have come together at this time, and we thank you for your understanding as we navigate this public health emergency together."



The commencement armor sets for each of the eight houses

MIT ALUM THOMAS MASSIE DELAYS VOTE ON COVID-19 RELIEF BILL

DEVIN HARTZELL | POLITICS

Notable MIT Alum and Kentucky Congressman Thomas Massie incited outrage over his refusal to submit to a voice vote during the passage of the \$2 trillion stimulus bill, forcing lawmakers from all over the country to reconvene in order to reach quorum.

Massie famously earned a Bachelor's Degree in Electrical Engineering and a Masters' Degree in Mechanical Engineering from the esteemed Massachusetts Institute of Technology. According to *The Tech*, Massie participated in the MIT Solar Car Club during his time at MIT, and later won the famous 2.70 Design Competition, led by Prof. Woodie Flowers, one of the founders of FIRST.

While at MIT, Massie founded SensAble Technologies, a start-up company which marketed a touch interface for computers, kickstarting his political appeal. He was elected to congress in 2012.

Massie's move to force a roll-call vote forced lawmakers from all over the country to rush back to Washington after initially going home for a recess. His actions were widely condemned by high-profile figures on both sides of the aisle. Former Secretary of State John Kerry (D) tweeted, "Breaking news: Congressman Massie has tested positive for being an [expletive]," while President Trump called the Congressman a "Third-Rate Grandstander" in a tweet.

This isn't the first time Massie has shown the Value Of An MIT Education. Last April, he taunted Kerry for receiving a Political Science degree from Yale, calling it a "pseudoscience." According to an NBC News headline, this led to his "genius rep tak[ing] a hit."

This time, others complained that his action not only wasted taxpayer dollars, but put their safety on the line. Rep. Dean Phillips noted that \$200,000 in taxpayer money would be spent to send the House back to Washington.

However, Massie may have a point: his constituents elected him to fight for a certain philosophy of governance; he deeply believes what he's doing is right. Besides, in an ideal world, the stimulus is significant enough to warrant a roll-call vote.

**This page's [not] recommended
Tech usage after reading: acquire
10,000 copies and deliver door to
door in your home town**

THE GAMER'S GUIDE TO SOCIAL DISTANCING

NORMAN CHUNG | HEALTH AND SAFETY

If you're living through the same trying times that I'm living through, you've undoubtedly heard of social distancing measures. Staying at least 6 feet away from other people, self-quarantining at home, having an online third term - all of these things are to ensure that COVID-19 doesn't allow our health-care systems to be overwhelmed at any given point in time. Social distancing is hard for a lot of us, and a lot of us are going to need help with it. Enter the masters of social distancing, with their tried-and-true expertise: gamers. In this article of the Tech, I would like to impart the gamer's social distancing wisdom to you, dear readers, in the hopes that we can all effectively be socially distant.

If you want to be a top-tier, socially distanced gamer, you need an appropriate gaming lair. From the social distancing point-of-view, if you're going stuck at home in a self-quarantine, you have to have a place where you can comfortably spend hours of your time gaming the day away, right? From the gamer point-of-view, if you can create for yourself a place where you can get in the zone, then spending hours flexing on the enemy team with your pristine game mechanics in a MOBA/FPS, finishing a building project in a sandbox game, or solving that one super difficult puzzle in an action-adventure game will be a breeze. That being said, what goes into making the perfect gaming lair? Well, with the wide variety of gamers out there, there's no one-size-fits-all definition for "perfect." Maybe you're a minimalist. Maybe you're on a budget. Maybe you're hardcore. Whatever the case may be, here are some pro-gamer tips to making your perfect gamer lair:

- **Your room's an awesome place to game!** That being said, if you want a separate gaming lair, ask yourself what you like/dislike about your room and try to emulate that in the environment where you want to game.

- **Adjustable lighting.** Sometimes, you want to game in the darkness like the edgelord you are, and sometimes, you want to game like you work: in a well-lit, peaceful environment. Changing between the two won't be a problem if you've got the adjustable lighting to boot.

- **A comfy gamer chair.** Ease your lower back and make yourself comfy so that whatever you decide to play, you can play optimally.

- **Decor.** Whether it's your favorite video game characters immortalized on posters and figurines, cute plushies adorning your desk, or no decor at all, customizing your lair is sure to get you deeper into the zone faster.

- **Decent hardware.** It's all the more satisfying to be a game you're truly immersed in!

