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Chilean finds Alva inspiring

By CAITLYN PRAY
Student Writer

Many children aspire to become artists when they grow up; only a handful actually develop that idea into a reality, Marianne Hoffmeister let her ambition lead her into a fulltime career and passion towards teaching others.

For Hoffmeister, art is an educational experience both on and off the canvas. Taking a single image, Hoffmeister attempts to capture the details of the image in charcoal drawings to educate not only herself on the image and how to draw it, but also the audience that soaks in her strokes in hopes to interest them to learn more.

"I think it is very interesting seeing how so much of the two cultures are alike, and yet they are so different in their ways." Hoffmeister said when asked about the art she intends to do in Alva. "The American cowboy—I think it is interesting because it is so generic, but fantastic and almost fictional to me. In Chile, we have this same image, but not like the Ranger here in America. In Chile, our cowboys are more used for military and drills and are not free

and wild like the cowboy."

The Northwestern mascot has not become the only central point of interest for Hoffmeister. The murals that adorn downtown Alva, the Cherokee Strip museum, the local history and even the Walmart and city. "It is interesting because to me, as a foreigner, I find even a trip to the market or Walmart to be exciting because we don't have that market in Chile and there is so much different." Hoffmeister said.

Hoffmeister also reveals that while drawing and art is her occupation, her initial career goal was to become an archaeologist in order to research and learn more about cultures and the world than other career choices might take.

After a time of decision, however, Hoffmeister said she came to the conclusion that art was her gift and an avenue for her to enjoy research and multiple other opportunities across the globe.

"As an artist I can be anything I want and can be sort of an archaeologist, I can be a writer, I can be a philosopher and at the end I think that art gave me a wider version of the world and that's why I chose it." Hoffmeister said.It is now Hoffmeister's vision to give that

same unlimited feeling to other artists and those interested in the Alva community.

"To those who live here forever, this idea and place is very common and not interesting enough, and they must look harder to see ideas. That is the way I also felt with my home back in Chile." Hoffmeister said. While most people would agree with Hoffmeister's statement that a trip to the local grocery store is not a peak of excitement or a source of inspiration, "I think art is wonderful because it is such a subjective thing," Hoffmeister said when asked what she enjoys about art.

"One hundred people can look at the exact same object and come up with one hundred different ideas or perceptions."Hoffmeister will be continuing her work and classes for the duration of her stay until April 6 after presenting her art at the first friday art walk.

All are invited to attend the anticipated event to see Hoffmeister's artwork and her artistic attempt to blend the two varied cultures and landmarks of western, remote, ranch-style Alva, Oklahoma with Spanish, mountainous, and cultural Chile.



Photo by Ashley Strehl

Artist in residence Marianne Hoffmeister

15th annual art show opens

The 15th annual art show allowed students, employees, retirees and alumni to express their creativity. Entries included works of art such as photography, and paintings.

Photography entries featured a number of subjects such as animals and creatures, black and white, landscapes, city scapes, light, elements of design, macro, people and nature.

Painting entries featured watercolor, animals and creatures, architecture, elements of design, the figure and portraiture, and landscapes and nature.



Photo by Greg Minor

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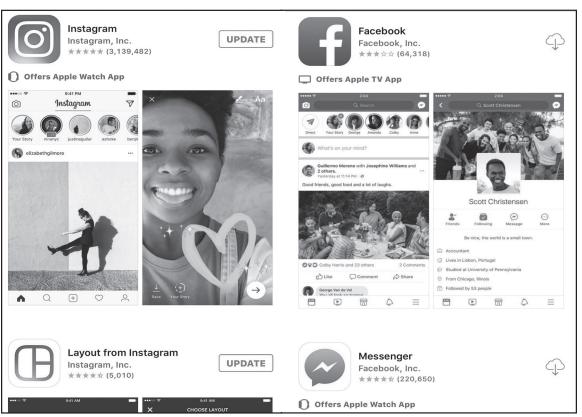
• Netflix original programming

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News



Photos by Capri Gahr

Instagram and Facebook providing branched off apps to provide more services to consumers.

Instagram creates new app branches

By CAPRI GAHR
Student Reporter

The Instagram feeds have got a lot bouncier.

The creators of Instagram have been creating new apps just to work with Instagram. Is this a trend in the app creating industry? Where does it start and where does it end?

The Boomerang app, which caught on quickly, isn't the first app created to improve content for a different app. App creators have been making apps to make other apps more interesting.

Boomerang was created to play and replay the same moment over and over. One user, who wished to remain anonymous, has over twenty Boomerangs on their Instagram. They said, "Sometimes Instagram gets a little boring but there is always something new that comes along and revives it. Updates, Boomerang, Layout. They all kind of show up and people go crazy."

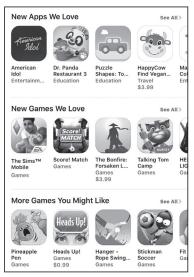
On my Instagram, I used to see Boomerangs everywhere. Now, there are fewer on my feed. Intrigued by this phenomenon of apps for other apps, I decided to take note of every photo on my feed for ten days.

After one hour of scrolling, I would mark down each photo or video that was edited by an outside source, any Boomerangs, any collages, or graphically animated edits.

I didn't rule out advertisements because marketing companies often try to catch trends before they disappear. The average amount of photos that were in these parameters each day was nearly 40 pictures.

Nearly forty people or businesses a day would use a different app to help create content for their social media feed. Layout and Boomerang are both made by the creators of Instagram. Other outside apps appear frequently as well.

One of these apps is called InstaBeauty. Despite its name, it was created by ThinkPHP. ThinkPHP is a hub for creators to go to so they can make new apps. They support nearly 80million different content creators. I downloaded this app and checked out its features. Not only can you adjust lighting and fun colors, you can adjust eye size,



App store providing different games.

body size, and blemishes.

