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BLACK LOVE DAY

Gabrielle Turner
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A day of romance dating back to the middle ages has become one of the most celebrated and anticipated card giving holidays of the year. This day is known for flowers, candies, cheesy love notes and the cliché dinner and a movie ritual.

Guessed it yet? It's Valentine's Day! Although this day has been celebrated for centuries, it has yet to embark its cliché ways upon the black community, at least that of Sinclair Community College (SCC).

Seeing this inequality of favoritism from one group to the next, SCC decided to create an event to include blacks in the celebration of love, inclusion for all races and to provide a safe space for the celebration of our

communities called Black Love Day.

The 5th annual Black Love Day is being celebrated at Sinclair on Feb. 13 from 6 p.m. to 8 p.m. on the building 8 stage.

Speakers during the event include Dr. Cleavon Matthews, a minister from the Bold Believers Church of Christ, and Dr. Yvette Williams, the President/CEO of Muevelo Cares Inc.

In addition to the aforementioned guest speakers, the event will feature a student talent showcase and several community vendors will be present.

This is held on the day before Valentine's Day in efforts to bring people from all walks of life together.

Professor Taylor Curtis of the psychology department at SCC offered insight on this celebration of love as well as a safe space for all. Aaregistry.org writes:

"This date from 1993 celebrates Black Love Day (BLD) in America. BLD is the 3rd naturally, commemorated African American holiday whollyday" (Black Love Day celebrated).

When asked what black love day was created for, Curtis responded:

"Black Love Day was created to celebrate love within the black community, dismantle stereotypes geared towards blacks and violence and erase the old days of celebrating this holiday."

In addition to this, BLD has five tenants or goals it wants to reach for such a special occasion. Black Love Day aims to show love to the creator, show love for self, show love for family, show love to the black community across the diaspora and show love to black ethnicity.

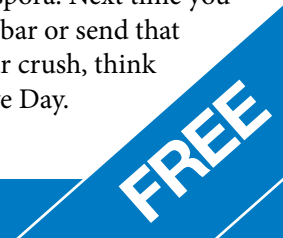
Additionally, Curtis stated:

"Black Love Day is for everyone despite skin color, and wants to reframe the perspective of the black community and show love, show that blacks are allies, rather than enemies."

If you were wondering if this event is only for couples, the answer is no! This event is open to families, friends, communities and churches.

In conclusion, Black Love Day is a national holiday not only celebrated for African American romance but in an effort to bring people of all backgrounds together.

Valentine's Day may be the universal name, but Black Love Day is the name specifically for African Americans and those in the diaspora. Next time you grab that candy bar or send that risky text to your crush, think about Black Love Day.



Hog Bottom: A Cautionary Dayton Tale

Henry Wolski
Executive Editor

Last week, history and African American studies professor Faheem Curtis-Khidr presented a piece of local history, the neighborhood of Hog Bottom, to the Sinclair community.

The story of Hog Bottom starts following the Civil War and lasting into the 1940s when the Great African American Migration occurred. It was the largest movement of a singular people in U.S. history.

Freed slaves in the south at the time still had to contend with barriers being put up that excluded them from the same rights as white men. These were initiatives such as the poll tax, grandfather clause and biased literacy tests.

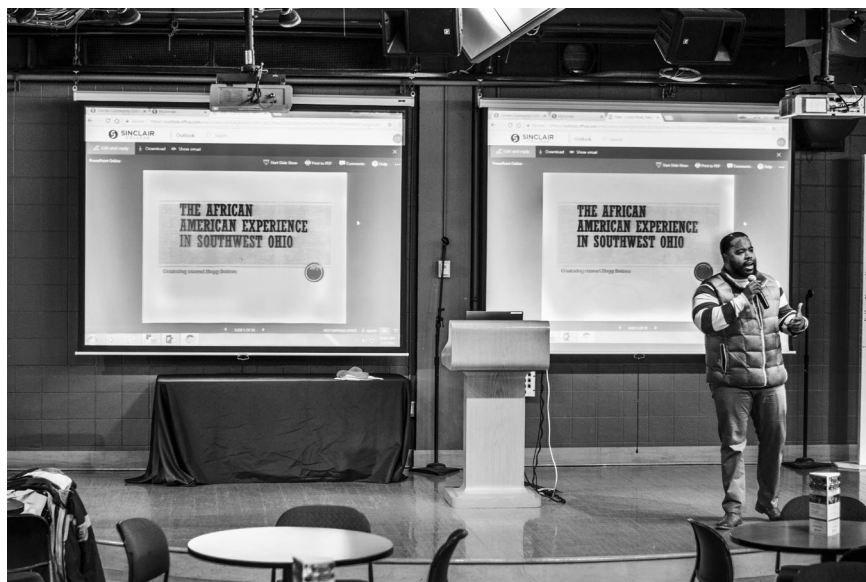
This group of black people migrated straight to northern states to escape these restrictions and have a right to vote.

Sometime around 1830, the first documented presence of African Americans in Dayton was reported around Springboro.

Throughout the next few decades, migrants would stay in the outskirts of the city next to the Miami River and work odd jobs.

A population explosion materialized in the 1860s and 70s and Dayton became a landing point, as it was a free state and was the first state past the Mason-Dixon line.

Hog Bottom was formed roughly around this time and was made up in a small quadrant of West Dayton (Mainly the area surrounding present day Dunbar High School). Many of the schools and businesses residents



Ana Garcia

frequented are no longer around.

Miami Chapel School was one such establishment. Curtis-Khidr recounted stories he was told by elders of the community who would walk to school:

"...because Hog Bottom was where the poorest of the poor lived, [kids] were often jeered or made fun of because they would have to wear the same clothes for a week straight, cause they only had two pairs," Curtis-Khidr said.

He continued: "...even the teachers had lowered expectations for the students because there was an explicit understanding that they were not going to get their three hot meals every day," Curtis-Khidr said. "...your public education lunch may have been the only thing you'd eat for that 24 hours."

Hog Bottom got its name from the tall hill at its center. Jake Bennet was the owner of the land where the neighborhood sits, and was a hog farmer. The hogs would travel to the

bottom of the hill, eating whatever assorted food/trash they could find.

At the end of the day, children from the community would feed leftover Mike Sells potato chips (sometimes the only meal they would have during the day) to the hogs, and this became its namesake.

