



AI regulation: Where it stands

BY OLIVER KOENDERS
 Staff Writer

Countries around the world have started to increase efforts to try and curb the effects of artificial intelligence (AI) on society, from the economy to human rights. The European Union has some of the most restrictive proposed legislation, whereas countries like the United Kingdom and Japan are far more lax. Still, other countries are attempting to regulate a “middle ground” between these two sides.

This regulation is in response to concerns that have been raised about the wide-

spread implementation of AI, especially related to the effects that data bias could have on the systems’ operations. This worry is not baseless, as numerous reports have come out demonstrating that these engines have higher rates of misidentification of women and people of color. These biased data sets are even found in training sets used for education, such as CodeHS’ emotion detection training set, which puts a heavy negative weight on words like “Africa” and “Afghanistan,” but puts a positive weight on words like “white.” This bias is not the only concern that has been raised, as many generative AI training sets have been

trained using data scraped from the internet, including copyrighted material and potentially sensitive data. This is also on top of general concerns about artificial intelligence making many jobs functionally obsolete, especially white-collar jobs.

In response to these concerns, the European Union has currently proposed the AI Act, which is the most stringent set of regulations currently in development. It divides AI products into several risk categories. The highest risk is those deemed as having “unacceptable” risk, such as products related to social scoring, real-time facial recognition

for law enforcement, and those designed to manipulate the behavior of people or to exploit vulnerable groups. All products with an unacceptable risk will be banned. The next riskiest are categorized as “high” risk, including AI used in products with regulated safety restrictions (cars, medical devices, etc.) and products that fall into several categories, including business management, education, immigration, law enforcement, and biometric identification. Those in this risk category will be assessed and many will require registration to operate in the EU. Beyond this category is “limited” risk, which includes generative AI (such

as chatbots and the creation of deepfakes), which will have transparency requirements that need to be met. Last is “minimal” risk, which includes many current use cases, such as spam filtering and AI-enabled video games. This final category would not be subject to any restrictions. The AI Act is expected to pass by the end of 2023 but will likely not start to be enforced for a few years.

Canada has also proposed its own legislation, the Artificial Intelligence and Data Act, to regulate AI development by building on existing consumer protections. The only criminal

SEE AI, PAGE 6

REVIEW: ‘The Legend of Zelda: Tears of the Kingdom,’ six months later

BY OLIVER KOENDERS
 Staff Writer

Quite possibly the biggest game release of 2023 has been Nintendo’s *The Legend of Zelda: Tears of the Kingdom*. The much-anticipated title received almost universal acclaim from major gaming outlets and ended up obliterating sales records by selling over ten million copies in the first three days after launch. Since then, the game has seemingly barely made a cultural impact, especially in comparison to its predecessor.

The Legend of Zelda: Breath of the Wild functionally revitalized the open-world trope in video games, spawning numerous copycats in the years since its release, and is still seen as a masterclass in how to design a game that utilizes the trope. Its opening area starts you on what is functionally a miniature version of the map itself, complete with a variety of environmental challenges and puzzles, and introduces the player to the core systems they will need to know going forward without explicitly stating any of them. Even more importantly, this start-



Nintendo’s 2023 game release: *The Legend of Zelda: Tears of the Kingdom*

ing area can be completed in just about any way the player wants.

Compare this to *Tears of the Kingdom*’s starting area, where the area is functionally a loop

with only one practical way to get around due to the dramatic differences in elevation, and where any sense of system discovery for new players is undermined by ro-

botic “constructs” giving step-by-step instructions on exactly how to use them.

When players leave *Breath of the Wild*’s starting area, they

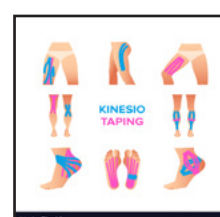
are allowed to do whatever they want: they have an easy mode of transportation over long distances

SEE ZELDA, PAGE 6

IN THIS ISSUE

OPINION: Guns are the problem, but we are too

Page 6



Kinesiology tape: Real or placebo?

Page 4

Professor's Purview: An interview with Dr. Kenneth Shouler

BY AMY GARCIA, M.ED.
Coordinator, Virtual Campus

Greetings, Youngtown Readers!

A new feature for the *Youngtown Edition* is "Professor's Purview," where professors share their thoughts about teaching, writing, retirement, and whatever strikes their fancy.

My name is Amy Garcia. I am the coordinator of the Virtual Campus and an adjunct professor of American Sign Language here at CCM. I've been a fan of Youngtown for some time and relished the opportunity to write this piece. I recently met Dr. Shouler at CCM's Open House and was captivated by his enthusiasm and the wealth of knowledge he effortlessly shared on the topic of writing books. That conversation was the stimulus for my premiere article with Youngtown Edition.