As an experiment, I went on the Apple App store and searched Instagram. There were over a thousand results. While only five of them were Instagram products. Facebook's search had eleven different apps all made by Facebook and over a thousand results from



Instagram

other creators.

The creator of Instagram, Kevin Systrom, released this statement about the future of video editing apps like Boomerang. He said, "For Instagram to succeed in the long run, video has to be a core part."

Statistically, smart phone users spend almost 90% of their media usage time just on apps.

There is even an application that helps bridge the gap between the different smartphones and help businesses create their own app. Xamarin helps people create content that can be shared across different media platforms.

This software is helping people create apps for other apps. Creators for Android apps even lay out tasks like, one app sending you to another or one app allowing a different app to perform a task. On Android's website you can find these lessons. They explain why and how you would need to do this.

This phenomenon of apps for other apps has broken the boundary of having one app to do it all. Now we need multiple apps to do one thing. This gives us another question that needs to be answered. Have creators run out of new app ideas or are they sticking to what is making them money?

Spring break: almost in full swing for NWOSU

By SAMI MCGUIRE

Sports Editor

Flip flops, beach parties, sun hats and fruity drinks with toothpick umbrellas come to mind for many people when they think of spring break.

To some spring break means wild parties, but in Alva, it means time to spend with family. Northwestern Oklahoma State University goes on spring break March 19-March 23.

Some students plan vacations, some spend time with family and others stay in Alva to work. Professors and staff mainly use this time to spend time with their families as well.

taking my kiddos to the Wichita zoo at some point. Otherwise, I will just be spending precious time with my kiddos!"

Allen Skeeter Bird, chief executive officer, is helping his daughter remodel her kitchen for spring break. Although Bird will be spending time with family, he dreams of being able to spend time with his family somewhere else.

"I think I would enjoy taking my family to South or Central America," Bird said, "and spending half of the time close to the beach, and half the time seeing museums, architecture, ancient ruins and local artesian shops."

Myra Davidson, administrative assistant to the president, said she always does something fun for spring break. This year Davidson will be



Matt Walter, the head football coach, is taking a step back from football this year. He said he hopes to relax with his family.

"My dream spring break would be taking the family to a cabin in Colorado and Skiing," Walter said.

Rebecca Cook, International Student Advisor, also plans to spend time with family.

"My kids and I plan on going to my hometown for the first few days to see my family, including my new nephew," Cook said. "I also plan on going to a casino with her husband for a few days, and later doing a shopping trip with some friends.

Davidson has gone on trips from skiing in the cold to enjoying the warm of San Antonio, Texas. One thing she would like to do but hasn't is go on a girls only trip to South Padre Island.

Whether you dream of skiing through the Rocky Mountains or lounging on a beach, spring break is something many students and staff love.





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News

NWOSU played host to three honor societies for an induction ceremony

By ERIN DAVIS
University Relations Specialist

Northwestern Phi Alpha Theta history honor society sponsors (left to right) Ken Kelsey and Gordon Patton, with inductees (left to right) Josh Atchley and Donald Tripp, and sponsors (left to right) Eric Schmaltz and Kay Decker will work to promote the study of history. Not Pictured is inductee Brandy Hinesley Chambers.



Photos provided by University Relations Specialist



Northwestern Phi Alpha Theta history honor society sponsors (left to right) Ken Kelsey and Gordon Patton, with inductees (left to right) Josh Atchley and Donald Tripp, and sponsors (left to right) Eric Schmaltz and Kay Decker will work to promote the study of history. Not Pictured is inductee Brandy Hinesley Chambers.



Northwestern Pi Sigma Alpha political science honor society inductees (left to right) Jacque Ruhl, Riley Pearce, Hal Oberlender and Cole Reynolds will work with sponsor Aaron Mason (far left) to continue political science interest on campus.



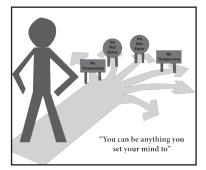
Editorial

Who is at fault?

By TIFFANY WILLSON Columnist

I recently read an article, on yourmodernfamily.com, claimed children are acting entitled and sad. The way the author brought about the issue worried me, so I began to do some research. I found that there are many people claiming these same things. The research I have been finding is, above all, concerning and I do not agree with it. I do believe that children and teens are more depressed and focused on peer acceptance, but I think it's time the real issues were talked about. The blame has been thrust on to the students and children, with parents claiming, "I never acted like this." The truth is, it has more to do with the parents and society than it does with the child.

Growing up I was always told that I could be anything I wanted to be but as I got older I realized that is not the case. Even if the



options are available to me, it is not open to everyone. They say that discrimination is not as prevalent as it used to be. This is true, that it is better now than before, but still we witness acts of aggression and hate every single day. You can be denied positions in this world because of race, gender, religion, and sexual orientation. So, you can tell us that we can be whatever we want to be, but we have seen right through this charade. I am sad because the world is not the beautiful illusion that my parents and teachers have preached to us over the years

Entitlement stems from years of parents giving gifts to their children as rewards for desired behavior. As a result, children have smart phones and gaming systems at an earlier age. Yes, these handheld devices are new and exciting, but parents need to remain steadfast against the pleas, and not give them to their children too early. Even if your child claims everyone at school has one. They probably don't, but even if they did, you are helping your child see past the peer acceptance that plagues our society today.

These arguments only address a few of the reasons that children's attitudes have begun to shift. What I want everyone to consider is the cause of all of this. Do not just look at the symptoms and think you understand the whole student population. After that, I inquire, "Who is at fault and how do we change it?"

