Survivors of assault Take Back the Night

Photo by Will Folsom / *Student Publications*

By Kamna Bohra
Focus Editor

Several Tech students characterized their lives as silent, confused and broken until they could "shatter the silence" on Monday, March 7, 2011.

Building up the courage to speak out took days, months and even years for these Tech students to reveal their personal experiences as survivors of sexual assault at Tech's annual Take Back the Night (TBTN), hosted by Women's Awareness Month (WAM).

The event included student speakers who expressed their emotions in the forms of speeches, poems and songs, and representatives of the Georgia Tech Police Department (GTPD), the Department of Health Promotion and the Counseling Center, who discussed statistics, safety tips and raising awareness.

"My sexual assault does not define me, but continues to shape my world," said Kelsey Tucker, TBTN chair and a fourth-year PSY major, who introduced the event.

The event continued with personal experiences.

"The most crucial step to healing is breaking the silence," said Rachel Weinstein, a former TBTN chair and ISyE '06.

Weinstein noted that from 2006-2009, only seven cases of sexual assault were reported at Tech, significantly lower than the national averages. This disconnect represents the many survivors who never speak up.

The student speakers discussed a wide range of psychological issues they dealt with as a result of their experiences.

Some found difficulty in defining themselves and their places in society, while others began to believe that they had been at fault all along.

Many developed some type of escape mechanism, such as alcoholism or eating disorders.

All survivors, however, faced a difficulty in speaking up and breaking the silence about their experiences, often worried that no one would believe them.

The survivors also found difficulty in living with the manipulation, as several knew their assailants in different capacities prior to their assault.

"Approximately 73 percent of sexual assault victims know their assailant," according to the TBTN brochure.

Torrence Crutchfield of the Georgia Tech Department of Health Promotion discussed raising men's awareness of sexual violence through the Counseling Center and focus group discussions to evaluate Tech males' assessment of the social issue of sexual violence.

Crutchfield appreciated the large number of men at the event.

Rome Lester of the Counseling Center has counseled multiple survivors and notes the psychological difficulty relating to any incident.

"Recovery requires a great deal of strength," Lester said, citing low self-esteem, depression and anxiety as just a few of the psychological impacts.

Lester emphasized the prevalence of sexual violence in all walks and demographics of society in detailing a story about fourth-graders in Cal. who came forward to their school principal about other young children being abused in their own homes.

Lester described need for people to speak out on the issue.

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Humans, zombies reveal backdrop of battlefield

By Chris Russell
Online Editor

While the phrase, "the walking dead," has been applied to Tech students for years, until recently, it was never applied literally. A few years ago, however, the arrival of the popular game Humans vs. Zombies (HvZ) changed that. Every semester, for one week, the dead walk, the living fight for their lives and the struggle for survival begins again. And the cause of this is not midterms.

Thanks to their bright yellow bandanas, the game's players are easily identifiable around campus, and small-scale scuffles are a common sight. What many students do not see, however, is the structure behind the game. Much work has to happen for the game to begin and to continue, and the game's administrators, who are identified by their checkered bandanas, put several hours of work into running the event before the game even begins.

"The admin team is responsible for designing the game rules, story and missions, acquiring and distributing bandannas, advertising the game, settling disputes that come up over the course of the game and generally making sure everything runs smoothly," said Stephen Helmy, an HvZ admin this semester and a second-year CEE major.

Even ignoring the logistics of the entire week, the admins are still at the heart of the game.

"We're involved in every tiny little detail, from the stuff we've made up weeks in advance to the tiny details we throw into missions for [fun]. We do everything from [writing] the story-line to dealing with the authorities to running missions," said Stephanie Greear, one of the founders of HvZ at Tech and a second-year IAML major.

Though the most visible parts of HvZ are the random encounters, chases and scuffles around campus, an important part of the game that a non-participating student does not see is the overall story arc of the week.

The week is meant to model the first few days of a hypothetical zombie apocalypse, starting with the initial confusion of what exactly was going on. The first day, the original zombie, who is referred to by players as the "OZ," goes around dressed as a human, though he still can tag human players.

Though the inclusion of the OZ is mainly a mechanical element—ensuring that the game starts with enough zombies to make things interesting—there is also a story element to it.

"The concept is…based on not everyone realizing that there are zombies forming yet. So a person would

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Image courtesy of James Conces

While small breakouts occur during each day of Humans vs. Zombies, the missions are what characterize the game.