As Bennet aged, more and more people moved to Hog Bottom. They lived in shantytowns and other crude accommodations they made by hand. The living conditions were poor, as there were no street lights, street signs or functional plumbing.

The area was not recognized as a neighborhood by the zoning office until 1940, 10 years before its demolition.

The area was populated by squatters, labor workers and destitute persons (those who due to mental illnesses or addictions could not hold a job). These people were forced into the outskirts of Dayton, only a half mile away from the Miami River.

One of the few establishments that kept records of Hog Bottom was the Wayman Chapel African American Church, which still stands today. The leaders kept notes of who attended the church and where they lived.

Since the 1870s, the overwhelming majority of Montgomery county's black population has lived in West Dayton.

However, industry was booming in the West side. There were over 26 factories/businesses in Hog Bottom and its surrounding areas. This was due to the land and the un-unionized labor force being cheap.

In the 1950s, Hog Bottom was razed by the Federal Housing Authority. It published a report that said the neighborhood was the worst slum in North

America.

During that decade the Maddon Hills renewal project, a campaign designed to restore the area, turned a chunk of Hog-Bottom land into a golf course.

A point of pride for the neighborhood was their dominance in athletics. Area schools such as Dunbar and Dayton Boys Prep (the former Roosevelt High School) achieved a number of postseason accolades in football, baseball and basketball.

Another notable aspect of Hog Bottom was its nightlife. Despite the decrepit nature of the West side, this was where Daytonians went to have a good time with at least five clubs.

Some famous musicians that played and tested out new material in the area were blues legends B.B. King and John Lee Hooker. This was another ripple in the long standing relationship Dayton has had with popular music.

In 2019, the average real estate value around Hog Bottom is \$45,000. This is high for West Dayton, but low compared to the rest of the country and Ohio itself, where it currently sits in the lower 4 percent value.

The vacancy rate of the community is on an upward trend and is currently sitting at 16.5 percent. It is higher than roughly 80 percent of western American neighborhoods.

Contributing factors to the vacancy cited by Curtis-Khidr include the closing of crucial Dayton businesses such as National Cash Register (NCR) and General Motors (GM).

Brain drain, the phenomenon of citizens getting college degrees and completely moving out of the area, was cited as well.

The rate of single parent homes is higher than 99.8 percent of American neighborhoods with most of them being single mother households. Seventy-eight percent of children in the area live in poverty.

In addition, 1 out of 3 Daytonians live in poverty. Comparatively, in Hog Bottom 8 out of 10 people live in poverty.

The story of this insolvent and neglected neighborhood (with many like it throughout the U.S.) stands as a lesser known piece of Dayton history and an additional record of the degradation of the West side of the city.



Ana Garcia

Voices of Sinclair: St. Valentine's Day

Angel Hopson

Reporter

Gabrielle Turner

Social Media Coordinator

February is here and love is in the air. Feb. 14 marks this year's Valentine's Day and it's sometimes a touchy subject for both couples and singles.

Sinclair students were asked about their thoughts regarding the day of love and how they plan to celebrate it.

The many different interpretations surrounding the holiday and the ongoing debate of whether or not it even is a holiday often leaves many students perplexed in regards to the origin and meaning of Valentine's Day.

It is not surprising that Valentine's Day is questioned by its participants and non-participants. Speculations may come from the different stories surrounding the origins of the holiday and what the day was actually intended for.

One popular origin story suggests that during the third century, Roman Emperor Claudius II who desperately wanted

to keep pagan customs alive created laws against Romans who converted to Christianity. One law, in particular, kept Christians from marrying.

However, a priest named Saint Valentine felt love was very important. He believed the laws against Christians were unjust and knew it was his duty to marry and help Christians during this time of persecution.

Unfortunately, Saint Valentine was caught, jailed and executed on Feb. 14. Thus, making him a Christian martyr. The day would later be referred to as St. Valentine's Day almost 200 years after his death when Rome fully became Christian.

Another origin story suggests that before his death, he wrote the first Valentine greeting card and signed it "from your Valentine," which is still a phrase used to this day.

Saint Valentine's reputation became so well known that it spread throughout Europe and is now considered an international holiday.

When Sinclair students were asked what Valentine's Day meant to them and how they planned to celebrate it, many stated that it was a regular day but they still used the day to cater to their significant other

or spend time with their loved ones.

Sinclair student Matt Bellott states "I do not believe in chocolates and flowers but overall I think Valentine's Day has a good meaning."

Within the survey group, 6 out of 10 Sinclair students stated Valentine's Day was just another day while 3 out of 10 students stated they have a special surprise for their significant other.

Sinclair student Rusty Paquay states "I use the day to show affection, but I don't believe it should be a commercialized holiday."

Two out of 10 students said they are going with the traditional dinner, movie, Netflix and chill approach. On the other hand, 3 out of 10 students stated they were not going to participate in the tradition this year.

When students were asked who is the best gift giver 4 out of 10 claimed it was a family member or friend that always gave a good present. However surprisingly, there were 4 out of 5 guys that stated they were the best gift giver in comparison to their significant other.

Therefore, ladies, you know what that means: we must step up our game this year. Go the extra mile and really wow



Flickr

him.

Even though you have all year to make someone feel special, start this year off right this Feb. 14 by getting the perfect gift or spending quality time your loved one or significant other.

Sinclair Hosts DAYMUNC



Pexels

Cerridwyn Kuykendall

Managing Editor

The docket was full for the DAYMUNC (Dayton Model United Nations Conference) the first weekend in February. On Feb. 1 and Feb. 2, building 12 of Sinclair was home to a Model UN conference. Sinclair is in fact the only community college in the nation to hold such an event.

While snow and frigid temperatures closed campus Friday Feb. 1, DAYMUNC held their opening ceremony only an hour later than expected and the rest of the conference continued as planned.

This year's conference marks the 26th anniversary of DAYMUNC, which was

first established in the 1990s. The conference was founded by Thom Martin, who ran the conference for 20 years before his retirement. Martin was a professor of history who had taken model UN himself, and as he found it beneficial, wanted to establish a

conference at Sinclair.

The conference is now run by co-directors Kathy and Jenny Sooy, who have been running the logistics of the conference for the past six years.