"For I am not so enamoured of my own opinions that I disregard what others may think of them." -Nicolaus Copernicus

"When the whole world is silent, even one voice becomes powerful."
- Malala Yousafzai

Enacting spirit week in college

By MICHELLE WILLSON Columnist

What really is "School Spirit"? Varsity.com states "To many students, school spirit is a sense of pride shown by those who feel a strong connection to their place of learning and the people in it,"

School spirit to me is much more. It's not only a sense of pride in your school, but also a feeling a belonging in your surroundings, like a sense of community. To build relationships like that is tough especially when it involves over 2,000 people. In highschool the easiest way to reach a large amount of people was school sponsored events.

I believe that having an event like spirit week would help re-spark the fire a school spirit on campus. All through high school Spirit Week was one of the most look forward to weeks of the year. A week where most students are excited to go to school because it is not just going through the motions of a normal school day. Spirit week helps boost school pride and moral around the school in general, it gives people a sense of pride for their school and community.

In high school, I was in a lot from Cheer, StuCo, Show Choir, Theatre and Honor Society. I went to most of the games and I went to every school dance. In Student Council one of our biggest problems was how do we get



students to have more school spirit. One of the answers we came up with is dress up days. All through out spirit week we selected themes for each of the days. From odd days like "Favorite superhero day" to normal days like "red and white day" (our school colors.).

During Spirit week my high school also put on different class competitions that focused on different aspects from athletic skills all the way to video games. We wanted to be able to include as many people as possible. My Schools most popular activities were Castles, Lip Sync battles and Super Mario Bros Brawl Competitions.

When students feel a sense of efficacy, they tend to be

more involved, more in tune with the great opportunities which exist on their campus." stated a female principal verbatim from a survey conducted by Varsity Brands (Varsity.com).

Having more outlets to help boost school spirit here at Northwestern would not just impact the students. It would also be a great opportunity for the different clubs and organizations on campus to be able to work together to put on events.

The National Federation of State High School Associations stated "In addition to showing support for their school, high school students with "school spirit" perform better academically, are more engaged in social and civic matters, and are happier in general than their less-spirited peers." (NFHS.org)

Everyone can use a boost in school spirit every once in a while. Studies have even shown a higher school spirits in most cases ment better grades. An increase in school spirit will not harm anything so the pros definitely outweigh the cons.

It may be juvenile, but I propose we add a spirit week. That should include things like dress-up days and class competitions. It is not only to support school spirit, but with students from every group, who do not talk or interact, dressing up like each other It gives the school a stronger sense of unity. It would be a nice change of pace during the school year.

Out on a Limb by Gary Kopervas HA HA! THESE CAT VIDEOS ARE HYSTERICAL!



— **King** Crossword — Answers

Solution time: 25 mins.

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All letters represent the views of the author.

Other Voices

Putting guns in the classroom

By ZAHRA NASSER The Chicago Maroon The University of Chicago

When I think of gun ownership, I think of a few things. I think of conservatism, I think of the South, and I think about a brand of incessant mass school shootings exclusive to the United States. When I think of these shootings, I think of children, teachers, bloodshed, "thoughts and prayers," and no meaningful effort made to reform the policies that allow these events to occur. And due to recent support from the White House, I'm compelled to consider two of the above in the same breath: teachers and gun ownership.

My mom has been an educator since I started going to school. She volunteered at my preschool and chaperoned all my field trips until she realized that her attachment to teaching the alphabet and finger painting stemmed from more than just wanting to follow me, her youngest child, around. So she became an elementary school teacher and has been for over a decade now.

As native Chicagoans, the issue of gun violence is far from foreign to us. The school shootings we hear about on the news and the shootings we know occur in the South Side both seem comfortably distant yet painfully close all at once. No one ever thinks that their neighborhood school will have to face a mass shooting. No one ever thinks they'll be in

the wrong part of the city at the wrong time around the wrong people.

In evaluating potential solutions to the epidemic of school shootings, the suggestion to arm teachers—people who have devoted their lives to educating and inspiring—with guns is too absurd to even consider. To think that people like my mom, who became teachers out of a true love for seeing children grow and succeed, would carry a gun in a place as sacred as a classroom changes the entire profession of teaching in my mind.

How could students find solace in the people they are supposed to look up to and learn from, in an environment that is supposed to be nurturing, if they see a black mass strapped to their teacher's waist, loaded with bullets that could potentially take a classmate's life?

Though the most recent slew of school shootings has occurred in elementary and high schools like Sandy Hook in Connecticut and Marjory Stoneman Douglas in Florida respectively, the threat of shootings on college campuses also looms large. In fact, a study conducted by Citizens Crime Commission of New York City found that the number of campus shootings increased by nearly 153 percent between 2011 and 2016.

As college students, the prospect of a shooting on our campus feels improbable, yet is unfortunately not unfounded. Just over two years ago, UChicago cancelled classes for a day after someone threatened online to commit a shooting on the main quad. Now,

policy makers are debating the value of guns in high school, but there's no reason such a policy discussion couldn't eventually extend to colleges. We as students not only contend with the possibility of a shooting on our campus, we also have to wonder if maybe someday, our professors too will wield guns.

The thought of the noble profession of teaching being marred by the prospect of violence cannot be entertained. If teachers, who are rightfully considered some of the most understanding, peaceful people in society, possess guns, what stops anyone else from bearing arms, too? The logical culmination of arming all teachers is arming everybody everywhere.

Many pro-gun supporters love the mantra, "Guns don't kill people—people kill people." For example, Wayne LaPierre, head of the National Rifle Association, has called for more mental health treatment rather than more gun control. While increasing access to different forms of therapy is never a bad thing, it's not the easy solution to gun violence that these supporters like to claim.

