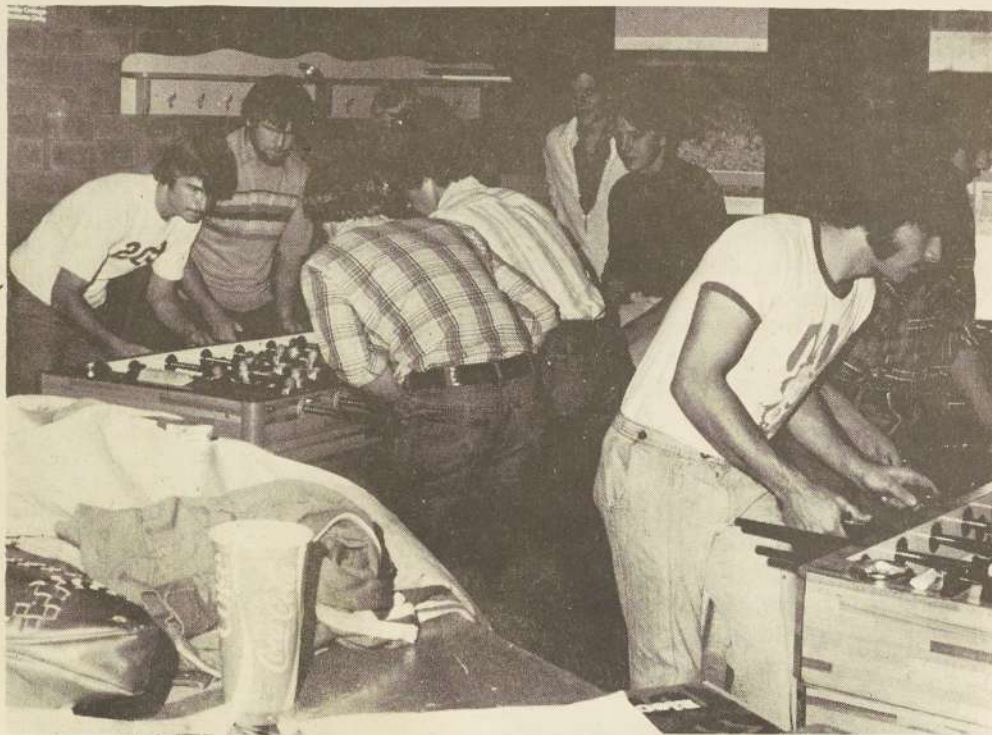


## Game room potential site for culture

Starnes  
proposed cultural center to  
place of the game  
become a controversy  
to both the College  
and administration. The  
argument seems to be  
availability of space.  
game room, which has  
serious controversy over  
locality to the College, is  
which several depart-  
ments is not being utilized  
in a positive way. One, such  
as the Art Advisory  
Committee, which consists  
of people in the College  
community, voiced their desire  
to move the game room into a  
cultural center.  
Bursheim, College art  
department chairperson, said

that he would like to transfer the game room to some other location than the Community Center for two reasons. "The game room is a bad, bad scene. It is a poor reflection of the College's social atmosphere," Bursheim said. "Secondly, it is nearly impossible to arrange for art, music, literary or lecture sessions at the College because of the tight bookings reserved for various other functions in the Fireside Lounge."

"Many major artists are afraid to exhibit their art works for safety reasons," Bursheim said. "Vandalism has been surprisingly high in the Community Center building which tends to stray professional ar-



Students gather in game room for games of pool and foosball.

Photos by Chuck Quimby

tists from showing their work at the College."

The situation is a degrading one to visiting artists and musicians in the Fireside Lounge, Bursheim said. "When, for instance, a professional pianist comes to perform at the College he is received by a mixture of enthusiasts as well as apathetics when performing in the Fireside Lounge. Much of the audience feel that their individual freedom to privacy is being violated by this performer and therefore will react by talking, sleeping shouting or making it unpleasant for the guest."

By instituting a cultural center in place of the game room, a performer would be joined by only the people who wish to sit in on his performance, the safety factor would increase considerably with the limited access to the room and it would ultimately become a positive image of the College itself, Bursheim said.