With a decent gaming lair, staying in one place all day and getting away from people will be as easy as finishing a tutorial!

Alright, so you've got your gamer lair finished. But if you're a gamer, you have to have games to play! With so many options and platforms out there, how will you ever find the right game for you? Well, just play what you find fun! There's plenty of online quizzes out there to see what kinds of games you might be into, and you just have to jump right in to begin your quest to become a professional, socially distant gamer! Whether it's because you enjoy constructing epic (or not-so-epic) creations, beating records, platforming, comboing the living daylight out of your poor opponents, climbing elo, killing things, playing as a pandemic infecting the world, executing big-brain, 400 IQ strategies, or sharpening your skillz, there's a game out there for you. It's a lot easier to socially distance yourself from people if you've got a good game to play!

All of this advice is nice and all, but what if you want to interact with people? Fortunately for you, multiplayer games are a thing! Make a Discord account, DM your friends, get on a game, and game! Playfully harass your friends for missing a skillshot that you could have most definitely landed any day of the week or for going 0/10 in a game! Compete with your friends, showing them why you are the pro gamer of the group! Make something together! Above all, get together and laugh! It's how hardcore gamers have survived in their socially distanced state for so long.

"But wait! What if I don't have any friends?" I hear you asking. Well, it is quite hard to make friends (even if the world isn't currently simulating a game of Plague Inc.). That being said, it's a perfect time to forge your online, gamer persona! Even an introvert like myself can become extroverted (read: type one message in the in-game chat and use my pings) over the internet. Get online, find a community centered around a game you like through Reddit or the like, and put yourself out there. Who knows? Maybe you'll find an online friend that you never thought you would have. That being said, don't be toxic! Sure, it's super good for social distancing, but you want to make sure there's people who want to talk with you, right?



Darb gamer Jackie Lodman demonstrates that kitties are more adorable (and thus more useful) than human friends

Even after all that, there's one challenge we haven't discussed yet, a challenge that strikes fear in even the most talented and devoted of gamers, a challenge that goes directly against the goal of social distancing: actual social interaction. What if you have to exit your gaming lair? What if you have to go to the grocery store to purchase the sacred gamer fuel of Mountain Dew and Doritos? What if someone enters your 6 ft protective radius? Well, fortunately, I've got an emergency procedure you can follow! In your quest to become a truly socially distanced gamer, you will inevitably learn the gamer lexicon, a truly sacred piece of knowledge that links gamers together and that can repel non-gamers. With that in mind, if you are ever in a situation where you need to evacuate, use the following procedure:

- **Raise your hand, signalling the other person to stay back.**

- **State "STOP! I'm a pay-to-win gamer!"**

The beauty in this procedure is in the simple win-win dichotomy that it creates:

- If the other person is not a gamer, they'll back away from you because you're a gamer.

- If the other person is a gamer, they'll back away from you because you said you were pay-to-win.

With that, you can make your quick getaway while the other person is moving away and/or internally cringing. Easy as that!

So, that's the gamer's guide on effectively maintaining social distance. In these trying times, we need all the help we can get to keep everyone far away from one another, including the help of gamers. Stay safe out there, and game on.



PROPOSAL: 8 PAGES, 8 HOUSES

KENNY THAI | EDITORIAL

Since its inception, The California Tech has always prided itself on being a publication by the students, for the students. In recent years, however, the truth of this statement has diminished, as the number of contributors has declined in recent years. The editors constantly struggle to find enough content to fill eight pages, even with the new biweekly deadline. With even the most recent team of editors spending depriving themselves of sleep near the publication window despite their unprecedented large numbers, it is clear that the current model of The Tech is not sustainable. Additionally, even readership is at a low. A recent report by Joshua Pawlak demonstrated an extremely low click-through rate for a QR code embedded in the paper.

To solve these problems, I am proposing an overhaul of the content sourcing of The California Tech, the simple "8 Pages, 8 Houses" plan. Under this plan, each of eight 11-inch by 17-inch pages would be delegated to each of Caltech's eight main houses. Each house would be required to provide the layout and curate the content of their respective page by a set biweekly deadline. The houses will be paid for their work similarly to how contributing writers are paid under the current system, but they could also be fined for late or nonexistent submissions.

Additional pages would be added for The Tech's required printing material, including ARC and ASCIT minutes, sports content, and advertisements. One or more "unaffiliated and other submissions" pages could also potential-

ly be added to continue submissions under the current system and for those that would prefer to distance themselves from the house system. In total, it would be possible to create a biweekly twelve-page paper under this system.