"When we first were hired he [Martin] enlisted our support to advise and to grade the papers, in terms of the papers you needed to have someone objective to be able to do that, and we took over the logistical role with other colleges, but then took the whole organizations..." Said Jenny Sooy, talking about herself and her sister Kathy.

The committees in the model UN are student-run. Students choose the staff for each committee and topics to work

on over two days. However, faculty advisors and co-directors Sooy are there to run the logistics and help students throughout the conference.

The conference is a big responsibility for the students, as most of them are enrolled in masters or graduate level programs. Finding a balance between their course loads, work, family life and the conference can be a challenge, according to co-directors Sooy.

"The best thing, and the purpose, is to really help students who attended the conference to broaden their knowledge of international affairs and specific issues that are concerning the international community," said Jenny Sooy.

"...and to be able to then research those issues to be able to come up with solutions to those problems, thoughtfully, critically, to be able then they can write and research a paper on a topic and represent a country [in the model UN] and they learn different perspectives," Sooy continued.

The students at these conferences have to learn to accurately advocate for the country they are representing. According to co-directors Sooy, the hard part is to not only do this but stay in the role and never interject their own opinions.

Student delegates have to continually represent the viewpoint of the country they are representing with words and actions that are accurate to how that country would behave in that particular situation.

The conference teaches students a variety of talents, such as critical thinking, research skills, writing, knowledge of the international community, communication skills, geography and public speaking, among others.

The model UN also teaches students how to negotiate, how to be diplomats and appreciate the role of the united nations.

This year there were students from five area schools who attended the conference. Past years have had up to 6-10 schools participate. This diversity in students helps the model UN, by helping students learn to work with others.

Along with growing the conference to more students and schools in the future, co-directors Sooy hope to have a greater representation of disciplines at future DAYMUNC events. As the conference can be a beneficial learning experience to more than just the international relations students, according to the co-directors.

The co-directors also stated that the conference helps to build confidence and networking skills among the students. As well as helping them build relationships, and come together with all kinds of different people.

"[it helps you realize] wait a minute, where ever you go people are just like you, they're gonna have to learn too, and there is no reason to feel intimidated," said co-director Jenny Sooy.

Claude's Column: Toy Story, 24 Years Later

Samuel J. Claude
Associate Editor

When you think about animation, what companies or characters come to mind? Many people may rightfully say Disney for its extensive lineup of timeless stories and characters. Yet while I've always enjoyed the magic and joy of Disney, I've always been more of a Pixar guy.

Now despite the two being longtime partners, Disney and Pixar are very different in terms of styles and character. Disney takes a more traditional approach with classic fairytale settings, princesses, musical numbers, magic, etc.

Pixar, on the other hand, focuses on the more abstract concepts and characters like toys, cars, monsters or even emotions themselves. Both studios are known for pushing the envelope of what animated films can achieve in terms of story, character and spectacle.

However, when comparing the two studios back to back, Pixar arguably possesses the most consistently excellent lineup of films. While Disney has released plenty of screw ups, Pixar has only really had one or two films that could be considered failures.

With the release of "Toy Story 4" looming around the corner, I figured what better way to celebrate Pixar's 21st film than by reviewing every single Pixar film leading up to "Toy Story 4."

During this Pixar Palooza (which starts here and will continue periodically on the Clarion website), I will be looking over all theatrical Pixar releases. Short films and direct to DVD movies will not be considered. With that being said, let's look at the first Pixar film and possibly the most important animated film ever made, "Toy Story."

Now I'd like you to pretend for a moment that you're a regular moviegoer in 1995. The use of new revolutionary CGI is everywhere and getting old fast. Sure movies like "Jurassic Park" and "Terminator 2" are undeniable classics, but then like most fads, it is overexposed and will soon be dated.

And CGI is mostly used to save money on showing big monsters,

storms, explosions, etc. After all, why spend millions of dollars on practical effects when you can simply use a computer to bring to life whatever you want.

So with the overuse of CGI bogging down films in the mid to late 90s, certainly you'd begin to tire from films like "Twister" or "Independence Day." So imagine how bizarre it was when the first fully computer animated film was not an action movie, but rather a children's film.

With its bright colors and almost too simplistic premise, everyone thought Pixar's "Toy Story" would sink and sink fast. However, like all the great cinematic masterpieces, it



Flickr, Wikimedia

not only soared with flying colors but completely revolutionized the entire film industry.

So for the two of you out there who aren't familiar with this tale, I'll fill you in. Long before the days of the iPad, a little boy named Andy (John Morris) spends his days using his imagination and playing with toys (Remember those days, I miss those days).

His favorite toy is a cowboy doll named Woody (Tom Hanks). The two do everything together, or at least as much as they can within the 2:05 minute duration of "You've Got a Friend in Me."

However, when Andy leaves his room, the rest of his playthings come to life and interact in a secret society full of memorable characters like Hamm the piggy bank (John Ratzenberger), Mr. Potato head (Don Rickles), Slinky Dog (Jim Varney), the list goes on.

All seems well for Woody and

the gang, until Andy's birthday approaches and everyone except Woody is panicked that they might be replaced by a newer toy. One of these newer toys is the high tech Buzz Lightyear (Tim Allen), who quickly becomes one of Andy's favorites.

But things get even more complicated because unlike all the other toys, Buzz truly believes himself to be the fictional space ranger his toy is based on. Despite his delusions, he becomes very popular among the other toys and with Andy.

Naturally, this makes Woody unbelievably jealous and he devises a plan to get rid of him. When one of his schemes goes too far, Buzz is

flung from the window and Woody is accused of murder by the other toys. Eventually after a mix up at a gas station, both Buzz and Woody end up being left by Andy and naturally don't get along.

From here, the two are forced to work together and embark on a perilous adventure back home to Andy before his family moves away.

While the computer animation was truly revolutionary at the time (and still looks pretty good today), what makes this film so great is Pixar's brilliant writing. The concept of toys coming to life is nothing new and has been done countless times in movies and TV shows before 1995.

So for Pixar to take a rather childish idea and put such a clever and unique spin on it that is still entertaining 24 years later, speaks volumes of John Lasseter (the film's director and the founder of Pixar) and his team of incredible writers.