Dr. Kenneth Shouler is a professor of philosophy at the County College of Morris. He has published 13 books in five categories: sports, philosophy, religion, politics, and business. Ten of these bear his name, and three of them are ghostwritten. His basketball books include *The Experts Pick Basketball's Best 50 Players in the Last 50 Years*, which he self-published in 1996, during the so-called 50th anniversary of the NBA. It was later reprinted by Addax Press. That book led to his assignment to edit and write *Total Basketball: The Ultimate Basketball Encyclopedia*, which at 1,475 pages is the most complete basketball volume ever published. He has also written on basketball and baseball for *ESPN*, *Hoop*, and *Cigar Aficionado*. Since 2007, he has been writing the *Baseball Trivia Calendar* for Workman Publishing, devising 312 questions per year. The calendars are prepared long in advance and he just completed the 2025 calendar.

Amy Garcia: Where did you earn your doctoral degree and in what area?

Dr. Kenneth Shouler: After majoring in philosophy as an undergraduate at St. Bonaventure University, I earned my doctoral degree in philosophy at The Graduate Center of the City University of New York. I wrote a doctoral dissertation in ethics entitled, "Are There Moral Obligations to One-self?"

Amy Garcia: What courses do you teach at the college?

Professor Shouler: Right now I am teaching Introduction to Philosophy (PHL-111), Ethics (PHL-114), and Logic (PHL-115). In the past I have taught Honors, Introduction and Ancient; Philosophy of Sport, and Philosophy of Reli-

gion.

AG: What fueled your passion for sports?

KS: I was always playing baseball and pool at a young age. I started watching the Yankees when I was a boy. They weren't any good at the time, just like now, but Mickey Mantle became my favorite player. Several years later I started following the Knicks, who were putting the pieces in place for a championship.

AG: What sparked you to combine your passion for sports and writing?

KS: I always liked writing and when I started publishing mass-market articles one of the things I knew best was sports. So writing about sports became a natural extension of liking them and playing them. I have always followed the philosophy that one should write about those things that you enjoy the most. Now it's book and documentary reviews, and political commentary. The political commentary is more urgent, since we nearly lost our democracy on January 6, 2021, and we would still lose it if we're not vigilant.

AG: What about the latest book?

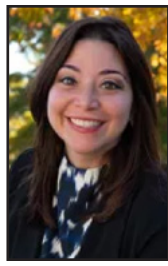
KS: My new book is *Strong to the Hoop: 1,501 Basketball Trivia Questions, Quotes, and Factoids from Every Angle* (2023, Lyons Press).

AG: Which book was your most enjoyable to write? Can you tell us about that experience?

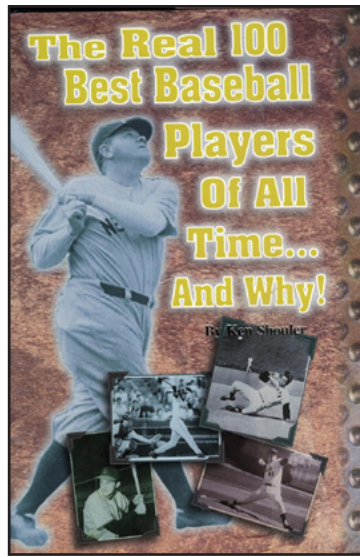
KS: My philosophy book, *The Everything Guide to Understanding Philosophy* was the most intense writing experience, but I wouldn't say enjoyable. I had to write 23 chapters and 93,000 words in seven weeks in the summer of 2007. That's what the contract stipulated. I don't want to do that ever again, but it was a very rewarding experience. I finished on time, and it's a very good introduction to Western philosophy, from the seventh century B.C. to the present.

AG: What's the best piece of advice you can offer to aspiring writers here at CCM?

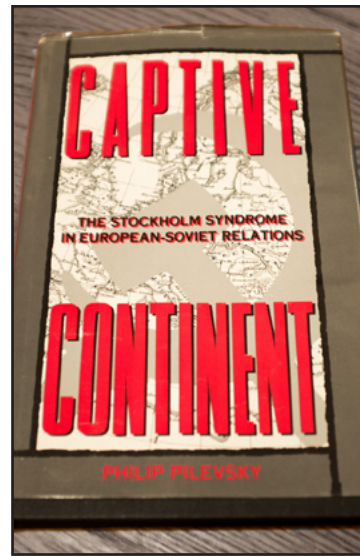
KS: Write often. Keep a journal and put everything in it. Also, writers should read good literature. In that way, you are absorbing new vocabulary words, making the right word choices, varying your sentence structures, constructing sound arguments, and so