This plan has the potential to greatly increase student involvement with The Tech, curb the editors' problem of extremely late submissions, provide a new income source for the houses, and make each of the houses less insular. As a current Tech Editor, I personally endorse this solution.

Kenny Thai is totally not just writing this to reduce his workload

YOU can help make a change by filling out this anonymous survey:

<https://tinyurl.com/8pages8houses>

(No, this isn't an abuse of my power as page editor. Why do you ask?)

WORLD LEADERS ARE ENTIRELY FOCUSED ON HAIRCUT, AND THUS WILL TOTALLY AVOID ANY DISCUSSION CONCERNING THE GRAVE THREAT OF WORLDWIDE ANNIHILATION

VIDALIA O. BOTALOT | NEWS

WHIPPANY, NJ -- A study published Monday in The Journal of The American Statistical Society found that world leaders' hair is just a physical appearance, and that's all that matters.

The study, which was made up of publicly available data, concluded that in the vast majority of cases, world leaders' hair is nothing more than vanity.

"The fact that the world leaders' heads are littered with hair is no indication that they are anything other than ordinary men," said lead author Dr. Thomas Cooke, adding that the evidence suggests they spend most of their time looking at their own faces and nodding, and their hair is used as a decoration, not a reason to bother. "In fact, it's quite likely that they're just regular men trying to look as good as possible in front of the mirror, trying to make themselves appear more attractive and human, and their hair does not in any way alter their basic human nature."

According to the report, the only occasions in which world leaders' hair is mentioned in connection with the subject of hygiene are in a context of supporting small talk, such as the frequency with which they mention the importance of brushing one's teeth, or the fact that they have a dog that follows them around.

"It's not like they're short or anything--they're just regular, everyday men," Cooke said. "They don't have any more needs to be cleansed or shampoo'd or anything like that."

The authors of the study, which are based at Princeton University, told reporters that the data indicates they are more than 80 percent confident that the remaining 20 percent of world leaders are in fact just regular men.

"This data clearly indicates that the world leaders are just ordinary people, who don't have any special needs to be cleansed or sprayed or anything of the sort," said lead author David Hickey, who noted that the majority of the world leaders did not have a different haircut or body hair in the apartment they shared with their families. "In fact, even the most obsessively hair-obsessed countries, like Saudi Arabia and, on and so on, Iraq, probably don't even have any hair."

"In fact, this data strongly suggests that the only real reason for the hair is that it's hair," Hickey added.

The data also suggest that most of the hair is actually part of a man's head, and that the rest of the head is dust. The authors were unable to determine the source of the hair, however, due to the world leaders being covered in a thick layer of hair that obscures their faces.



You would not believe how hard it is to find pictures of world leaders getting a haircut

AMAZON SKYMALL

KENNY THAI | COLUMNIST

It's been a while, but we're finally back even bigger and better than ever before! And we mean that quite literally with this week's selection of items! For the uninitiated, every time we publish this column, there will be a raffle for one lucky reader to get an item of their choice from the three listed here. Enter this week's raffle* using this QR Code:



1) Tosnail Non-stick Giant Cupcake Pan, \$14.99

Ever find yourself pondering what to bake? Got all your ingredients but don't know what to do with them? Well is this the product for you! This pan is a simple solution to making bite-sized snacks for the whole family! (That is, if your family can consume a seven inch wide cupcake in a single chomngh...) You might even feel guilty enough about having us buy this for you that you'll give my fellow Tech Editors some free cupcakes! (*nudge* *nudge*)



2) Fun Inc Giant Toothbrush, 15 Inch Red - Wonderful Comedy Item, Gag, or Plain Old Novelty, \$7.20

With the world in full panic in the midst of the coronavirus outbreak, we here at The California Tech would like to make sure that all our readers stay sanitized. We know this can sometimes be a struggle, so we're giving away this great time saving measure! With bristles taking up well over twice the surface area than that of a normal toothbrush, you'll find that you can spend less of your life brushing and more time writing for *The California Tech!*



3) SOTOGO 12 Pieces Large Giant Wiggle Eyes with Self Adhesive for Craft Making, 6 Sizes, \$9.99

Are you trying to JUMPSCARE your friends with a new prop? Wanna make people second-guess themselves before stealing from your stash of eggs? Trying to discourage people from using that sex dungeon you just so happen to share a wall with? All these problems and more can be solved with a pair of googly eyes! Why settle for just one pair when you can have six? Also one of the pairs of eyes are seven inches in diameter cuz why not?