It also broke many stereotypes of

what animated movies were. Before Toy Story, animated movies, Disney or not, were mostly told in fairytale settings with fairytale characters. Sure, films like Disney's "Aladdin" attempted to add a modern spin to older tales, but even then it often came off as kind of forced. And the few non-fairytale animated films like "Batman: Mask of the Phantasm" or "Oliver and Company" didn't typically do very well at the box office.

"Toy Story," with its modern day settings and semi-crude dialog, really broke this mold and proved that animated movies didn't have to feature princesses, castles or talking animals to blow our minds.

The characters in Toy Story are among the most recognizable and beloved icons of pop culture as well as cinema as a whole. Tim Allen and Tom Hanks make for one of cinema's most beloved animated duos in history.

And side characters like Mr. Potato Head and Rex (Wallace Shawn) have become some of the most memorable supporting characters in any animated movie from Pixar or Disney.

My only real nitpick would be the animation on the humans and the dog. Now to be fair, it was the first fully computer animated film. However, it's still hard to ignore the uncanny expressions and arm flailing.

But this is really just a nitpick, as even the human characters, while not the most interesting or the most believably animated are still relatable.

A character like the neighbor kid Sid, who enjoys blowing up and destroying toys, is still very identifiable. As a child, you either knew this kid or perhaps you even were this kid yourself. And Andy and his mom, while quite bland, are still a rather believable family.

What more is there to say? It's just a near perfect movie. With game changing animation and a wonderfully creative script, "Toy Story" truly set the precedent for all animated films (along with all films in general) to follow. And with that, the great 3D animated revolution had begun.

Check out the Clarion website for extra content and the next installments of Pixar Palooza.

Jeri's Jackpot: Why Do We Like to Rage?



Pexels

Jeri Hensley
Graphic Designer

Not too long ago I wrote an article on 'rage quitting' and why it's become a problem in the gaming community. There's something of a trend happening that I've noticed and it seems to go along with 'rage quitting.'

The idea of 'rage quit' has become so popular that a company by the name of RoosterTeeth even had it as a series on their gaming channel for a while.

The idea behind it is that games are so frustratingly hard or there are so many unfair advantages that the game induces the player into a fit of rage in which they effectively quit the game, sometimes going to lengths of throwing their controller.

It's no secret that some of the most popular games of the time are the ones that we would deem the most 'rage inducing.' Popular first person shooters such as "Call of Duty" and "Rainbow Six Siege" stand at the top of that list.

The games are good, but the level of popularity makes them a hotspot for players who try hard or who like to do techniques such as 'spawn peeking,' where the player on an opposing team will try and

take out players on the attacking team when they spawn in. Several of "Rainbow Six Siege's" maps seem almost geared towards this, making it a frustrating and easily accomplishable feat.

Fighting games, like "Dragon Ball FighterZ" and "For Honor" are all about tactics, but with attacks that can be spammed almost non-stop and glitches that make it seem like a player can use one ability forever, it causes a level of rage that almost tops that of the first person shooters.

So the question remains, why are we as a society so fascinated with the idea of rage quitting? Why is it a draw to play these games that cause anger and frustration?

How do we find enjoyment out of getting angry at something designed to be fun?

The answer is simple, yet complex at the same time. Humans are angry creatures by nature. We feel emotions constantly, from happy to sad, to anger.

The strongest stands to be anger, something that is felt on almost a daily basis. Someone cuts you off in traffic, you get angry. You get a bad grade on a test, you get angry.

Someone takes the last donut at the company meeting and you missed breakfast? Angry.

It stands to be said that humans are also known as creatures that can be violent at times. So what is a safe way to take out that anger without hurting someone or something in real life? Video games!

Does a 3D pixelated character get hurt if you yell at it? No. If you kill a character in a

video game, is there any real world consequence? No. So it stands to reason that video games are the perfect outlet for rage.

According to a survey done by Virginia Tech expert Jim Hawdon, first person shooter gamers are 67 percent less likely to engage in hate material online than non-players. This stands to further prove that video games are a healthy outlet rather than a cause of problems as many had originally thought.

It's not just first-person shooters though. Many platformer games can be rage-inducing as well. "Spyro: Reignited Trilogy" has several levels that are timed and involve flying and can be quite difficult to complete.

"Flappy Bird," a game that now is no longer downloadable,

was nearly impossible to beat and was the subject of mass hysteria for almost a full year. It was such a hot item that people even sold iPhones, Androids

and other Apple products that contained the game for thousands of dollars. People were willing to pay thousands for one of the most frustrating mobile platform games ever made.

There's a name for it. According to ScientificAmerican.com, "Psychologists call it 'intrinsic motivation'—the urge to make progress toward a goal without the promise of an externalized reward."

Despite there being no physical award, or really any award other than the satisfaction of having completed the game along with the achievement listed on your platform of choice, gamers find it nearly impossible to put the game down. It's the rush of adrenaline you feel from completing it.

The rush, in my opinion, is similar to that of a thrill ride or an amusement park game. You feel it building, slowly, in your chest. Your heart races and you get excited at the prospect of finally seeing the end screen of the game.

You get to the hard part – the part you've been stuck on for months; weeks. You fly through the level, your breathing increasing with your heart rate.

Finally, your character comes through the other side, the screen goes to black, the credits roll. You've finally done it! You've beaten what you thought was impossible. All the rage was worth it, and in the end, isn't the satisfaction what really matters?



PxHere

Thank u, next



Youtube

Along with this, a promotional single was released on Dec. 14 called “Imagine.” She performed it live on “The Tonight Show Starring Jimmy Fallon” on Dec. 18.

The second single “7 Rings” was released on Jan. 18, 2019. As with “thank u, next,” this track also performed well on an international scale, peaking at number one in 15 countries and resulting in Grande becoming the third female artist to have two or more songs debuting at the top of the US Billboard Hot 100.

The album has 11 tracks,

From there, she starred as Cat Valentine in the Nickelodeon series “Victorious” from 2010 to 2013 along with reprising the role for the spin off “Sam & Cat” from 2013 and 2014.

Republic Records signed her in 2011 after she appeared on the “Victorious” soundtrack along with the music executive Monte Lipman finding her YouTube video covering songs.