There will always be those with a desire to kill, and the best way to prevent them from doing so is to control access to weapons. More guns will only breed more capacity for violence. As college students in Chicago, and as those who have grown up in an era of near-constant mass shootings, it is necessary that we question and openly discuss the future of guns—even if, sadly enough, it is just for our immediate safety.



Interested in writing? Share your opinions! Contact Michelle

@rangers.nwosu.edu

King Crossword **ACROSS** 1 Whatever's 12 left 5 Fix a skirt 15 8 Ollie's pal 12 Sore 13 "All the Things You 26 14 Stylish 15 Item on stage 16 Moving vehi-35 36 cle 17 Shakespeare villain 43 44 18 Elvis' Mississippi birthplace 20 Feathery 50 52 cluster 55 22 Gave up 26 Censor's 45 "Zounds!" sound 5 Devastation Horne 29 Tic-tac-toe 28 Denounce 47 Mauna -6 Historic 49 Church sec-32 Jack-o'win period lantern 30 Scoffer's tion 7 Bring up 8 Bradbury 33 Southwestern 50 VHS alternalaugh 31 Libretto tive genre city 9 Margaret -35 Bread spread 32 Play on words 51 Mischievous 10 Bailout recip-36 Pigpen 33 Mexican tyke ient in 2009 38 "M*A*S*H" 52 Enrages money 34 French article 53 Keg contents news role 35 Moonshine 54 Greek conso- 11 Sgt., e.g. 39 Types of tides 19 Track circuit 42 MacDonald's container nants 36 Petruchio's 55 Opening day? 21 Venusian place 43 Eye layer Kate, e.g. vessel? 23 Cheek 37 Western DOWN 44 Not as much 1 Engrossed 45 "Chicago" enhancer capital 2 Beige 24 Facility lyricist Fred 40 Freeway access 3 Buy stuff 25 Arab boat 46 "Golly!" 26 A/C measures 48 Ostrich's 4 Prepare for 41 Attractive printing 27 Musical cousin person

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Are video games really that violent? Is that a problem?

Doom for a misleading interpretation of what happens when someone gets shot.

At age 16 Evan Ramsey, brandishing a 12-gauge shotgun, shot and killed two people before turning the gun on himself. After surrendering to the police, he made his claim that he thought shooting people would be like in the video games where once they are shot they get back up again instead of dying.

While Ramsey may have blamed his actions on video games, according to the professionals the research for video games having negative effects on those who play or watch them has been poorly constructed and even shows that video games have pos-

The effects that video games have on society vary from improving learning ability to causing aggression. "Several studies showed an increase of aggressiveness due to being exposed to violent video games," said Craig Anderson Iowa State University's Distinguished Professor of Psychology. "However, most haven't been able to control all of the factors that can cause an increase in aggressive

Glasgow, said something similar about the inability to control all variables. "Correlation is not the same as causation," he said. "By this I mean just because there's an association between, say, people playing video games and high problem-solving ability, problem-solving ability.

Barr pointed out that people who are good at problem solving may just like playing video games. "The same goes for things like video games and violence," Barr said. "Perhaps violent people are drawn to violent video games, rather than the games causing them to be violent."

Barr said the research itself has problems. "We must also be careful that the studies showing benefits are properly constructed," he said. "Aside from the sort of skills that my study suggests games can sistence or improve moods.'

Source: commonsencemedia.org

A school shooter blamed the video game called the player may experience a sense of accomplishment. "When a player beats a particularly hard level in Mario, a sense of accomplishment can be felt when that level is finally beaten," Barr said.

> Anderson, on the other hand, said research over playing video games has been linked to poorer academic performances, obesity and attention problems. "Aggression has also been linked to video games," Anderson said.

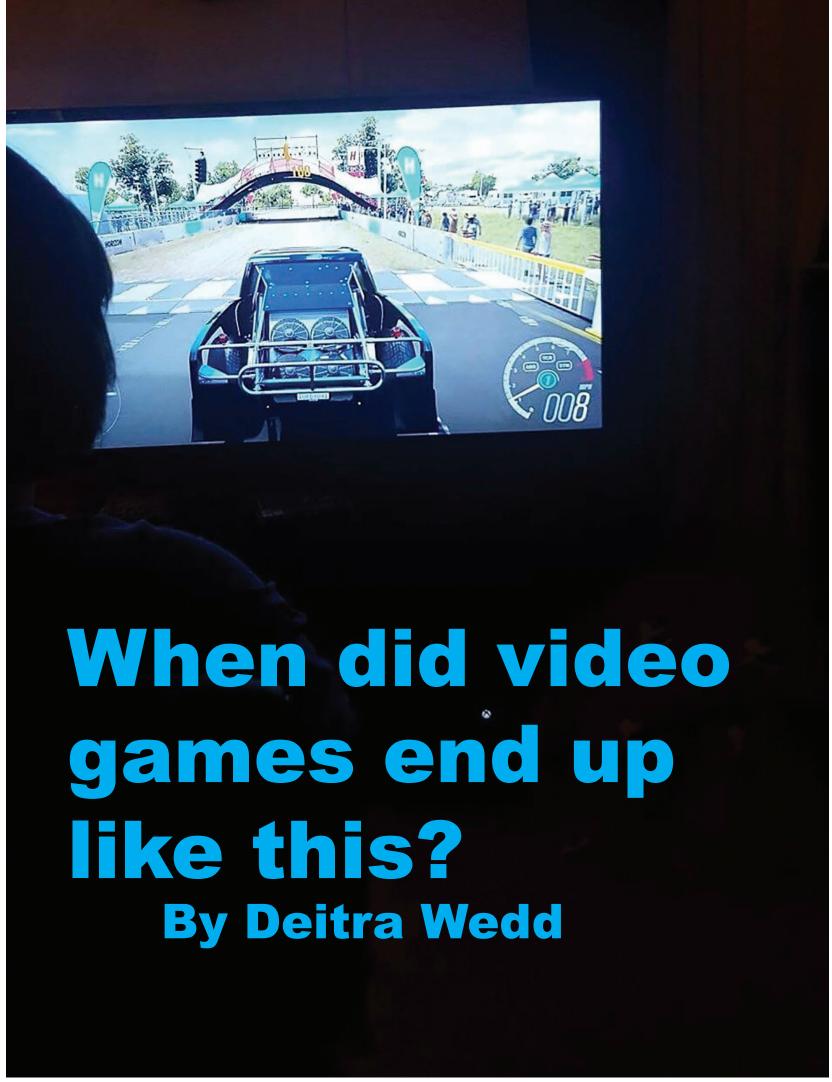
> The reason behind the increase in aggression, according to Douglas Gentile, who wrote the book "Media Violence and Children," is because people, especially children, tend to imitate aggressive actions more readily when they can relate with an aggressive character. Gentile wrote in his book that, "On television, it is hard to predict with which characters, if any, a person will identify."

