

# LGBA, 'Insurgent' get substantial increases

By Scott Andre  
and Mandy Baucum  
Emerald Writers

The Incidental Fee Committee continued its increase trend by approving increased funding for eight of the nine budgets decided this week.

The IFC Thursday approved a 299.46 percent increase for Lesbian, Gay and Bisexual Alliance in order to continue the coordinator of educational and support services position, an administration-funded trial position now filled by Jackie Balzar.

LGBA co-Director Troy Shields said he is afraid the administration will not fund the trial-based position next year because of Measure 5 cutbacks.

The IFC Monday approved an 80 percent budget increase for the *Student Insurgent* to help the alternative publication launch a new monthly multi-cultural newsletter, paying the section's editor \$75 a month for 10 months.

Saying the University needed to increase its commitment to promote diversity on campus, IFC Chairman Steve Masat amended the *Insurgent's* budget request to include funding for the newsletter and for an editor to produce it.

The *Insurgent's* staff box has listed Masat as a member of its production staff as recently as December 1992. *Insurgent* staff members had not asked for newsletter funding or for an additional editorial position in the

budget request submitted to the committee.

After a long and sometimes contentious debate, the IFC also approved an increase for MEChA Monday.

The sticking point came in trying to decide whether to provide funding for a MEChA newsletter. Before voting, IFC member Anne Wagoner had submitted a motion suggesting MEChA forego producing a newsletter and work with the *Student Insurgent's* new multi-cultural newsletter editor.


"The *Student Insurgent* may not reach the audience we're intending to reach," said MEChA member Robert Cruz. "It's a radical, hippy newspaper, and (our intended audience) doesn't read it."

In other budget deliberations, the IFC increased the budget for Students for Equal Access, a group that represents University students with disabilities.

The committee also approved a special funding request from SEA for \$1,228 to pay for half of a closed circuit television camera and monitor. The system, which costs \$2,395, enlarges and displays printed reading material in large typeface so visually impaired students can read it.

The Disabilities Services Project will pay for the other half of the system and the Associated Students of the University of Oregon will own it.

The Singapore Student Association, the American Advertising Federation and Whitebird-Rideshare all



GROUP	1992-93	1993-94	% CHANGE
OSPIRG	\$112,750	\$112,750	0
Students for Equal Access	100	585	+ 485
Student Insurgent	4,817	8,691	+ 80
MECHA	10,908	12,729	+ 16.7
LGBA	5,294	21,159	+ 299.7
Advertising Federation	2,579	4,113	+ 59.5
White Bird	3,652	4,094	+ 12.1
Singapore Stud. Assoc.	2,565	3,068	+ 19.6
TOGAC	0	2,150	-

Graphic by Jeff Pastay

received increases at the Thursday meeting.

A new group called The Target of Opportunity Graduate Advisory Coalition received IFC funding for the first time. TOGAC's purpose is to provide support for minority graduate and undergraduate students.

Finally, the IFC voted 7-0 to maintain the Oregon Students' Public Research Interest Group's budget at \$112,750.

# Former University students find success in software

By Demian McLean  
Emerald Reporter

Ten years ago, two University students made a decision to drop out of school and take a shot at the big time.

Computer science majors Damon Slye and Jeff Tunnell had designed a space shootout game called "Stellar 7," and it was becoming a hit. School could wait, they decided.

This month, Slye and Tunnell returned to the University, but not as students. The two men now run Dynamix, a \$13 million-a-year software company that has become the first resident at the University's Riverfront Research Park.

Since then, Tunnell has completed his degree, but Slye never looked back. Their company has grown from two people in 1983 to 160 today, and it is among the four largest consumer-entertainment software companies in the United States. Although a large California cor-

## Park emerges from controversial start

From the outset, it was a controversial idea. Eugene residents opposed building a University research park on several fronts.

Some suspected the park would attract military research projects; others worried that research buildings would wipe out a soccer field by the river; still others condemned the building site as lethal when old paint waste was unearthed there in 1989.

Today, almost 10 years later, the Riverfront Research Park is up and running. A cooperative effort of the city of Eugene and the University, it was designed to attract research companies, while at the same time encouraging them to

employ University faculty and students.

The newest building at the research park will eventually accommodate seven or eight other, smaller firms, including four programs sponsored by the University. Research park administrator Diane Wiley said 13 to 14 more buildings are planned for the park, eventually covering one million square feet.

As for the toxic waste, several tons of contaminated dirt were removed from the site in 1989. And the threatened soccer field has been given a reprieve. Wiley said the field will remain as it is.

poration bought Dynamix two years ago, it remains a Eugene-based company. It has never left Lane County, and almost half its employees are University alumni or students, Slye said.

For the next 10 years — the length of Dynamix's lease — the three-story building at the north end of Agate Street will house

the company's research and design facility, said Dynamix President Tony Reyneke.

In designing its games, Dynamix employs computer scientists, graphic artists, musicians and historians. University students in these fields may be able to find work next summer at Dynamix if the company goes

ahead with its plan to offer student internships, Reyneke said.

Graduate student John Bruning is already helping design games at Dynamix. Three years ago, Bruning and Slye met while browsing through a local computer store. After talking, they discovered they had similar interests — aviation and the

two world wars.

Bruning was beginning work on a military history thesis, and Slye was designing a World War I flight simulator game called "Red Baron." He wanted it to be as realistic as possible and offered Bruning a job as a company historian.

Since then, Bruning has pored over the diaries of aviators who flew biplanes and triplanes in World War I. For another Dynamix game, he interviewed scores of World War II ace pilots who dodged Japanese machine-gun fire high over the Pacific.

And when Bruning finishes his thesis this year, he'll have more than just an oversized research paper to show for it. He'll also have two fast-paced computer games that simulate airborne dog-fights in realistic 3-D graphics.

"I've had World War II veterans look at the simulator and call in and give me feedback," Bruning said. "It gives me a chance to apply what I'm learning in school."

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