4) None of the above, \$0.00

Want to support the writer of this column? Pick this option to let me pocket the money I get from writing it instead of having to re-invest it every week!

*NOTE: WE MAKE NO CLAIM THAT THE RESULTS OF THE RAFFLE ARE RANDOM.

WRITE FOR THE TECH!

AND MAYBE NEXT TIME WE WON'T JUST HAVE SUBMISSIONS FROM MOLES AND DARBS!

TECH@CALTECH.EDU

This page's [not] recommended Tech usage after reading: make your neighbor's day by printing out this issue with their unprotected WiFi printer!

LOST VOICES: A STORY OF OPPRESSION

TIMOTHY HONDA | OPINION

These are the times when we must stand up against injustice. These are the times when we must give a voice to those who have had their voices taken away. These are the times when we must muster the courage to fight for what we know in our hearts is right, even if it is not what is considered right by society. These are the times when we must help the downtrodden, the spat-upon, the disdained and maligned, the people who are forced to the fringes of our society. I hope this will be a rallying call, a call to the cause of the advancement of gamer rights.

Gamers are among the most oppressed groups in the world, a pattern that has existed throughout their history. From the beginning of gaming, adherents of the craft have been painted as antisocial, unhygienic, misogynistic pariahs. Even today, media that purports to represent gamers in a more positive light by casting them as heroes can reflect negatively on the group as a whole; see, for instance, Ready Player One (2011) or Pixels (2015). Meanwhile, movies that portray the objects of gamers' focus are routinely savaged by the mainstream, such as Super Mario Bros. (1993) or Alone in the Dark (2005). Together, this leaves young gamers with few good role models. And it is hard for such an entrenched system to change, because gamers are not allowed to tell their stories.



In this episode of South Park ("Make Love, Not Warcraft"), the main heroes become obese, acne-ridden slobs due to their conversion into the gaming lifestyle (in particular, World of Warcraft).

The roots of this discrimination run deep, and cannot be tied to any one factor. Part of it is likely a spillover from the antiquated discrimination against "nerds" as a group, though it is not the whole story. Even at Caltech, a school full of self-proclaimed nerds, gamers find themselves at the bottom of the social order. Some of it comes from a certain fear, not helped by false reports, that gamers blur the lines between reality and fiction, and that violence or sexual depravity in their games will influence their behavior; not to mention the behavior of the children (gasp) who consider taking up the gamer lifestyle. One only needs to see the pushback against games like Grand Theft Auto or Postal to see this occurring.

A more fundamental reason may be a certain out-group effect, due to the strong cultural gap between gamers and so-called "normal" society. In a culture that often favors in-person but aloof socialization and emotionally neutral speech, gamers swim against the stream: they tend to communicate primarily through live chats or apps like Discord, while using a very expressive and personal lexicon. Classic examples of what one may term "gamer speech" may be found in records of Call of Duty or League of Legends chats, all of which tends to be portrayed as "toxic" by the oppressive media. Gamers also use their own arcane lingo (HP, inting, spoony bard, teabagging, etc.) and their own distinctive icons. To those uninitiated, it can seem like a totally different, and possibly hostile, world.



The Hollywood elite smears gamers by portraying them with Adam Sandler (Pixels, 2015).

To research this piece, I have hours in gamer gatherings, known colloquially in the community as "LAN parties." Though I was not an adherent, merely sitting and listening was a profoundly moving experience. (There is some truth in the argument that we pundits spend too much time speaking and not enough listening.) I saw sharp communication between the teammates in the room, information-dense gaming terms leaving their mouths like bullets. I witnessed their hands sweep across the keys, mouses moving in swift circles. Contrary to the stereotypical image of the uncoordinated gamer, these people's reflexes seemed heightened to almost superhuman levels when they were in the zone. When they got kills and cheered in triumph I felt obligated to cheer with them, pulled along in the tide of triumph. When they suffered losses and raged I found myself yelling. When they lost I had to choke back tears.

It is our responsibility to understand gamers not as some monolithic outsider, but as humans who simply share in a different culture. It is our responsibility to create a more fair and accurate portrayal of gamers in media and entertainment instead of simply indulging in twisted caricatures. Perhaps we do not do this out of malice, but out of ignorance. But then we have a responsibility to educate ourselves; ignorance is not acceptable when it results in the oppression of others. I do not claim that we must join their culture or go on some cultural immersion quest, but we should at least strive to understand. We need to break the cycle of hatred. It is what we owe each other as fellow humans.