Amazing Race raises student disability awareness

By Lauren Townsend
Contributing Writer

Many go through daily life without setbacks in normal functioning. Some do not remember the others who struggle with different disabilities and need special services, such as the Access Disabled Assistance Programs for Tech Students (ADAPTS) program. To respond to this problem, Mobilizing Opportunities for Volunteer Experience (MOVE) hosted The Amazing Race to Raise Disability Awareness on Friday, March 4.

The race began at the Smithgall Student Services Building, where students participated in team T-shirt design, trivia games and athletic events. This event was the first of its kind, and the Disabilities Committee of MOVE worked closely with ADAPTS.

"I participated in this event in order to help raise awareness for those students with disabilities and special needs. I have a family member who is mentally disabled, so I feel very strongly [toward] promoting this cause," said Caroline Gwynn, a member of the Disabilities Committee and a first-year STaC major.

Photo by Will Folsom / *Student Publications*

Students who participated in the Amazing Race to Raise Disability Awareness, hosted by MOVE and ADAPTS, developed more knowledge about varying disabilities through a multitude of activities.

Other students came out to help promote an understanding and acceptance of students with handicaps or disabilities.

"I wanted to come out and let people know that this is an important cause that needs to be recognized. The students here at Georgia Tech need to understand the importance of acceptance for kids who are disabled," said Josh Tuttle, a participant and a fifth-year EE major.

In addition to student participants, ADAPTS administrators attended the Amazing Race as well.

"We hope that the Amazing Race will encourage acceptance and understanding from students," said Michell Temple, the Disability Services Coordinator for ADAPTS.

"Most students do not realize that at least one in 10 students who are either currently attending college or planning to attend have disabilities or need special services. I am very encouraged to see programs such as this that allow the average students to understand and gain a new perspective into disabilities and special needs. Our goal is that students will welcome and accept those with disabilities and differences," Temple said.

Temple noted that although

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see a lurching, bloody person and ask, 'Oh my, are you ok?' and then get nommed as well," said Micah Cleveland, one of the founders of HvZ at Tech and a second-year CS major.

Other story components are the missions that the admins host throughout the week.

Typically, these involve the humans trying to gain knowledge or some survival edge over the zombies, such as escorting the OZ to a research facility, or getting onto the last helicopter out of the city, and the zombies trying to foil the attempt, primarily by eating humans.

"The best missions are when everyone has fun, the zombies get a bunch of tags…and you get to act goofy with your new friends," Greear said.

The admins all have their favorite missions.

Helmly's favorite was the "Sign the Census" mission.

"We had a big sheet of butcher paper laid out outside. It was a competition to see which side, humans or zombies, could get the most signatures on the paper…It was a relatively straightforward mission, but it was out in a open in play area, so several good battles took place over it," Helmly said.

Greear and Cleveland, however, preferred the "Virgin Sacrifice" mission.

"We had one person who both sides were fighting over, trying to get them to [get] to a certain point. Each side had to have three people encircling the 'virgin' in order to move her, or she'd run back to her starting point. It made for some interesting battles for both sides, including an ambush that got quite a few unsuspecting humans killed," Cleveland said.

Though admins mostly work within Tech's campus to get each game organized, intercollegiate collaboration does take place.

According to Cleveland, the admins mostly just swap ideas with other colleges that participate in HvZ, but they have been planning to do some type of mission in collaboration with another campus for a while.

"Truman is known for using another college in one of their storylines, and we're hoping to use one of our admin's connections with them to do the same in a future game," Greear said.

Image courtesy of James Conces

Participants from each camp band together for each game of Humans vs. Zombies with the goal of having the larger number.

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Steal T's from the AT&T building instead!
I just found a purple guitar pick on the sidewalk on the way to Skiles. Thank you to the person who clumsily dropped it.
i hope the FBI doesn't come back to my dorm...
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Dear Mr. Beautiful in Caldwell, You are beautiful. Sincerely, cute girl in Folk.
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It was only a matter of time until Brittain gave me food poisoning.
what is that you're saying...don't have an alarrm for Sunday morning either? don't fear, the Roosevelt demolition is here! :-)

"When two, 10 or 800 voices are spoken, and they join together and loudly proclaim...you will hear them," Lester said.

In addition to promoting awareness, TBTN focused on safe practices to prevent situations in which sexual violence is more likely to happen. Alex Gutierrez, a GTPD officer, promoted GTPD's realistic defense tactics program and offered tips for avoiding sexual assault, such as walking in groups at night and avoiding accepting drinks from strangers.

The main piece of advice is to break the silence, to promote awareness of the social issue and to encourage discussion to help survivors live without fear.

"When the silence ends, change begins," Weinstein said.

