

Safety and awareness top concerns for Loyalist

By Tyson Leonard

Positive awareness, rather than gender, is Loyalist College's focus when it comes to safety, according to the school's residence coordinator.

"We are constantly seeking those campaigns that are going to fit well with our students, and provide the message of safety and tips and tricks you can do to ensure your own safety and your friends safety," said David Templar, the college's residence coordinator.

The safety of female students is top of the mind at many campuses across Canada after 'rape chants' were reported at two universities.

Among Loyalist's current campaigns are the Respect campaign, Green Dot, and Draw-the-Line.

The campaigns focus on taking individual responsibility when addressing violence of any kind.

Templar added the college has also implemented initiatives such as keeping the campus well lit, and the Walk Safe campaign, which provides students with someone to walk them to and from residence. Extra security guards are also on staff for busy nights on campus, such as pub night.

"On campus environments it's always of dire importance to make sure that the messages are out there and that you have got things in place to deal with any incidents, and touch wood we have a very positive track record," said Templar.

Elise Hineman is a counsellor and public educator at the Quinte Sexual Assault Centre in Belleville. She says awareness is key to stopping sexual assault, an issue that disproportionately affects young women.

"This is a huge social issue, if this were categorized as a physical illness it would be a pandemic," said Hineman.

The Quinte Sexual Assault Centre focuses on counseling but also provides free public education, support and advocacy, and a crisis line. The centre works closely with Loyalist College on campaigns involving student safety.

"There is always room for more awareness, for more chances to have the discussion about what this is in our society, and how to eradicate it," said Hineman.

According to the centre one in four women will be sexually assaulted in their lifetime.

Hineman said campaigns to stop sexual assault should centre on the actions of the attacker.

"We have been involved in previous years in the Don't be that Guy campaign," said Hineman, "which is asking men if they happen to witness their buddies doing a sexual harassing kind of behavior to address that."

Hineman said she hopes the conversation on sexual assault shifts towards stopping attackers, rather than placing the onus on the victim. Whether it's through campaigns or personal intervention, Hineman said she's happy the conversation is happening.



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Elise Hineman is a counsellor and public educator at the Quinte Sexual Assault Centre in Belleville. She believes awareness is key when it comes to the eradication of sexual violence on college campuses.

Grand Theft Auto V an entertaining exercise in moral ambiguity

By Jack Carver

Rockstar Studio's Grand Theft Auto V is a game of millions.

According to Bloomberg Businessweek, it cost \$115 million to develop, \$150 million to market and in only 24 hours of sales the game made \$800 million. There are a million things to drain your days away doing, millions of situations and stories to tell your friends about after playing for a few hours, and there are a million reasons to pick up the most recent installment in the GTA series.

GTA V features a colourful cast of characters in a fictionalized Los Angeles setting. Characters include Michael, the retired bank robber who's fed up with his well-off life, his dysfunctional family, and his sociopathic tendencies;

Franklin, the young up-and-coming gangster trying to stay clean a la Cuba Gooding in Boyz n the Hood; and the psychopathic Trevor, who first appears in the game in a gunfight with a few dozen bikers in the backwaters of the massive map the game takes place on.

The total area that you can experience and play in rings in at around 73-square kilometres. That's not including any indoor or underground environments either. For comparison, real-life Manhattan is 88-square kilometres.

The main backdrop for the story takes place in and around the city of Los Santos. Besides the car stealing, drug paraphernalia and some other shadier time-wasters, the city has plenty to offer. It's not difficult to spend upwards of two hours just playing ten-

nis with Michael's wife, calling up one of Franklin's friends and going out for a game of golf, or driving down to the bar with Trevor and drinking your problems away; it's all there.

The story follows the three men as they amass a fortune through heist after heist. The player first decides where to do the heist, cases the joint, and then decides if they should go in loud or quiet. Loud involves big guns and body counts, while quiet requires stealth and a solid cover. The player then picks the crew and how the loot is divided up between the group. Next you decide who will be the driver, gunman and the hacker. Playing through the first heist is exhilarating and results in a 10-minute cop chase down drainage canals, guns blazing.