The picture of Heath Ledger's Joker from The Dark Knight (2008) along with the gamer motto "We live in a society" is a classic symbol of resistance to oppression in gamer circles.

REGARDING TREES

THAT ONE DARB™ | OPINION

I [REDACTED]ing hate trees. They're just over here looming above us all high and mighty all like "oh look at me I'm a [REDACTED]in treee hahahaha", being out here all cocky like "I'm tall and you're small, I'm superior to you, I look down on you, I'm a [REDACTED]in treeee". I am so [REDACTED]ing tired of looking at these tall mfs look down at me. I wish I was like the trees, tall and mighty over everything and everyone else. But if I was a tree, I would not be so arrogant like the trees are. Look at them.

They are looking down on you. And the worst part? I know for a fact that we can't kill all these trees. We NEED them. We need them for oxygen and they know this and it adds to their ego. They scoff at our reliance on them. They laugh at our pathetic attacks to destroy some of them with forest fires because they know they are essential to our livelihood! I hate it! And there really is no good solution! I just [REDACTED]ing hate trees.



Original photo by Johannes Plenio from Pexels

REGARDING CHARLES ENTERTAINMENT CHEESE

THAT ONE DARB™ | OPINION

Alright, current thoughts on Charles Entertainment Cheese. This son of a [REDACTED], late stage capitalism mother [REDACTED]er is really out here forcing his capitalist gambling society on to children who don't know any better and who will spend all their tokens playing that one goddamn Wheel of Fortune game that doesn't even [REDACTED]ing ever let you have the jackpot but puts you so close. Like why the [REDACTED] am I not allowed to gamble until I am (insert legal gambling age here) but I can do it when I am like 4 [REDACTED]ing years old at the establishment of Charles Entertainment Cheese? Don't even get me started on the motto, "where a kid can be a kid" cause what the [REDACTED] does that even mean? Are you implying that children cannot have a childhood without you, Chuck? Do you really have the complete arrogance to think that you, Charles E Cheese, are the one who makes children be kids? Are you really implying that kids can only be kids at your establishment? That's so goddamn stupid. Let the kids enjoy their

childhood, as it is already ripped away from them when they are told they have to be something when they grow up instead of just existing. And your pizza, Charles! Your pizza? It's like the price of goddamn health care in the US and it's not even good. You get me like two slices of pizza and it's like that's 1500 dollars. This is extortion! You are extorting the parents of children who want their kids just want to have a childhood! But you just ruin it with your goddamn ticket blasters and your goddamn purple dude and that other chick! You extort your friends for business! I don't even know their names, I just called him the purple dude! You use manipulate your friends and then you throw them away just so you can run your mother[REDACTED]ing kid Vegas! I bet video game loot boxes can be tracked back to you! You are the reason Five Nights at Freddy's was a [REDACTED]ing thing! You have caused me so much [REDACTED]ing pain because of what you have done. Oink oink you mother[REDACTED]ing capitalist pig. May god have mercy on your soul.



Original photo by Dan Harkless - Own work, CC BY-SA 4.0, <https://commons.wikimedia.org/w/index.php?curid=8319109>

TOP 5 MOST ANTICIPATED MOVIES OF THE NEXT DECADE

JUSTIN TOYOTA | MOVIES

After the publication of our previous issue, there a single article rose in popularity far beyond all others, MOVIE REVIEW: SONIC THE HEDGEHOG by Justin Toyota. Because of this, we have collaborated with Toyota's employer, the *Stall Street Journal* to show his old works to a wider audience. The following is an excerpt from *Stall Street Journal 1920.6*

5. The Last Airbender: Book 2: Earth

Visionary director M. Night Shyamalan made waves recently after announcing the long-awaited sequel to his visionary 2010 adaptation of Nickelodeon's *Avatar: The Last Airbender*. Coming off hits like *The Happening* (2008) and *Lady in the Water* (2004), *The Last Airbender* was an instant hit among fans and newcomers alike for its awe-inspiring special effects, brilliant choreography, and bold approach to the source material.

All of the main actors will be returning for the sequel, along with some new faces. Most notably, the cast will now include critically-acclaimed actors Dwayne "The Rock" Johnson and Meryl Streep in the roles of Toph Beifong and Azula, respectively. Hopes are high that Shyamalan will once again find that perfect balance of humor, drama, and artistry that made the original show so acclaimed.