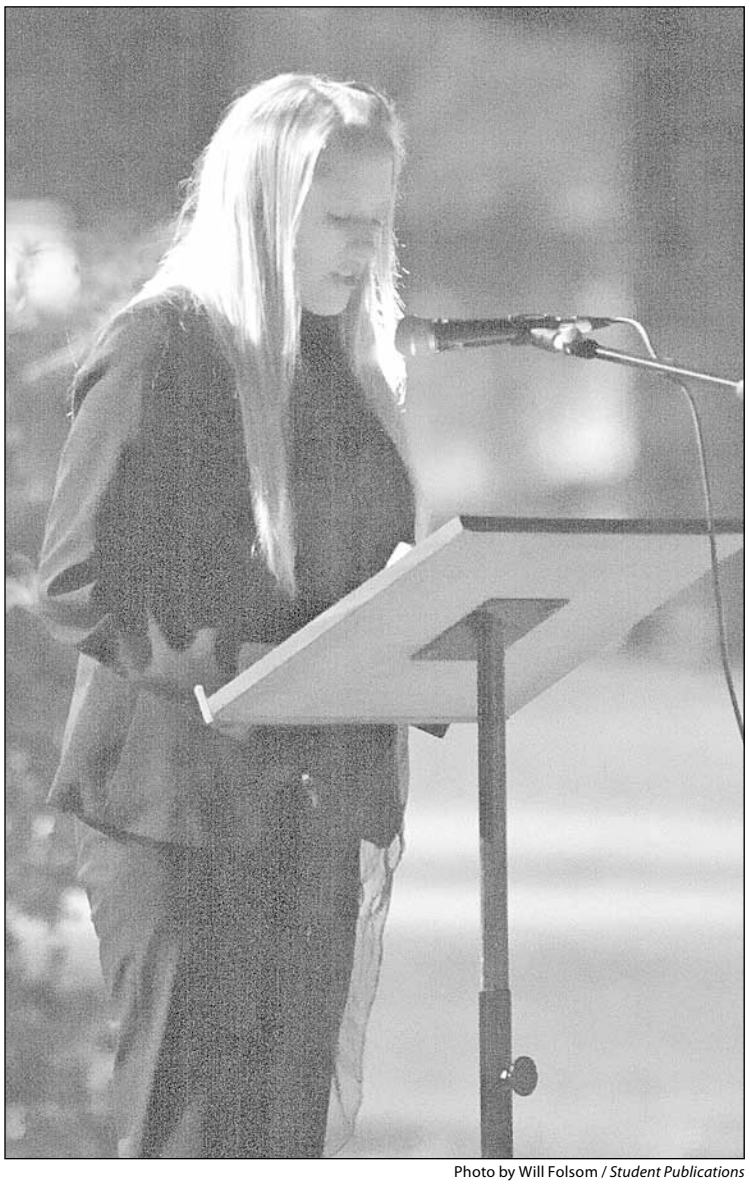

Photo by Will Folsom / *Student Publications*

Survivors of sexual assault found solace in one another and the Tech community in expressing their emotions and experiences.

Exchange students share experiences

By Jinwoo Sung
Contributing Writer

A diverse population is a point of pride for Tech. Tech is active in exchange student programs with other colleges and universities in different parts of the world. Here are two students' experiences travelling abroad as international exchange students at Tech.

Photo by Sho Kitamura / *Student Publications*

Rooney traveled repeatedly across the oceans, beginning in the US, traveling to England and Australia and returning to Atlanta.

Sarah Rooney

Rooney, who is pursuing her MBA, is an exchange student from New Zealand. She grew up in Wethersfield, Conn. and went to Syracuse University to complete her degree in Musical Theater. While she was at Syracuse, she participated in a study abroad program in London, England, where she developed a love for traveling. After she graduated from Syracuse, she moved back to London to purse further studies. Then she lived in New York, Oregon, Australia and finally Wellington, New Zealand.

Rooney's motivation to pursue her MBA at Tech was to get a perspective from Australasia and the U.S. in a growing global economy.

"I hope to be able to reciprocate the hospitality I have received while here at Tech in the future. I also want to experience...all that Atlanta has to offer in terms of the arts and culture. Getting to spend time with my family here in the U.S. is also very important to me. New Zealand is a long plane ride, so sadly, I don't get to see my family very often," Rooney said.

Rooney said the general curriculum, class size and workload are similar to her experience at the University of Victoria, Wellington.

