

# Drama department puts on fashion show for college donors

Adam J. Manley  
The Clackamas Print

Just shy of two dozen women modeled the Clackamas Community College Foundation's first women's tea on Oct. 13 in gratitude for their contribution to the college. The event consisted of several speakers and a special fashion show put on by the theater department.

"We just wanted to do something to thank them," said organizer Jayson Martini, director of development. "This is kind of a girly event, but I don't think we're girly girls. We're the world, and we do it from our own perspective."

The fashion show displayed a collection of costumes designed by Cynthia Smith-English, the theater department's costume designer, and her students. The costumes came from a variety of shows spanning Bradford's 10 years here at Clackamas. "[Even] from the very first show that I was

just sewing on as a seamstress," said Bradford.

Cynthia Smith-English narrated the fashion show, giving brief explanations of each play and the inspiration behind each costume design, as the models mingled through the tables. Current and former students of the theater department modeled the costumes, many of whom appeared in costumes they once wore on stage. Some of these actors assumed their old characters as well. Jayson Shanafelt going so far as to swipe some food, and some laughs, while in costume as Sir Andrew Aguecheek from "Twelfth Night."

The function was accentuated by pianist Mike Van Liew, playing on a 9 ft. Yamaha. During the fashion show, each grouping of costumes was accompanied by music from the respective show. Much of this music was originally composed for the college shows by Van Liew himself.

Close to 70 women were initially invited to the tea. "We looked at a list

of donors," said Martini. "And we looked at all of the women who had started scholarship funds here, or were part of a family that has started a fund, or have just contributed in some fairly significant way."

Though the final count was smaller, Martini remained hopeful for future teas. "We knew the first one would be fairly small ... Every single person who said they were coming came, which is kind of amazing."

Attendees included not only donors and volunteers, but also their friends. The Foundation hopes to gain friends and funds for the college, and to introduce the college in a way that might encourage them to become involved.

"I think it did exactly what we wanted it to do, I'm really pleased with it," said Martini. "I think it was exactly what we had in mind. We wanted people to learn a little bit about the college, to have a good time, to connect with each other [and] to want to come back."



From left: Meagan Koleski, Ma Morrison and Jennifer Creel model characters from the theater department's pas for the fashion show to thank college donors.

## The D Pad

Jeff Sorensen  
The Clackamas Print

As video game companies continue to thrive, and games themselves make the shift from playground banter to household conversation, one force in the lives of gamers everywhere continues to threaten their evolution: parents.

What concerns (and frankly scares) me is that so many parents harbor very little understanding of what their kids are really doing when they "zone out" in front of their games.

Some parents use their kids' video games as a stand-in babysitter, while others forbid their children to play them at all. These are examples of what I call "bad parenting," something I'm not licensed to deal with. For the rest of you who are making the effort to understand video gaming (the good parents), I'd like to offer some simple thoughts that might make gaming a bit less scary.

First, video games alone do not make kids violent. I believe most people remember and still cringe at the name "Columbine" and the tragic shootings that occurred there. An irresponsible journalist heard a rumor (which remains unconfirmed now six years later) that the shooters were desensitized to their own violence by a video game. What legal anti-video game activists and most of the mainstream media neglected was the journal of Eric David Harris, one of the two shooters responsible for what happened that day.

In October 1998, about seven months before the shooting in April 1999, Harris spoke about choices and the fact that he made his own choice to kill. The violence awareness site knowgangs.com quoted the entry where he wrote: "It's my fault! Not my parents, not my brothers, not my friends, not my favorite bands, not computer games, not the media, it's mine." Harris was

just a very angry teen. Parents that blame video games for the actions of those boys are either misinformed or too lazy to investigate the truth.

Next, your kid is not a zombie. It sounds stupid, but so many parents believe that video games are like microwave ovens for the human brain. What they don't realize is what kind of mental stimuli games can provide. Strategic and puzzle games (Tetris, Meteos, Age of Empires, etc.) exercise critical thinking and problem solving for children, while multi-player and online games (Mario Party, Halo, City of Heroes, etc.) promote concepts of sharing and fair-play as well as offer gamers opportunities for a healthy diet of competition; a chance for social interaction instead of antisocial and introverted behavior.

It's important to note, of course, that different games stimulate different parts of gamers' psyches, and there are some games that involve little more than repetitive button smashing. Personally, I believe that games like "Shrek 2" and "That's So Raven," which are targeted for a very young demographic and based on children's television and movies, are even worse for kids to play because they don't stimulate the brain, effectively making them dumber!

I realize children don't come with a manual, but parents need to take responsibility for what they teach their kids. Ironically, the games the media named as being responsible for Columbine are the same ones that I and many thousands of gamers like me grew up on. I can't speak for everyone, but in my case my coaches, my counselors, and especially my parents taught me the difference between the video game world and the real world. They all taught me that violence always comes with responsibility, and I'm thankful every day that they were smart enough to know having kids does too.

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