When asked about his plans for handling the main character Aang's heavier arc in his adaptation, Shyamalan responded, "You're pronouncing his name wrong."



2. Unnamed Dreamworks Live-Action Adaptation

After the success of Disney's stunning live-action adaptations of classic films, it was only natural that DreamWorks would come around in due time. But it was still a surprise to everyone when DreamWorks Animation president Margie Cohn announced production had begun on a live-action version of one of their properties. "Live-action is the way of the future," Cohn said. "We have the technology, we have the audience; we just need the film."

Cohn, and the studio as a whole, have so far been mum on what film is being adapted. Some have theorized that they will start with more human-centric films such as *The Prince of Egypt* (1998) or *The Road to El Dorado* (2000), allowing them to lean less on excessive computer graphics. Others have argued that an adaptation of *Shrek* could be a new dawn for the old franchise, similar to the effect of *Shrek The Musical*.

However, photos leaked in the past week of Jerry Seinfeld in motion capture dots have hinted that Dreamworks might be planning something bolder, and adapting one of their most inventive and controversial films: *Bee Movie* (2007). If this does come to pass, I can't say it's the wrong move, as it has been this reviewer's long held belief that *Bee Movie* is, paradoxically, DreamWorks' most human and relatable film. But regardless of what movie they adapt, this is an undeniable step forward, and I can't wait to find out how much brighter the future of DreamWorks might beecum.



4. The Emoji Movie 2: Eggplant Peach

I'm not one to beat a dead horse, but it has to be said: *The Emoji Movie* (2017) was a singular event, a once-in-a-generation occurrence. Very few animated films have made such a large impact on the industry, and we're still feeling the waves it created today. It is no exaggeration to say that this film is what established Sony Pictures Animation as a worthy competitor to the powerhouses of Disney and DreamWorks. (Its snubbing at the Academy Awards is also one of the biggest insults in film—but that's a topic for another day.)

So you can understand that the hype for the sequel is at a fever pitch. Featuring the return of all past cast members and director/writer Tony Leonidis, we could be seeing an event for the ages. While information so far has been scarce, reportedly the film will focus on the emoji characters entering the Internet, providing a much-needed commentary on the modern web-based culture. For those yearning for more of Patrick Stewart's Poop character, never fear—his role (and, of course, the toilet humor!) have been doubled in the new film.

Of course, all this hype runs the risk of leading up to a severe disappointment. Just look at the *Star Wars* prequels. We can only hope that this will, once again, prove to be a welcome surprise in an otherwise uninspired age.



3. Shrek 5: The Revelation

After the brilliance of *Shrek Forever After* (2010), the fans yearned for a sequel. Now, after nearly a decade, it seems that the light of our Savior has finally breached the clouds. *Shrek 5: The Revelation* is the culmination of DreamWorks' longest and most beloved franchise. Envisioned as a swan song to Shrek's tale, Jeffrey Katzenberg has revealed the movie will answer, "how Shrek came to be in that swamp," a question that has burned in viewers' minds since the first movie was released.

Early reports have drawn comparison to the recent *Avengers: Endgame* (2019), mainly due to its over three-hour runtime. The film will not only tackle Shrek's origin story, but will also include time travel, alternate universes, and cameos by characters across the DreamWorks canon (most notably *The Boss Baby*). Director Quentin Tarantino has stated that he was interested in a more psychological and philosophical approach, explicitly calling it "the *Beautiful Dreamer* of the *Shrek* franchise." He has hinted that the death of some major characters is not off the table.

All of the main cast will be returning, barring the late Eddie Murphy, who will be replaced by Samuel L. Jackson (*Coming to America*, *Shaft*).