> When it comes to video games, however, identifying with characters is different. "In most violent video games, the player takes the point of view of one particular character," Gentile said.

Gentile also said that video games increase learning because video games are a form of active participation. While increased learning is a benefit, it's ac-Matthew Barr, the vice chair of the University of tive participation of a video game that helps to cause increase in aggression. "Viewers of violent content on television are passive observers of the aggressive acts, whereas game players are active participants in the violent acts," Gentile said.

While television only shows bits and pieces of this doesn't mean the games are the cause of the the violence, video games require players to do the violent acts step by step, according to what Gentile wrote in his book. "The video game series Rainbow Six is so good at teaching all the steps necessary to plan and conduct a successful special operations mission that the U.S. Army has licensed the game engine to train their special operations soldiers,"

Violence in television only lasts a few minutes, but the step by step process, by which video games tend to follow, keeps the violence going in a continuous flow. Another thing that keeps the violence develop, others have shown, for example, that games going is the reward the player gets from completcan develop spatial skills, problem solving and pering violent acts. "Rewarding aggressive behavior in a video game increases the frequency of behaving Video games can make people feel better because aggressively in that game." Gentile wrote. "Rewardwhen a player accomplishes something in a game, ing aggressive behavior in a video game also teaches

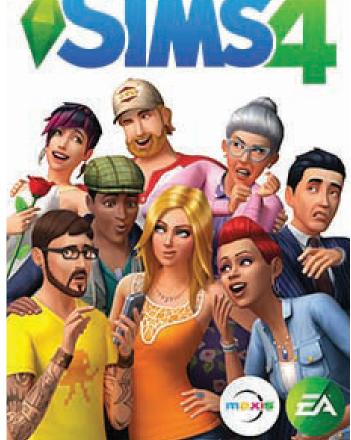


TOP 10 VIDEO GAMES 6. MARIO KART 1. TETRIS 2. MINECRAFT 7. WII SPORTS RESORT 3. WII SPORTS 8. NEW SUPER **- (1) (+)** MARIO BROS. 4. GRAND THEFT 9. DIABLO III **AUTO V** 10. NEW 5. SUPER MARIO SUPER MARIO Bros. WII BROS. (2)



Pac-Man is one of the oldest video games that is still being played today

Sims 4 is a dfferent type of game that players can play as themselves or as a person that they create in a world that is eithwer created by the game or of his or her choosing.





What makes No. 1 violent game so violent? means of solving conflicts."

-Gang violence -Nudity -Drug use

-Sexual assault of women

-Profanity

-Murder of police, innocent people

Graphic by Sabreena Burks

more positive attitudes toward the use of force as a

This rewarding system can also have its benefits. "The rewards help educational games be more effec-said. tive." Gentile said in an interview.

Patricia Greenfield, distinguished professor of psychology and UCLA director said video games aren't as addicting as some would have people believe. A study of 973 young people in arcades was conducted to determine if video games are addicting. "The study showed about half the kids playing ing others play." video games in the arcades were spending more time socializing than actually playing the games," Greenfield said.

This study showed that areades were being used for social gathering rather than for compulsive video game playing. Greenfield said another study showed something similar. It had 20 families keep diaries for five months after getting a video game set to record how long each member of the family was spending playing video games.

According to Greenfield, the study showed that the families were only playing about an hour a day.

"Studies show that people spend more time watch-fastest." ing TV, with preschoolers spending up to two and a half hours a day watching television," Greenfield

hand coordination. "There is much more learning involved with games than just coordination skills," Greenfield said. "For example, Pac-Man, Pac-Man is not a game that can simply be picked up by watch-

The object of the game is to have Pac-Man eat all the dots in the maze. Greenfield compared the game inductive reasoning skills much more than games other parts of the game are what makes it more complex and requires certain skills to play.

to the game are the ghosts," Greenfield said. "Each ghost has different traits, the red one, Shadow, is more aggressive and most likely to chase Pac-Man. Pokey, the orange ghost, will not cross any of the energizers (the flashing dots that allow Pac-Man to eat the ghosts) and Speedy, the pink ghost, is the the cause of violence isn't strong," Barr said.

Greenfield said while in chess each piece also has its own allowed behavior, Pac-Man is different in that players must figure out for themselves what the One of the concerns of video games effect on different behaviors of the ghosts are. "In chess, the society is that the only skill being taught is eye- rules are clearly explained so that you can play the game, but in Pac-Man players must learn the differences of the ghosts through observation," Greenfield said. "And they have to do so quickly before Pac-Man gets eaten."