On May 22, during Grande’s Dangerous Woman Tour in 2017, the tragedy known as the Manchester Arena Bombing occurred. A suicide bomber detonated an explosive within the foyer of the arena after the concert, leading to 23 fatalities and over 500 injuries.

Less than a month later, Grande held a televised benefit concert called



Youtube

Grande announced she would take a hiatus from music a month later. However, she revealed she had been working on new music during her time away along with stating she would be holding the Sweetener World Tour in March 2019 in support of her fourth album along with her latest release.

Without prior announcement, Grande released the song “thank u, next” on Nov. 3, 2018. It became a commercial success and peaked at the top of the charts in 12 countries and became Grande’s first number-one single on the US Billboard Hot 100.

In addition to this, the song has broken several records including that of the most plays in a single day by a female artist on Spotify.

Only four days later, Grande performed the lead single on “The Ellen DeGeneres Show” on Nov. 7.

Erika Brandenburg
Arts and Entertainment Editor

On Feb. 8, 2019, Ariana Grande released her latest studio album “thank u, next.” Published by Republic Records, this will be Grande’s fifth studio album and is the follow up to her previous album “Sweetener” from last year.

Grande had been working on this album since October of last year and enlisted writers and producers such as Tommy Brown, Max Martin, Ilya Salmazadeh, and Andrew “Pop” Wansel.

This album was created out of Grande’s feelings surrounding several personal matters during this time, including the death of her ex-boyfriend Mac Miller back in September and the break up with her fiancé Pete Davidson in late October.

As a result of Miller’s death,

including the previously mentioned three. The rest of the titles are “needy,” “NASA,” “bloodline,” “fake smile,” “bad idea,” “make up,” “ghostin,” “in my head,” and “break up with your girlfriend, i’m bored.”

Overall, the total length of the album is 41 minutes and four seconds with the longest song being “ghostin,” at four minutes and 31 seconds and the shortest being “make up” at two minutes and 20 seconds.

All tracks are stylized to be in lowercase letters with the exception of “NASA.”

Ariana Grande was born on June 26, 1993 and began her career in 2008 with the Broadway Musical “13.”

“One Love Manchester” and helped raise \$23 million to aid the victims and their families. Several other musical artists performed including Justin Bieber, Katy Perry and Miley Cyrus.

In Dec. 2017, “Billboard” magazine named her Female Artist of the Year. In 2018, the same magazine named her Woman of the Year.

Despite all the negativity that has plagued her life, Ariana Grande’s lyrics of “thank u, next” can ring true for years to come: that people and events can teach you love, patience and pain, but someone can always look forward to what’s next.

Youtube



RESIDENT EVIL 2



Youtube

Emilee Brewer
Reporter

Fans of the “Resident Evil” series can rejoice after the recent release of the remake of the second game in the series.

“Resident Evil 2” takes you back to the beginning of the outbreak. The player can take on the role of either rookie cop Leon S. Kennedy or civilian Claire Redfield. Both of them are notable characters later on in the series, and “Resident Evil 2” shows how the two got involved with the outbreak.

Leon is introduced as a new recruit who has shown up for his first day on the job. After the events of the second game, Leon goes on to be a government agent and stars in “Resident Evil 4” and

Youtube



“Resident Evil 6.”

Conversely, the player can also take on the role of Claire Redfield, a civilian survivor who teams up with Leon during

the Raccoon City incident.

Sister of Chris Redfield, Claire was a nondescript character at the time of the outbreak, but quickly earned her keep as the game progressed.

Though she never stars in her own game, Claire plays a vital part in “Resident Evil 2,” “Resident Evil: Code Veronica” and “Resident Evil: The Darkside Chronicles” as well as appearing in the live action movies.

Starting with Leon’s storyline in the remake, I was immediately blown away by the graphics. The game originally debuted in 1998 and the graphics were subpar to say the least. For the time, they were pretty great, but looking back, everything was so clunky.

Playing the game now, you can actually see individual strands of hair on the characters. The attention to detail is beyond amazing in this game, and you can see all the care that went into redesigning this beloved game.

Leon’s storyline was fun to play,

and I remained invested the whole time. There was a good selection of weapons for him, and they all had their own merits depending on the enemy.

My biggest complaint with his story is the main antagonist, Tyrant. I understand he’s the villain and he’s going to just keep showing up, but he was relentless. It was battle after battle after battle with him and it got a little grating. Otherwise, Leon’s story was great to play.

My biggest beef with the game, however, is with Claire. For starters, the developers completely revamped her character design and she’s practically unrecognizable.

In the original game and in “Darkside Chronicles,” Claire had distinct, chiseled features. Capcom opted for more of a baby faced design which makes her look like she’s about 12. They also did away with her iconic red hair. Even the live action movies got her hair right, and they pretty much messed up everything.

Another major complaint of the game is continuity errors. Leon and Claire meet outside the Police Department and from there go their separate ways.

However, playing Claire’s story, you go through basically the exact same scenarios as Leon. The puzzles are the exact same, the solutions just change and you have to kill characters that were already

killed by Leon.

Maybe they don’t count as continuity errors because it would all depend on whose story you play first, but it makes the plot much less compelling. I did all of this as Leon, why would I want to do it all over again as Claire for the same result?

It makes the game boring. And you’re telling me this whole time Claire is wandering through the precinct, she never crosses paths with Leon? Yeah, right.

Furthermore, Claire seems to



Youtube

have been given the crappier guns of the two campaigns. She may be just a college student, but she’s rambling through a police precinct and still can’t find a decent gun.

Her Ruger made me want to throw my controller. The reload speed is ridiculous, and it has such little firing power, you had to get off at least two shots before doing any real damage.

Despite my major complaints with Claire’s campaign, I loved the remake overall. The graphics were beautiful, and the game was still a lot of fun to play. Any fan of the “Resident Evil” series will be tickled to play this game and it was mostly worth the hype. I would give it a solid 8/10.

Sinclair Cares Counseling Services

Having anxious thoughts can easily turn into obsessions and thoughts that you feel you cannot get away from. Most of the time these are things that we cannot change/control or something irrational. In order to gain control of these thoughts, you need to intervene with something more productive.

Try these phrases to change the way you manage anxious thoughts. Write a couple down and keep them on you to look at when you need to reassure yourself.