Previous games in the GTA series

have been known for setting the bar high graphically, but the latest really brings it home with the little things. Besides a general overhaul to the graphical fidelity in the game, Rockstar brings some amazing small details to consistently impress the player even after hours of playing. Watching the dust kick up when you drive an ATV through the bush, seeing the bruises on your character after a fight, the paint scratched off the car you just stole; it all manages to impress and astound.

Rockstar's biting social and political commentary makes another appearance in the form of in-game billboards, radio news, and nearly every conversation and interaction you have with people. The game's Facebook equivalent is called LifeInvader, iPhones are iFruits and everyone seems to be a

caricature of their real-life counterpart with every political, religious and cultural stereotype being played out. From coffee loving, tech start-up, millennial yuppies, to self-absorbed celebrities in Scientology-esque religious cults, GTA V leaves no one unscathed in its blazing trail of expletives, violence and dedication to keeping you laughing or cringing, usually at the same time.

GTA V is a game that will have you skipping class, work and just about any social interaction that isn't directly related to it. A three-hour play period to write this review quickly turned into a nine hour veg-out before I managed to pull myself and my sore fingers away from the TV. I suggest you invest in a million dollar sofa with all those ill-gotten gains because you won't be leaving it anytime soon.

Belleville film maker featured at TIFF

By April Lawrence

The Toronto International Film Festival was an amazing experience for Bellevilleborn filmmaker James Wilkes whose short film Young Wonder was featured this year.

"They treat everyone there like princes and princesses," said Wilkes.

Being included in the festival came as a surprise for Wilkes because he made his submission late in the process. When he received the call, he assumed that there had to be another reason why he was being contacted and was surprised to hear Young Wonder had been selected.

Wilkes submitted the film on a Sunday and was contacted the following Tuesday and told his film would be featured.

"It's such a huge honour to be included with such great movies," said Wilkes.

Young Wonder follows a young boy as he plays with his action figures and his games come to life in his imagination. It is inspired by the way children like to play, he explained.

Including some of Wilkes' own childhood experiences of playing outside in the woods in Prince Edward County with his brother and his friend, Jesse Todd, a Quinte-area resident. Todd also attended one of the screenings and witnessed all the cheering and commotion that goes on when the film is viewed.

Wilkes had Todd play Darth Vader in the film. As children, Wilkes and Todd went to see Star Wars for the first time together with Todd's father. Wilkes also recalled drawing Star Wars costumes and putting them onto paper dolls when he was a child.

Having Todd play Darth Vader created a metanarrative, which is a story-telling



Photo courtesy of James Wilkes.

Belleville born filmmaker James Wilkes (right) with his wife Eun Ju Chung at the Toronto International Film Festival.

method that made the film even more meaningful to Wilkes. It added another personal dimension to the story.

Young Wonder is a big deal for a lot of people, said Wilkes. He has received numerous email responses from people who have watched the film, telling him

how the film reflects exactly how they remember playing when they were children.

It was posted to YouTube by the Toronto International Film Festival on Sept. 9, and just 10 days later, had received 467,758 views.

Young Wonder took approximately three days of shooting in the woods, about a half day of shooting on green screen and took a few months of visual effects editing to complete.

The short films at the festival were incredible this year, said Wilkes. Film-

makers have developed unique new ways to tell a narrative, he said, describing another featured short film called Noah, which follows the unraveling of a teenager's relationship, all on a computer screen.

"It's such an incredible time for story telling," said Wilkes, referring to the various ways stories were told in the films at the festival.

In his own film Wilkes wanted to take the opportunity to play with visual effects and flow. This varies from work that he has done on his regular series, which include ER Vets, Pick a Puppy, Unstable and several others.

Wilkes credits include co-creating, executive producing, writing and directing nine series varying from documentaries, reality shows, drama and family.

Looking to the future, Wilkes is continuing work on his regular television series and has some promising opportunities opening up. Out of respect for his potential coworkers, Wilkes said he didn't want to share details about his potential projects at this time.

"It's such a huge honour to be included with such great movies."
-James Wilkes