Other video games require observation skills to figure out the rules as well. "Video games require to chess and said the objective is simple enough, but of the pre-computer era," Greenfield said. "They also require parallel processing, such as in Pac-Man where the player must know where all the characters "In Pac-Man, the obstacles that bring complexity are, where the dots are that need to be eaten and how many energizers are left in the maze.'

While these skills can be learned from violent video games as well, and video games have been mentioned as being used as tools for training for shootings, "the research behind video games being

Feature

Celebrating let's laugh day

By SABREENA BURKS Student Writer

There is a saying that says laughter is the best medicine, well in this case that saying will be in use since Let's Laugh Day is on March 19th and there will be tons of laughter and jokes going around. These are the students of NWOSU and the funny jokes that they had to say.

"What's brown and sticky?"

"A stick"

- Tiffany Wilson, a sophomore early childhood education major from Conway Springs, Kanas

"What do you call a fake noodle?"

impasta"

- Madi Wilson, a sophomore history major from Enid

"Wanna hear a joke about Pizza?"



"Nah, never mind, I can't tell it, it's too cheesy!"

- Madi Wilson, a sophomore history major from Enid

"You know what seems odd to me?"

"Numbers that aren't divisible by

- Paola Ponce-Villalobos, a junior math education major from Beaver

"What kindof pants does Mario wear?"

"Denim denim denim"

- Aexis Stuart, early childhood education major from Pampa,



"Always find a reason to laugh, it may not add years to your life, but it will add life to your years."

The Wake boarding football player

By BALEY GARZA Student Writer

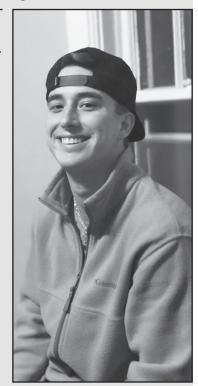
Imagine wake boarding for the first time. You're getting pulled by a boat full of your family members. You get the courage to finally stand up, and then you go for your first jump, and then you completely wipe out.

Blake Branson Humble knows a lot about wiping out while wake boarding. Humble is a 21-year-old student-athlete here at NWOSU. He is majoring in health and sports science and minoring in psychology. Humble is also the punter for the NWOSU football team.

Humble was born and raised in Midland, Texas. He started playing football in the 3rd grade. His little league team, the GMFL Chiefs, were one of the best teams to come out of Midland. They had an outstanding record of 47-0. "We never lost a game, we were the best," said Humble.

Humble played not only football but he also played baseball and ran track and field for the Midland High Bulldogs. "My high school was actually featured in the movie Friday Night Lights," said Hum-

Humble has been attending be his second season to play for the rangers.



Nwosu football player, Blake **Branson Humble**

Humble doesn't only like football. He enjoys playing golf, hunting, and wake boarding. After college he wants to further his career in sports but he plans to work for his family business that is ran by

Humble still enjoys wake Northwestern since the fall of boarding but still has trouble land-2015. He has played one season ing that jump. "I tried to do a back and missed one season due to an flip my first time, and landed smack injury. This upcoming season will dab on my head," said Humble. He aspires one day to not wipe out and to finally land that jump.

"Why did the Clydesdale give the pony a glass of water?"

"Because he was a little horse"



- Rosalie Wagre, a junior criminal justice major from Oklahoma City, Oklahoma

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Entertainment

Netflix original programming

By BROOKE MCCLELLAND TV Reviewer

Netflix can be hit or miss with its original programming whether it's a tv show or a movie. A lot of the time their programming appears to be a hit, but really isn't when watching the content. Why? Because Netflix has a very bad tendency to make certain tv shows 13 episodes long, whether there is enough story to fill the episode order or not. Because of this it drags tv shows that have the potential to be great down into being merely "good" or "fine". The shows in mind are definitely the Marvel Netflix se-

The Marvel Netflix shows are not bad by any means. They have great actors, compelling stories, and amazing characters that we the viewers can get behind, and that's not strictly limited to the heroes. This series gave us great villains in the form of Wilson Fisk from Daredevil and Killgrave from Jessica Jones. They are by far the most compelling, and fleshed out villains Marvel has to date, not just on Netflix but the big Blockbuster movies included. I mention those two specifically because they both belong to the premier season for their respective shows which still stand as the best of all the Marvel Netflix shows. Despite that, both seasons would have been better off with a shorter episode order.

With the long episode order, and approximately 50 minute run time for each episode, it bogs down every Marvel show because it forces the showrunners to put in filler stories that only exist because there's not enough

of the central story to help get to the endgame. The Punisher series that was recently released late last year is the one that was severely weighed down by the long episode order. To be honest, the show didn't pick up until the final four episodes, where everything was thrown into a whirlpool of chaos. The middle of the season was pure filler that really didn't matter towards the central story, or towards the endgame.

These shows are good, but they could be amazing with a tighter script focused on fewer episodes to fill. Netflix seems determined to keep this going even though the latest season of Jessica Jones has proven that a longer episode count is only detrimental to the season and the show's overall quality.

Netflix just released the second season of Marvel's Jessica Jones, and it's exactly what you'd expect from our favorite super powered P.I.. While it doesn't come close to its first

"The biggest gripe about the season is the same gripe about most of the Marvel Netflix shows, it's too long and there's not enough story to fill the episodes"



Graphic Provided

season, it's still a great watch that really goes out of its way to make a compelling story that is Jessica Jones life. There were many good things about this season that really helped it prevail. For starters, giving the supporting cast more to do, particularly Carrie Ann Moss's character who truly excels throughout the season. The amazing direction by the amazing directors, who were all in fact women really came in to play. It conveys strong messages throughout, confronting some problems that many people face today that involve prejudice and gender equality. Also, Kristin Ritter's performance holds the ship together and makes each episode a must see. She truly holds the ship together whenever things started to slip through the cracks, and slip they did.