- That thought isn't helpful right now.
- Now is not the time to think about that, I can think about it later.
- It's ok that I just had that thought/feeling and it doesn't mean anything; I do not have to pay attention to it.
- This is irrational, I'm going to let it go.
- I do not have to figure out this question. The best thing I can do is just drop it.
- This is not an emergency. I can slow down and think clearly about what I need.
- This feels urgent and threatening but it is not.
- I will not argue with an irrational thought.
- It's ok to make mistakes.
- I already know from my past experiences that these fears are irrational.
- I have to take risks in life. I am willing to take this risk.
- I am ready to move on now.
- I can handle being wrong.
- I do not have to suffer like this. I deserve to feel comfortable.
- That is not my responsibility.
- That is not my problem.
- I have done the best I can.

If you feel like you need more help, please make an appointment with Counseling Services. We are temporarily located in 4331 and our phone number is 512-3032.

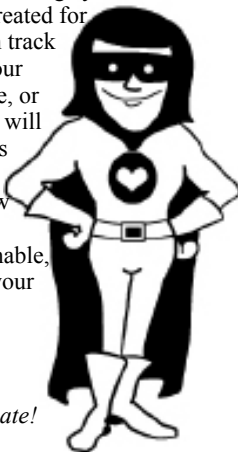
Contributed by Emily Hudson

Ombuddy Corner

This week the Ombuddy wants to encourage you to keep working on the goals you have created for yourself this year. How do you stay on track with your goals? Tell a friend about your goals so they can hold you accountable, or write them down in a place where you will see them often. If you haven't set goals yet, then try to think of some things you want to accomplish, no matter how big or small. If you make your goals SMART - Specific, Measurable, Attainable, Realistic, and Timely, you will be on your way to a successful new year!

The Ombudsman is your student advocate!

The ombudsman is your student advocate! To learn more, visit www.sinclair.edu/ombudsman.



Your Voice

How do you combat the winter blues?



Max Foster

“
 Get as much sun as possible, exercise, and try to bundle up and stay warm.
 ”

- Amanda Merz
 Paralegal

“
 Exercise, even if I really don't want to.
 ”

- Morgan Taylor
 Veterinary Technician



Max Foster



Max Foster

“
 Lots of coffee, spending time with my boyfriend, and cuddling with my cat.
 ”

- Savanah Kennedy
 Visual Communications

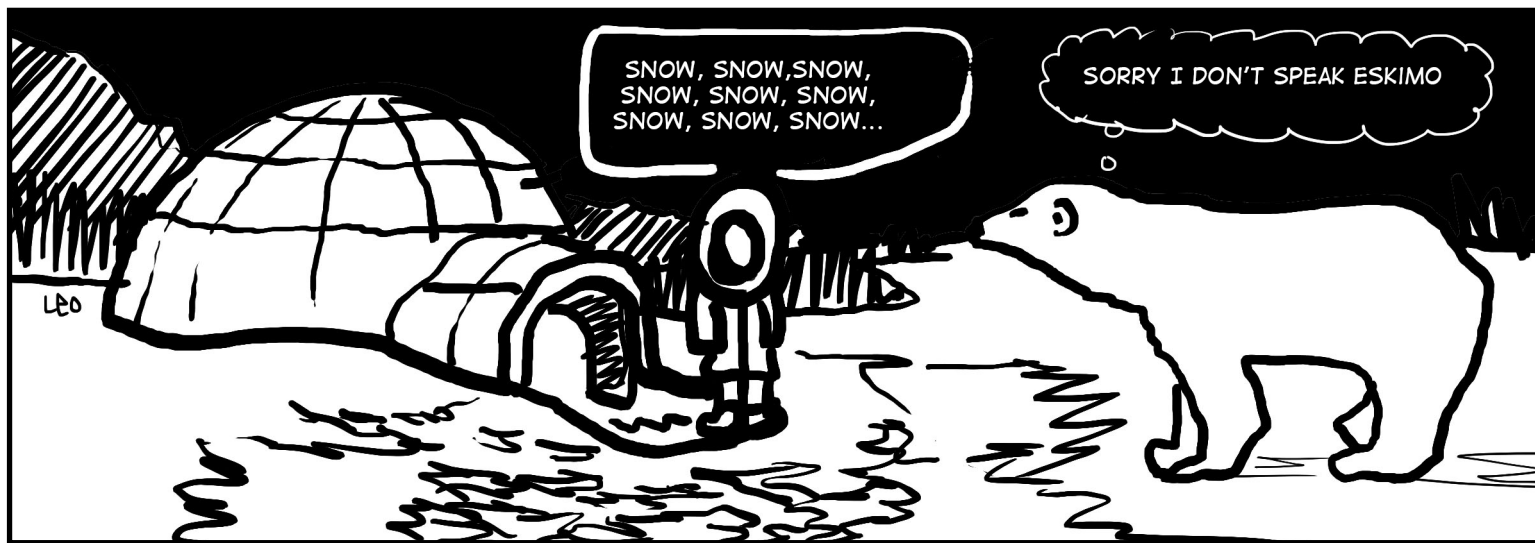
“
 Binge watching shows and drawing.
 ”

- Noah Kihn
 Visual Communications



Max Foster

Clarion Cartoons



La Vie de l'encre

**Created by:
Leo Walter**

My Voice: A Little Motivation

Angel Hopson
Reporter

Currently, it is the month of February and I hope everyone is settling into the hustle and bustle of the semester.

As a Sinclair student and part time worker of two jobs, which are only two of the roles I participate in, I know all too well what it is like to struggle, to feel hopeless and to want to give up.

I know of the overwhelming pressure society puts on women to look great while using all ten of their arms to multitask as a caregiver or mother.

I know the pressure family and school put on students physically and emotionally to know what they want out of life, to do well in school and pursue the right degree for the highest paying job.

I can relate to those who feel rushed to make huge life decisions like moving out, buying a house, getting married or starting a family.

I can identify with

misunderstood and struggling artists trying to market themselves and educate themselves in their field at the same time.

We all have roles or titles that we assume responsibility for and each requires a different level of our undivided attention. Roles or titles that we may occupy include: the role of a mother, employee, brother, friend, mentor, student, artist and more.

Sometimes all of our roles and responsibilities collide at all ends until we feel like we are barely keeping our heads above water, as we begin suffering from stress, anxiety, depression, other mental illnesses and physical pains.