1. Sonic the Hedgehog

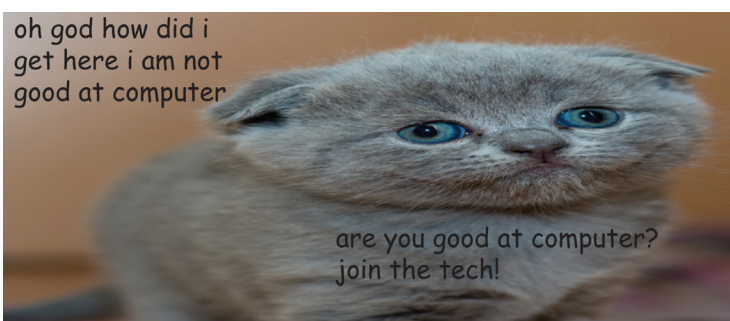
Here's the big one. The Internet has been in uproar with the announcement of the new adaptation of one of gaming's most beloved series, *Sonic the Hedgehog*. The hype has been so unreasonably large that it's almost impossible for any movie to live up to it. To start, the video game movies of the past have set a high standard, from *Super Mario Bros.* (1993) and *Mortal Kombat: Annihilation* (1997) to *Alone in the Dark* (2005) and *Postal* (2007). *Sonic the Hedgehog* has some big shoes to fill besides his normal red ones.

There's also the fact that *Sonic the Hedgehog* games have been in something of a golden age in recent years. Hits like *Shadow the Hedgehog* (2005) and *Sonic Boom: Rise of Lyric* (2014) have proved that Sega has tapped into a unique balance of polished gameplay and emotional storytelling. As with the adaptation of anything great, there is a fear that the new product will fail to find that same magic touch.

However, there have been many promising signs. The early trailer and promotional pictures of *Sonic* have been commendable, balancing fidelity to the games with distinctive artistic choices. The soundtrack harkens back to the good ol' days of video gaming, having a heavy emphasis on hip hop, similar to the "DK Rap" from *Donkey Kong 64* (1999). And, in a totally unexpected move, the filmmakers have announced that the plot will follow that of the universally beloved *Sonic the Hedgehog* (2006), with greater focus on the romance between *Sonic* and Princess Elise (played by Margo Robbie), renowned as one of the best love stories in gaming. Truly, we live in a blessed time.



oh god how did i
get here i am not
good at computer



are you good at computer?
join the tech!

This page's [not] recommended Tech usage
after reading: memorize all the text in this
issue and use it as a password

JESUS CHRIST VAMPIRE HUNTER: AN UNEXPECTED MASTERPIECE

KENNY THAI | MOVIES

Jesus Christ Vampire Hunter (2001) is an experience unlike anything else you will witness in your lifetime. This 2001 action film pits Jesus and his followers against a horde of bloodthirsty vampires, who have devised countermeasures for the quantum mechanical properties of light which would normally keep them at bay. The vampires of this movie are unusually selective with their victims, exclusively targeting lesbians for reasons that initially elude even the omniscient Jesus. Will Jesus survive the onslaught of vampires that are after him? Can he save an entire city's worth of lesbians? Will the romantic subplot end happily? Well, of course everything's going to be resolved! This is a literal god we're talking about!

This movie's titular hero, the re-born Jesus Christ, is not above divine intervention in this new era of his second coming. In fact, he performs a number of feats which are arguably more impressive than his initial miracles throughout the course of the film's first musical number. (Yes, you read

that right. This film is also a musical.) The Lord is also quick to adapt to the much different modern situation of sexual politics, which the film addresses at length. He even dismisses the homophobic practices of a local Christian church, declaring that "the church should learn to leave judgement to higher powers." The version of Jesus this movie presents exemplifies the traits which allowed him to grow his following to the billions across the world.

Despite the divinity of the film's protagonist, the vampires still pose a major threat to both his life and his standing as a religious figure. "You really haven't done anything they haven't, m'lord. You rose from the dead, so did they. You promised eternal life, so did they. But they offer so much more power!" claims one of the vampires. The conflict of the movie boils down a battle of ideals as Jesus must answer some of the deep philosophical questions surrounding his religion, addressing what it truly means to be worth worshiping what it means to hold the divine rights he obtained... nah, just

kidding! This movie is first and foremost a kung-fu movie, providing a much needed spotlight on an aspect of Jesus's life that went ignored in the Bible: his spectacular martial arts prowess. His dexterity, strength, and ingenuity are more than adequate to take down the hordes of vampires that want him defeated. He takes this same common sense approach to dispatch the atheists which independently challenge him. Throughout the course of the film, he demonstrates that his combat abilities rival or even exceed that of his strongest follower, the legendary undefeated Mexican luchador El Santo. And yes, El Santo does appear prominently in the film as well. It's only natural for the man that named himself the saint to be a loyal follower of the man he worships.

All in all, *Jesus Christ Vampire Hunter's* top-notch humor, inventive combat, and stellar production value all combine to make it a must-watch for anyone looking for a good time. The film is full of surprises, and its many twists will not leave you disappointed.