The biggest gripe about the season is the same gripe about most of the Marvel Netflix shows, it's too long and there's not enough story to fill the episodes, especially with the 50 minute runtime for each episode. Another problem was there wasn't a clear antagonist. At one point it was a doctor, another point it seemed to be Trish, and then at another point it was this monster creature. What made season 1 so great was there was a clear hero versus villain dynamic in the form of Jessica and Killgrave, which brings another problem with the season. There wasn't enough Killgrave, so many spaces in the season

"Tomb

could have been filled with his presence, but wasn't for obvious and less obvious reasons. When he did finally appear it was absolutely magical and a breath of fresh air before the show reached its end game. The last big gripe about this season is Trish's storyline. It started out fine, and seemed interesting enough, but then it was completely overdone and made her look like a power hungry maniac, hence why for a second it appeared like she was painted to be the villain after all. Also the ending felt more like a set up for the inevitable third season instead of actually finishing up the season.

Jessica Jones season 2 is not season 1 at all, but it is still worth watching.

"A Wrinkle

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This Netflix original chronicles the life of one of the darker Marvel characters, the mysterious Jessica Jones.

Sports

Rangers win weekend series

By MEGAN MAHARRAY

Sports Reporter

The Lady Rangers were on the road to face East Central University in double-headers on both Friday and Saturday. The Lady Rangers won the series 3-1.

The Lady Rangers swept ECU on Friday winning game one 12-10 and game two 5-1.

In game one, the bats were red hot for the Lady Rangers as they recorded 12 hits, five of which were homeruns, to get the 12-10 victory.

An early 3-0 lead came from junior Estrella Guardiola as she hit a bomb over the centerfield wall in the second inning. ECU immediately followed with a three-run shot themselves.

The scoring was back and forth until the final inning when the Lady Rangers scored three runs, two of which came from a home run off the bat of sophomore Audrey Estes.

In game two, the Lady Rangers were still sharp on offense as they collected five runs on 12 hits as they grabbed the 5-1 victory.

ECU only managed to put up one run against pitcher Karly Murray who allowed only six hits and had four strikeouts. The Lady Rangers had three home-runs during the game, two coming from Madi Parrott and one coming from Macy Madewell.

The Lady Rangers ended the



Estella Guardiola running to the bases after she hit the ball.

double-header with two victories, 23 hits and eight homeruns.

On Saturday, the Lady Rangers played another double-header and split the games, losing game one 3-1 and winning the final game of the series 4-3.

There was not as much hitting action in game three. The Lady Rangers had four hits on the game, but could only capitalize on an error from ECU in the fifth to score one run. A three-run homer in the bottom of the sixth by ECU handed the Lady Rangers the loss.

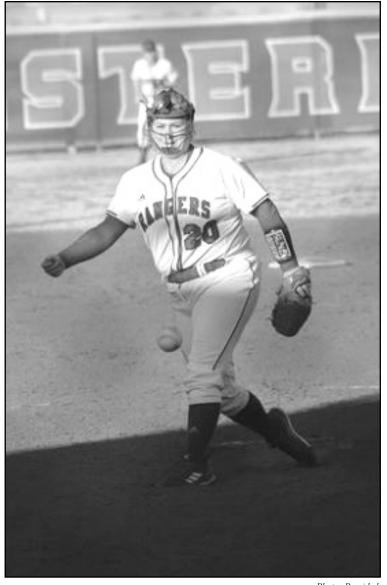
In the fourth and final game, the

Lady Ranger's offense came back to life. With eight hits that scored four runs, the Lady Rangers took the 4-3 win

Murray had another impressive game in the circle, throwing a total nine innings while striking out two in the process.

Back and forth hitting kept the game tied all the way until the ninth inning when Peyton Garrett hit a single that scored Macy Madewell and the game winning run.

The Lady Rangers next travel to Arkansas to take on Arkansas-Monticello in a four-game series.



Photos Provide

Karly Murray, a junior, was named GAC player of the week for her performance during the ECU series.

Rangers triumph over ECU in series

By MEGAN MAHARRAY Sports Reporter

The Ranger baseball team played a three-game series against East Central University on Friday and Saturday. The Rangers swept ECU 3-0.

The Rangers took game one on Friday with a score of 7-5.

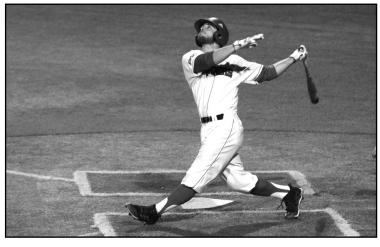
Pitcher Matt Goertzen is credited with his first win of the season as he allowed three earned runs on six hits and four strikeouts.

The Rangers jumped out to an early lead thanks to a double from Daschal Johnson that scored a run and another double from Luis Mendoza.

The Ranger scored three more runs in the fifth inning. Matthew Bickford came in during the seventh inning to shut out the Tigers. He struck out six without giving up a hit, and picked up his second save of the season.

On Saturday, the Rangers swept ECU in both games 9-2 and 7-1. The victory gives the Rangers a four-game win streak.

In game one, the Rangers beat ECU 9-2. The offense and



Harrison Hull, a junior, hits the ball and watches it fly.

defense were solid all game for the Rangers. Pitcher Cole Jackson pitched for seven innings and allowed just one run on five hits.