We can get so far beside ourselves by staying busy and stressing that we lose sight of our main focus, our goals and our dreams.

It builds until we eventually get to the point where we think things are falling apart beyond repair because something did not work out as planned or a setback that spirals in unthinkable ways has a domino effect into other areas of

our life.

I am here to tell you from experience that we have to take it day by day, one baby step at a time.

Take a deep breath and remember that if it was your time to give up, you wouldn't have woken up from your sleep this morning or made it safely from your travels.

The roles we find ourselves in are what we have been given.

Whether your religious, believe in coincidence, fate or manifested destiny, the cards we have been dealt are ones we can handle, shuffle and deal.

Even if you feel stuck or like everything you do only fails, you keep trying until you accomplish whatever

your goal is because there were so many people before you that didn't give up, so you could be in the place in you are in today. Whenever you feel overwhelmed, find time to reevaluate your plan.

Take a deep breath and enjoy all of the small things you encounter on this journey.

Never fail to see the positive in your situation because happiness is a state of mind that you control. You want something different, you want a different outcome, then change the way you think.



Pexels



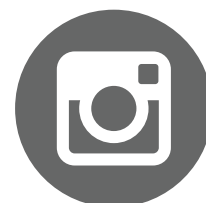
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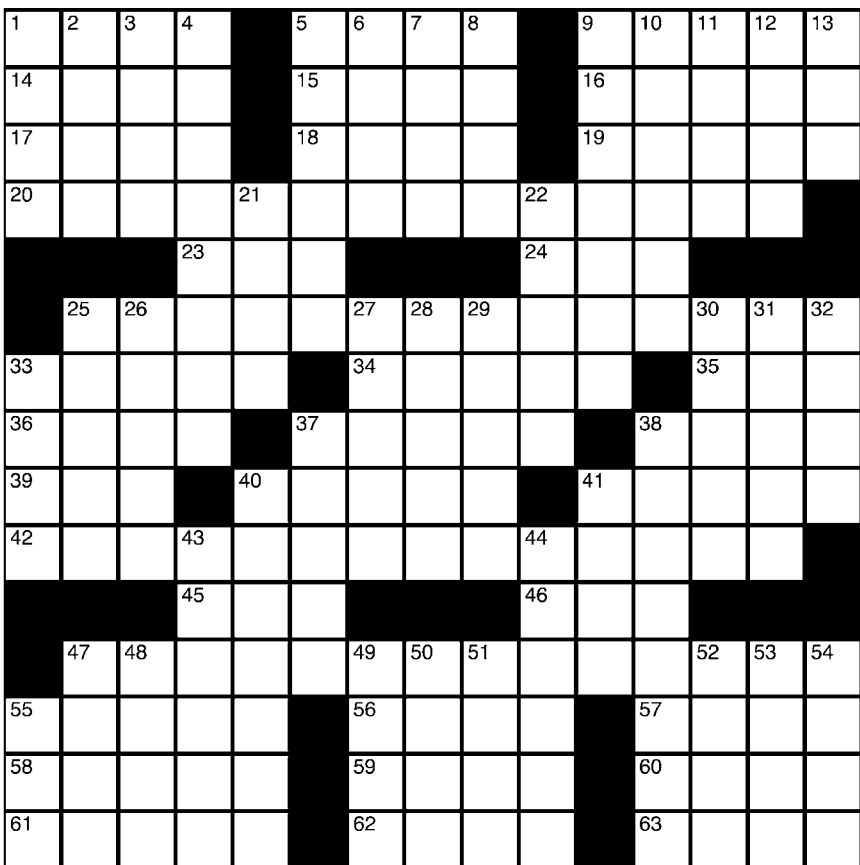
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Crossword Puzzle

Poetry Pick



Hidden Flame

I spent my childhood in a cave,
 outside glowing snow,
 inside Byzantine paintings,
 ceiling bats, everything drawn
 like a breath.

When I wanted to leave, I
 lit myself on fire; it didn't hurt—

I listened to the flames the way
 an owl listens to air currents;

I was ash in the wide sky.
 Musty bison on cave walls
 dream vast grasslands,
 but listen: I was in the cave,
 and then
 I was everywhere.

Lindsay Remea Ahl

- Across**
- 1 Enjoys Breckenridge, say
 - 5 Cries out loud
 - 9 "If I Had a Hammer" singer Lopez
 - 14 In the past
 - 15 Geometry calculation
 - 16 Pay by mail
 - 17 Metered work, usually
 - 18 Duck that lends its name to a color
 - 19 Word from the wise
 - 20 100-mile-an-hour fastball, often
 - 23 Vent opening?
 - 24 Stein filler
 - 25 Classy neckwear
 - 33 Total confusion
 - 34 Made public
 - 35 Summer Games org.
 - 36 Admission of fault
 - 37 Less clumsy
 - 38 Back up a step, as in an app
 - 39 "___ is me!"
 - 40 For all to hear
 - 41 Good feature
 - 42 Bike storage bags, e.g.
 - 45 Partner of to
 - 46 22.5 deg.
- Down**
- 1 Soaks (up)
 - 2 Wood imperfection
 - 3 Cake finisher
 - 4 Part-time players
 - 5 Glossy fabric
 - 6 Layered Nabisco treat
 - 7 Belle's counterpart
 - 8 Basic food preservative
 - 9 Was behind in the match
 - 10 Herbal brew
 - 11 Apple since 1998
 - 12 Soon to happen
 - 13 Suffix with urban
 - 21 Songwriter Kristofferson
 - 22 School research assignment
 - 25 Slap the puck
- Across**
- 14 What a plus sign indicates on a golf match scoreboard
 - 15 Pick up gradually
 - 16 Crafted, as a tale
 - 17 Keep for later
 - 18 Wonderland cake message
 - 19 Morales of "NYPD Blue"
 - 20 Express line unit
 - 21 Jacket material
 - 22 Bakery product
 - 23 Fiddling emperor
 - 24 toward the goal
 - 25 Get to the point?
 - 26 Cameroon neighbor
 - 27 Prepare for a bodybuilding competition
 - 28 Middle Corleone brother
 - 29 Salon procedure
 - 30 Rich ore deposits
 - 31 Many a clan member
 - 32 Farm moms
 - 33 "Take ___ at this!"
 - 34 Signals the arrival of, as a new era
 - 35 Dressed like a chef
 - 36 Embarrassing spots
 - 37 Typical chalet
 - 38 Launch, as a new product
 - 39 Side with a sandwich
 - 40 Head of Haiti
 - 41 Vessel with a spout
 - 42 Ho-hum
 - 43 Avocado shape
 - 44 Canapé spread
 - 45 Say with certainty
 - 46 San ___, Italy
 - 47 "___ it?": "Comprende?"