To relocate the game room to another part of the campus is not completely void of other problems, Don Fisher, College facilities development and planning officer said. The availability of space to satisfy each department's interests seems to be the major problem, he said.

"Since the beginning of this school year, every inch of available space is being used up to this point in time, Fisher said.

"Right now, the only possible open space for the

relocation of the game room would be in two of the health rooms downstairs in Randall Hall or room 101 on the first floor. Since one room has been renovated into a dance room, the other is required to be used as a health room. The possibility of establishing 101 as the game room would not work because it is in constant use for classroom purposes and was not designed to accommodate the activity as which occurs in the game room," Fisher said.

Fisher said that a cultural center has been allocated in the new proposed structures but is so far down the line on the priority list that it will be some time before a cultural center could even take place.

Dave Simpkins, Chairperson, Department of ABE/GED, said that he "didn't really care where they positioned the game room. "As far as I'm concerned, they can move the thing right off the campus. True, the revenues created by the game room contribute a considerable amount to the College's fund, but why not allot those monies out of the budget which would therefore eliminate many of the problems associated with the existence of the game room," Simpkins said.

Last year, Simpkins said that he was encountering problems with his students skipping their classes and spending their time in the game room. "Moving the game room to Randall would promote an increase in GED participation which would complicate the problem even

further," he said. "The GED student figures into a substantial part in game room activity."

Mike McCarty, College ASG president, said that the game room would be an ideal location for a cultural center and he would like to see it instituted but doing so could possibly cause a decrease in game room revenues which finance the ASG fund.

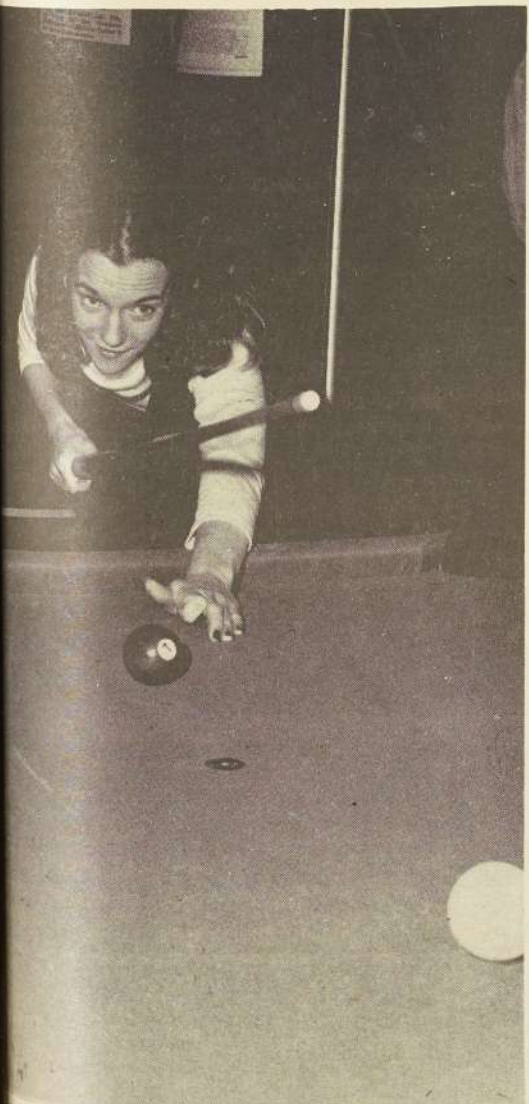
"Since the game room is a constant form of revenue, it would not be beneficial to move the game room elsewhere. I agree that the game room does not reflect the College's image in a positive way but for monetary and confusion purposes to move it elsewhere would only complicate matters more," he said.

Jim Roberts, director of student activities, said that if the game room were to be relocated it would become "difficult to control and manage."

"Each day we have to send someone from our office to the game room four or five times to pick up the money," he said. "If the game room were to move to Randall Hall it would cost us more time to run over there plus the possibility of a decrease in revenues."

When the Community Center was designed, the students opted for a game room in that building, Fisher said. To transfer the game room to another area would require student input as well as tedious meetings with the various administrative committees of the College he said.

BLACKAMAS COMMUNITY COLLEGE ARCHIVES



Pool, one favorite past time of game room