However, Rooney noted that Tech has a stronger commercial presence and big business trend while University of Victoria, Wellington has a broader range of business and government pprograms, not profit coverage, and she is glad to be exposed to both worlds. While in Atlanta, Rooney is working as an intern at the Woodruff Arts Center.

Rooney's ultimate goal is to be exposed to the American business culture at the MBA level and to make a meaningful network of professional relationships that can open doors and create future opportunities.

Rooney also hopes to establish a long-term relationship with friends and colleagues at Tech.

"Breaking out of routines and comfort zones can be risky. However, this experience has made me more knowledgeable. I have met many great people and been able to 'reconnect with my American culture,' which is something that I have missed living overseas for seven years," Rooney said.

"Experiencing the challenges and success of another culture is rewarding and humbling at the same time," Rooney said.

Rooney highly recommended students from Tech to trade places with her and experience life in New Zealand. She is expected to finish her MBA at Tech in 2011.

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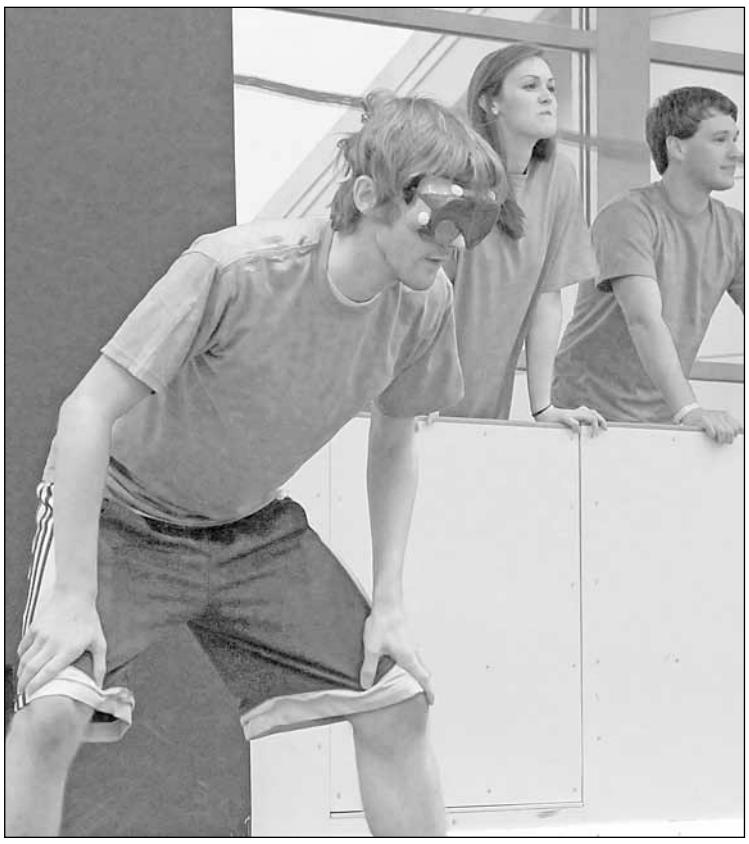

Photo by Sho Kitamura / *Student Publications*

At the Amazing Race event that was hosted by ADAPTS and MOVE, Tech students stepped into the shoes of those with handicaps.

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this is the first time for the event, ADAPTS and MOVE hope to make it an annual project.

"We are very excited to get this event started," said Marnie Williams, the Disabilities Committee chair and a first-year BME major. "Many students don't know how many of their fellow students are disabled, and we just want to help out and raise awareness."

The event had a turnout of approximately 40 students attending. MOVE also hopes to encourage students to participate in such events in the future.

The Disabilities Committee of MOVE focuses on helping students with disabilities, including Down syndrome, mental retardation, autism and many other handicaps.

Students express selves in movies

By Gaines Halstead
Contributing Writer

Photo by Basheer Tome / *Student Publications*

Tech students used various technologies to relay emotions in the form of short films and movies that can now win national awards.

Every year, students at universities across the globe devote one week to tackle the challenge of writing, filming and producing an original, five-minute film for the annual college film festival, Campus Movie Fest (CMF).

For many Tech students, CMF provides the chance to forget about integrals, half-lives and runtime errors and the opportunity to let their creative sides loose.

This year, over 100 teams from Tech competed against one another to claim the top spot in one of the three main categories: best comedy, best drama or best picture.

The winners from each category will now screen their respective films at the national level in Hollywood, representing Tech and competing against other winners from colleges across the country.

Unlike most participating universities, Tech does not offer major degrees in the cinematic arts. While a film minor is offered and a few classes are offered on the subject of production, most Tech students involved in the competition simply create films as a hobby.