Sudoku Puzzle

					2			
				9			1	
		7	4		8			9
5						2	6	
1			2		5			4
	9	3						8
7		1	6		4	3		
	4			2		8		
			3					

Last Edition's Solution

T	K	O		C	A	S	T	E		E	Q	U	I	P	
Y	E	N		O	C	E	A	N		N	U	R	S	E	
G	R	E	E	N	C	A	R	D		R	E	N	E	W	
A	I	M	S	F	O	R				B	A	S	S	E	
			A	C	E	S		I	N	A	P	T			
S	A	N		S	T	U	D	E	N	T	L	O	A	N	
C	R	A	S		S	C	A	T		O	P	T	S		
H	I	R	T		N	E	H	R		U	V	E	R	Y	
M	E	M	E		E	D	I	T		B	E	N	I	N	
O	L	Y	M	P	I	C	P	O	O	L		S	A	C	
			C	O	L	D	S			V	A	S	E		
M	A	B	E	L	L				G	E	N	E	S	I	S
E	C	O	L	I			S	H	A	R	K	T	A	N	K
S	H	A	L	T			H	E	I	D	I		M	O	I
H	E	S	S	E			O	N	T	O	E		E	N	T

Last Edition's Solution

8	4	7	9	1	6	5	2	3
3	5	9	2	4	7	6	8	1
1	2	6	3	5	8	4	9	7
6	9	2	8	3	4	7	1	5
4	7	3	1	9	5	2	6	8
5	8	1	6	7	2	3	4	9
2	3	8	7	6	9	1	5	4
7	6	4	5	8	1	9	3	2
9	1	5	4	2	3	8	7	6

Anamark Weekly Menu

	Monday	Tuesday	Wednesday	Thursday	Friday
Guest	Qdoba Mexican Grill	Lee's Famous Recipe Chicken	Panda Express	Gyro Palace	
Soup	Turkey Chili/Hearty Chicken Gumbo	Turkey Chili/Vegetable Orzo Soup	Turkey Chili/Turkey Noodle Soup	Turkey Chili/Vegetable Rice Soup	Turkey Chili/Italian Wedding Soup
Grillzone	Buffalo Garden-burger(R)	Spicy Cilantro Turkey Burger	Grilled Four Cheese Sandwich	Grilled Reuben	Grilled Lime Chili Cod
Pizzazone	Grilled Vegetable Pizza	Buffalo Chicken Calzone	Roasted Mushroom and Garlic Pizza	Philly Cheesesteak Mini Rolletto	Sausage Pizza
Deli	Spicy Falafel Wrap/Thai Chicken Wrap	Spicy Falafel Wrap/Thai Chicken Wrap	Spicy Falafel Wrap/Thai Chicken Wrap	Spicy Falafel Wrap/Thai Chicken Wrap	Spicy Falafel Wrap/Thai Chicken Wrap
Flatbreads	Roasted Mushroom & Feta Melt/Grilled Chicken & Bacon Melt	Roasted Mushroom & Feta Melt/Grilled Chicken & Bacon Melt	Roasted Mushroom & Feta Melt/Grilled Chicken & Bacon Melt	Roasted Mushroom & Feta Melt/Grilled Chicken & Bacon Melt	Roasted Mushroom & Feta Melt/Grilled Chicken & Bacon Melt

The Clarion is accepting student poetry submissions! Send us an email at clarion.central@gmail.com to submit your work.



This Week's Riddle:

What 5 letter word typed in all capital letters can be read the same upside down?

Last Week's Answer:

A jack in the box.

Clarion Staff

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	Clarion Staff Email clarion@sinclair.edu
	'The Clarion' Adviser Jessica Graue

Horoscopes

Aquarius: Jan. 20 – Feb. 18
Domestic upgrades may not go as planned. Long-term changes may require a short-term fix first. Stick to your budget. Restraint is advised.

Pisces: Feb. 19 – March 20
Share your message. Articulate a dream, and invite participation. Others bring a whole new view. Results may not go as imagined. They could be better.

Aries: March 21 – April 19
You can get what you need, despite financial worries. A hidden danger could arise. Conditions could change quickly. Slow down, and watch where you're going.

Taurus: April 20 – May 20
A barrier arises with a personal project. You can see what wasn't working. Keep practicing. Work with someone who sees your blind spot.

Gemini: May 21 – June 21
Finish up what you've begun. Review, sort and file. Consider what's ahead and how you'd like things to go. Schedule actions to forward that vision.

Cancer: June 22 – July 22
Surprising news impacts your team. Reach out to your networks and community for support. Lend a steady hand. Reinforce long-distance connections.

Leo: July 23 – Aug. 22
An opportunity may seem like a lucky break. Things may not go as planned. Wait for developments. Advance when you have a reliable landing spot.

Virgo: Aug. 23 – Sept. 22
Your exploration takes an unexpected twist. Enjoy delicious deviations, while meeting your deadlines. Consider a persuasive argument carefully. A surprising opportunity is worth pursuing.

Libra: Sept. 23 – Oct. 23
A change at work puts more coins in your pocket. Review finances carefully, or risk mistakes. Don't get talked out of what you want. Compromise.

Scorpio: Oct. 24 – Nov. 21
Unexpected circumstances arise for you and your partner. Work could interfere with play. Try another perspective. Look at a situation from another view.

Sagittarius: Nov. 22 – Dec. 21
You can get what you need. A truth gets revealed. Practice to raise your physical skill levels. Ask for more and get it.

Capricorn: Dec. 22 – Jan. 19
Let someone interesting draw you into a different world. Fact and fantasy may clash. Relax, and go for clarity. Have patience with breakdowns or false starts.

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Campus Candida



Max Foster



Max Foster



Max Foster



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