Offensively, the Rangers scored nine runs on nine hits while also capitalizing on three errors from ECU.

The Rangers scored three in the first inning, and an RBI in the third from Harrison Hull gave the Rangers a 4-0 lead. TJ Kassner followed with a line drive into right field to score Johnnuelle Ponce.

A bases-loaded walk and a 2 run RBI from Justin Bundy closed out the Ranger victory.

The Rangers picked up their

final victory of the series in a 7-1 game.

Pitcher Walker Wharton threw a sharp game for the Rangers, throwing seven innings and picking up his fifth win of the season.

The Rangers scored early in the third on several walks from the ECU pitcher and an RBI from Jorin Van Amstel.

Judah Zickafoose started off the fifth inning with a home run, his sixth of the year. He finished the game going 2-for-3 and two RBI's.

Three final runs came across for the Rangers in the sixth, sealing their 7-1 victory.



Photos by Corey Shirley

Matt Goertzen, a junior, lining up to pitch the ball.





Cassy Woodard, a senior, won her first college rodeo in the barrel racing. Woodward is currently sitting second in the Central Plains Region.

Duo wins first college rodeo

By SAMI MCGUIRE Sports Editor

Duos come along every once in a while. In rodeo, they are rare.

Duos at a young age are even rarer, but that is what Denton Mars and Chase Finnell appear to have. The two Oklahomans went into the short-go 10th and surprised even themselves when they won average in the team roping in Fort Scott, Kan.

Even though the two freshmen from Northwestern Oklahoma State University are new to roping at the college level, one thing has stayed constant for them. Finnell started team roping competitively his junior year of high school, and the two have been roping together ever since.

"It's a lot easier to rope with somebody and learn with somebody instead of trying to switch and switch," Mars said. "I've never roped better than anybody else. He ropes really good and we're getting better

Mars, the header, left the med-event box late on their first steer, and part of that is a habitual problem he has: he begins the run fine but tends to pull back on the reins to slow his horse before they get into the arena. That is something the two have worked on in practice, something they do each day to push each other to improve.

Although Finnell started team roping just in his junior year of high school he has been a part of the rodeo community his whole life. Finnell's dad is the rodeo manager of the Frontier Rodeo

"I grew up in rodeo," Finnell said. "I've always been in the stock contracting end of it."

Finnell picked team roping as his event and has never looked back. Being the son of a stock



Riley Wakefield roping a calf. Wakefield won the Men's All-Around in Fort Scott, Kansas.

picked up team roping, he didn't have to start from scratch. "Since I've started roping, I've watched all the pro guys and picked up on a few pointers along the way," Finnell said. "Frontier helped me see more in the rodeo business and what goes on behind the scenes."

Frontier has not only helped Finnell get ahead in the rodeo world, it has also helped Mars. Mars also works for Frontier and made his choice to attend Northwestern so he and Finnell could compete together while still being close to the Freedom, Okla.-based company.

"Frontier helped us with college, and helped us with rodeo," Mars said. "It got us started and going down the road

it since he was young. When he out there when you're young and joked about it casually but hadn't learning a bunch of horsemanship and stuff like that really helps you rope."

Not only does the team work together, go to school together, haul together and rope together, but they also share horses. Finnell's horse got hurt about a month ago, and since then he has been riding Mars' practice horse.

Finnell said he gets along with the mare well because he gets to practice on her a lot. He said he is hoping his horse will be ready in time for the Garden City, Kansas, rodeo in a few weeks.

The team doubted their abilities to win the average since they went in to the short round 10th. They got some advice from eight-time world champion bull rider Don Gay, who recommended

contract meant he's been watching and stuff like that. Just getting they visualize winning. The two expected the cards to fall their

> In the team roping, Northwestern had several others make it back to the short round. Kass Bittle and Jaydon Laubhan placed fifth in the average. Dylan Schulenberg placed sixth in the average with his partner Wyatt Miller, of Fort Scott Community College.

> The men's team placed third and the women's fourth. Northwestern took 23 spots in the short round and had 15 place in

> Northwestern took six shortround holes in the steer wrestling. Bridger Anderson placed second in the average. Riley Wakefield placed fourth in the average, and Grayson Allred finished sixth.

Jace Rutledge, Talon Roseland and Colton Brown also made the short round, but didn't place.

Allred also made the short round in the tie-down roping and placed fourth in the average. Wakefield placed third in the average. Taylor Donaldson made the short round but did not place in the average.

Northwestern senior Cassy Woodward won the barrel racing title, while Kayla Copenhaver placed third in the average. Alyssa Gabrielson knocked a barrel in the short round to take her out of the average race.

Gabrielson also made the short round in the breakaway roping and placed second in the average, while Taylor Munsell placed fourth. Brittany Cudworth also made the short round in the breakaway roping but did not place in the average.

In goat tying, Melissa Couture placed sixth in the average, while Aundrea Dufrane and Meghan Corr also made the short round but did not place.

Great duos come along in a while in the rodeo world. Mars and Finnell took home their first college rodeo win and plan to keep doing what they are doing at the next rodeos.

"I'm just going to go out there and make a practice run and see if it sticks," Mars said. "We'll try to make the short go again, and that's all we're going to do."



Students celebrate Pi Day



Biology student Rhianna Chesser and Chemistry student Katie Brienen enjoying their pie Yesterday in the Shockley Hall study room.



Top: Sophomore math major Shelbi Mooreland laughing at her pie, because, well, pie is hilarious.

Bottom Right: Math professors and students helped out by bringing their favorite pie to Pi Day, students pack the small room to enjoy a small pie break before heading to class.

Photos by Ashley Strehl



Math Major Kelsey Conaway receiving her math student of the year award from Dr. Maharry