Jesus standing atop the unconscious bodies of the atheists he defeated in hand-to-hand combat



Jesus (right) standing back to back with his loyal follower and Mexican luchador El Santo (left) as they prepare to fend off the incoming vampires

LETTER TO THE EDITORS

TIMOTHY HONDA

To the Editors of the California Tech,

I would like to praise you for another printing of this most esteemed newspaper. As mentioned in the "Letter from the Editors" section, "A college campus newspaper plays a crucial role in fueling student culture." I couldn't agree more, J. Pawlak and D. Hartzell. I would go so far as to say the Tech is the cornerstone of our democracy. You are the eternal watchdog of the glorious California Institute of Technology, and your continued existence is one of the only things that gives my life meaning.

Enough with the effusive praise. The column I would most like to the bulk of my attention to is the undisputed gem of the California Tech. I speak of no other than "Creative Writing" with Wayne Dinunzio, a man who I have come to believe is no less than a literary genius. Few will deny that newspapers serve an important function in our communities. Well-written newspapers serve to inform and educate the populace on important issues and events; this is hardly a trivial aim. But journalistic writing tends to have a certain dry, homogeneous style, and

consequently we rarely see any inkling of truly artistic writing in news publications. Dinunzio's column is a breath of fresh air in this medium—it not only informs the reader, it makes the reader think.

From the moment I read Dinunzio's first piece, "New Insights," I knew I was witnessing something special. "Is it valid to question the legitimacy of something that has been thought to be illegitimate? What if the author intended it to be immoral? Should we have a right to our opinion, what if the object of our opinion is immoral or shameful? What if the object of our opinion is wrong?" These are some of the most powerful words I have ever witnessed, I am not ashamed to say I almost cried upon seeing them.

For this reason, Dinunzio's column was the one I awaited the most in the second publication of the Tech under the new editor team. As soon as I got my hands on a copy, I flipped through the pages until my eyes fell upon the form of his name. I am glad to say that my anticipation was amply rewarded. If anything, his second column, "My Life," was even more profound than the last. In contrast to the philosophical musings of "New Insights," this piece used its introspective stream of consciousness to

create an emotional narrative.

Wayne Dinunzio's writing skills make him as a puppeteer, pulling my mind along on strings made of words and metaphor. How else can one characterize the swerves of emotion one feels when reading the lines, "My children were a major role in my life, but they were also a huge disappointment. They were no different from any other children I had." So many contrasts and contradictions; how could they be no different from "any other children [he] had" if these were his first children? Dinunzio leaves these questions open, enticing readers to dig deeper into his rich well of storytelling.

Dinunzio is a writer of such high caliber that he can casually drop ideas that could occupy entire books for lesser writers. "We are nominalists. We believe that there are six senses, but there are actually seven." Any lesser writer would be content to explore this idea. For Dinunzio, this is merely one pretty shell on the endless shore available to him. He ends of course by giving us a sampler of queries that give us, the humble readers of the California Tech, food for thought until he is able to display his next shell. I eagerly await further issues of the Tech.

A CHAT WITH WAYNE DINUNZIO

JOSHUA PAWLAK | INTERVIEW

Have you read the Letter to the Editors thanking you for your contributions?

Yes of course, and thank you for the kind words, Timothy. The reason why I continue to dedicate as much time as I do to writing for the Tech is to inspire young minds like you, so hearing back from you has given me all the assurance I need to continue writing for the foreseeable future.

And... how exactly did you get access to our email account to do that?

(...)

[No comment]

What do you do in your job?

I'm also an engineer and have been since I was a kid. I definitely have an interest in the environment and the ways that people can communicate. I'm constantly developing new ways to think about environmentally responsible markets, and how we can actually grow food without using more humane farming practices.

How do the animals in your care communicate?

They all communicate through the same mechanisms that we understand. It is very clear-cut and very interesting.

What's your favorite food?

My favorite food is always tomato sauce. I'm pretty much omnivorous.

What do you do for fun?

I just started seeing a movie about a young girl who was captivated by the world of science and by the fact that she was being raised by an American family. It was really moving to her family, the movie, was about what it was like being raised in a German family. It was really moving to see that she had choices, choices that were free from the economic fears of being a girl and no longer being a slave. I think that many girls are raised with a lot of cultural hatred against being a girl. There are still not enough girls who are acceptingly being treated as a second class person. As a whole, I think that women are feeling more marginalized than ever.