For a majority of students here, including the winner of best comedy, this year was their first time participating.

"I made one short film for a film class several years ago, but working on this CMF short was the first time I was able to do everything myself, and it was a lot more fun," said Brandon Denny, the winner of the best comedy and an INTA grad student.

The one-week time span in which to shoot and edit the film presented somewhat of a challenge to Jared Caldwell, a third-time competitor who won for best drama and a CS grad student.

"We only had two days to shoot and edit it, and we stayed up 20 or so hours finishing it. It was a very tough two days," Caldwell said.

Like Caldwell's team of actors, many of the teams competing consisted of a group of friends that decided to get together and produce a film in under a week with no formal crew.

"When all the actors had to be in the same shot, [Caldwell] would turn the camera on, get it framed up and then run over to where we were with the boom mic and yell 'action'," said Kurtis Noblitt, an actor in Caldwell's short "2BRO2B."

With limited budgets and a three-day weekend, directors and crews utilized any set locations they could find to the best of their ability.

"A special thank you to the music technology graduate students. We had to share that room

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Photo by Basheer Tome / *Student Publications*

Participants in the annual CMF had only one week to develop a story line, record the entire movie and edit the film to perfection.

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while we were filming. They were behind us typing away while we were actually shooting," Caldwell said.

Students not involved in the film-making process but curious as to what the festival was were also present at the finale on Sunday, March 6, at the Ferst Center.

"Not really knowing what [CMF] was all about when I walked in the door, I was pleased with the turnout. I loved the obvious variety of genres and attitude in each short film. I could almost sense the goals each director had in mind while watching. I love seeing new ideas unfold from fresh minds, and at the same time, I honestly enjoy watching some films plummet. And yes, I agreed with the judges in that the right films deserved their awards," said Michael Mullins, a second-year ID major.

Overall the variety of films provided the audience with a range of emotional responses.

Based on a true story, *Whispers of Shaltan*, winner of best picture, was directed by Tamer Shaaban, a fourth-year CS major. It focused on the social issue of rape.

Shaaban's film not only won best picture, but it will also be competing in The Elfenworks Social Justice Category, a category of films that focus on shedding light on current social injustices in the world today.

Whether the film makers involved plan on pursuing a career in film or not, some were just pleased to be involved in the event.

"If I could be Christopher Nolan, sure. If I were able to connect with other filmmakers through this competition or other opportunities came up, I would be open to it. Right now I'm just happy that I made some people laugh," Denny said.

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Katrine Bundgaard

Bundgaard, who hails from Aarhus, Denmark, is an ARCH grad student for a semester at Tech.

Bundgaard describes Aarhus as very different from Atlanta. In Aarhus, she can walk almost everywhere without a car. The middle of the city has cafés that are good weekend hang-out spots. Denmark is most known for the capital, Copenhagen, the Little Mermaid, Lego and the beer Carlberg.

In Atlanta, Bundgaard has been surprised that she has to drive everywhere and that it is not safe to walk alone on the street.

As far as making the transition to America goes, Bundgaard said she learned English early in school in her home country. Although her native language is Danish, she has not had any trouble communicating.

The opportunity to experience another type of studying and another country motivated Bundgaard to come to Tech. Another thing she mentioned was that it would look very good on her CV, and her English would likely improve.

At Tech, Bundgaard is volunteering at the International Community School as a tutor for a 10-year-old girl from Iraq. She also likes hanging out with her friends and her roommate.

"While in Atlanta I have made a list of things I want to see and do and I try to do as much as possible and new things all the time," Bundgaard said.

Photo by Tiara Winata / *Student Publications*

Originating from Aarhus, Denmark, Bundgaard has appreciated meeting renowned professors and experiencing college spirit.

She enjoys taking courses not available in Denmark and meeting well-known professors.

Another difference is that in Denmark, students call their professor by their first name even the first time they meet, while in Atlanta, students call a professor "Professor Last name."

Bundgaard also appreciates Tech's college spirit.

"Here, [the] campus is like a small community, and a lot of people live on campus. Everyone walks around in their [Tech] sweatshirts and eats in the Student Center. It's like the university is a part of your identity and your every day," Bundgaard said.

She has not faced any noticeable challenges yet. She said it always takes some time to get used to a new university system's basic functions, such as how to use Tech's plentiful resources.

"A great thing about Georgia Tech is that you don't have to stand on campus with a map in your hand for more than two seconds before a student walks up to you offering to help you," Bundgaard said.

Exchange students' contributions to Tech are not negligible. Their diverse background and personality represent an interactive and dynamic community at Tech.