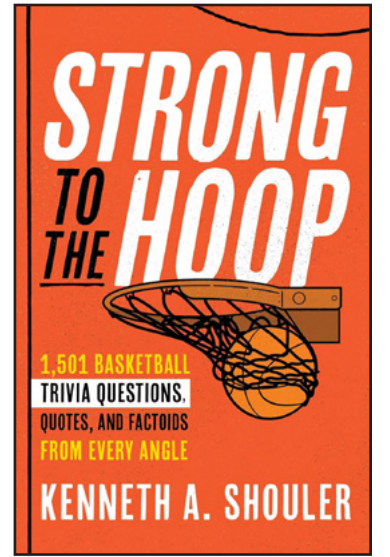
AMY GARCIA



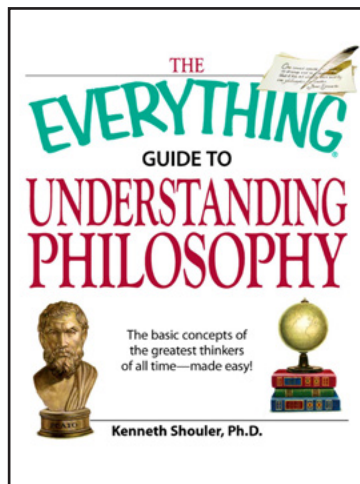
The Real 100 Best Baseball Players of All-Time ... and Why (Addax Press, 1998)



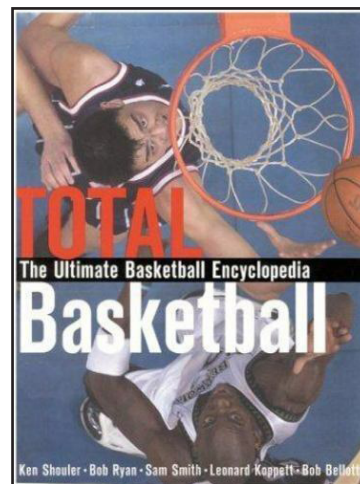
Captive Continent: The Stockholm Syndrome in European-Soviet Relations (Praeger, 1988)



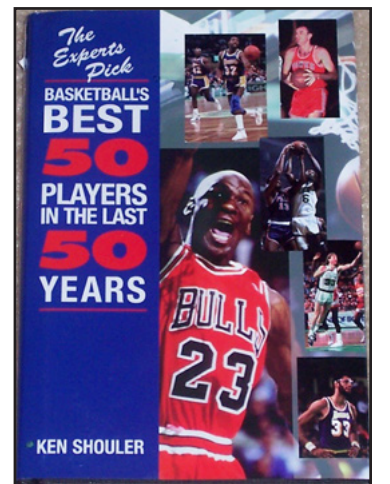
Strong to the Hoop: 1501 Basketball Trivia Questions, Quotes, and Factoids from Every Angle (Lyons Press, 2023)



The Everything Guide to Understanding Philosophy (Adams Media, 2008)



Total Basketball: The Ultimate Basketball Encyclopedia (Sports Media Group, 2004)



The Experts Pick Basketball's Best 50 Players in the Last 50 Years (AllSport Books, 1996, self-published)

on. With a regimen of reading and writing, you cannot help but get better.

AG: Are you working on your next book? Can you share your future publication plans?

KS: I have a book proposal out to an agent entitled *Babe Ruth, Cancelled*. The book details all the ways that the greatest baseball player ever has been shunned in our era. For instance, whenever broadcasters and publications talk about the distance of home runs, which has become a wildly popular topic, Babe Ruth is always omitted from that discussion. But this makes no sense. Ruth holds the distance record for regular season and postseason games. In Navin Field in Detroit, during a game against the Tigers in 1921, he hit a ball over the grandstand that landed out in the street. It travelled 575 feet. In fact, "The Babe" owns the distance record at eight major league stadiums. Mickey Mantle and Jimmie Foxx are runners-up. They each hold a distance record at two parks. So Ruth dominates completely. My argument is that he has been canceled in four ways.

AG: Are you working on anything else?

KS: *Thinking About Death*

is my first attempt at a novel, and it's going well, too.

AG: Where can we purchase your books?

KS: Excepting those that have gone out of print, my books can be found on Amazon. I also have some extra

copies of each at home.

There you have it, Youngtown readers, our very own Titan Dr. Kenneth Shouler! If you are a sports fan looking for a great read, check out *Strong to the Hoop* available on Amazon now.

THE YOUNGTOWN EDITION

The Student Newspaper of the County College of Morris

County College of Morris • SCC 129
214 Center Grove Rd., Randolph, NJ 07869-2086
E-mail: youngtownedition@student.ccm.edu

Editor-in-Chief Leah Facella
News Editor Open
Copy Editors Leah Facella, Dr. Kenneth Shouler
Features Editor Olivia King
Opinion Editor William Edmonson
Entertainment Editor Tanish Parlapall
Sports Editor Dr. Kenneth Shouler
Staff Writer Oliver Koenders
Layout Editor Open
Photo Editor / Photographer Open
Staff Illustrator / Cartoonist Open
Social Media Manager Vanessa Lynch
Distribution Manager Open
Circulation Open
Technical Adviser Drew Notarnicola
Faculty Adviser Dr. Kenneth Shouler

Staff: Dr. Kenneth Shouler, Leah Facella, Amy Garcia, Oliver Koenders, Olivia King, William Edmonson

All students are welcome to contribute articles to The Youngtown Edition either in person or via e-mail. However, students cannot receive a byline if they belong to the organization on which they are reporting. The deadline for articles is the Monday prior to a production.

Can you solve a Rubik's cube?

BY LEAH FACELLA
Editor-in-Chief

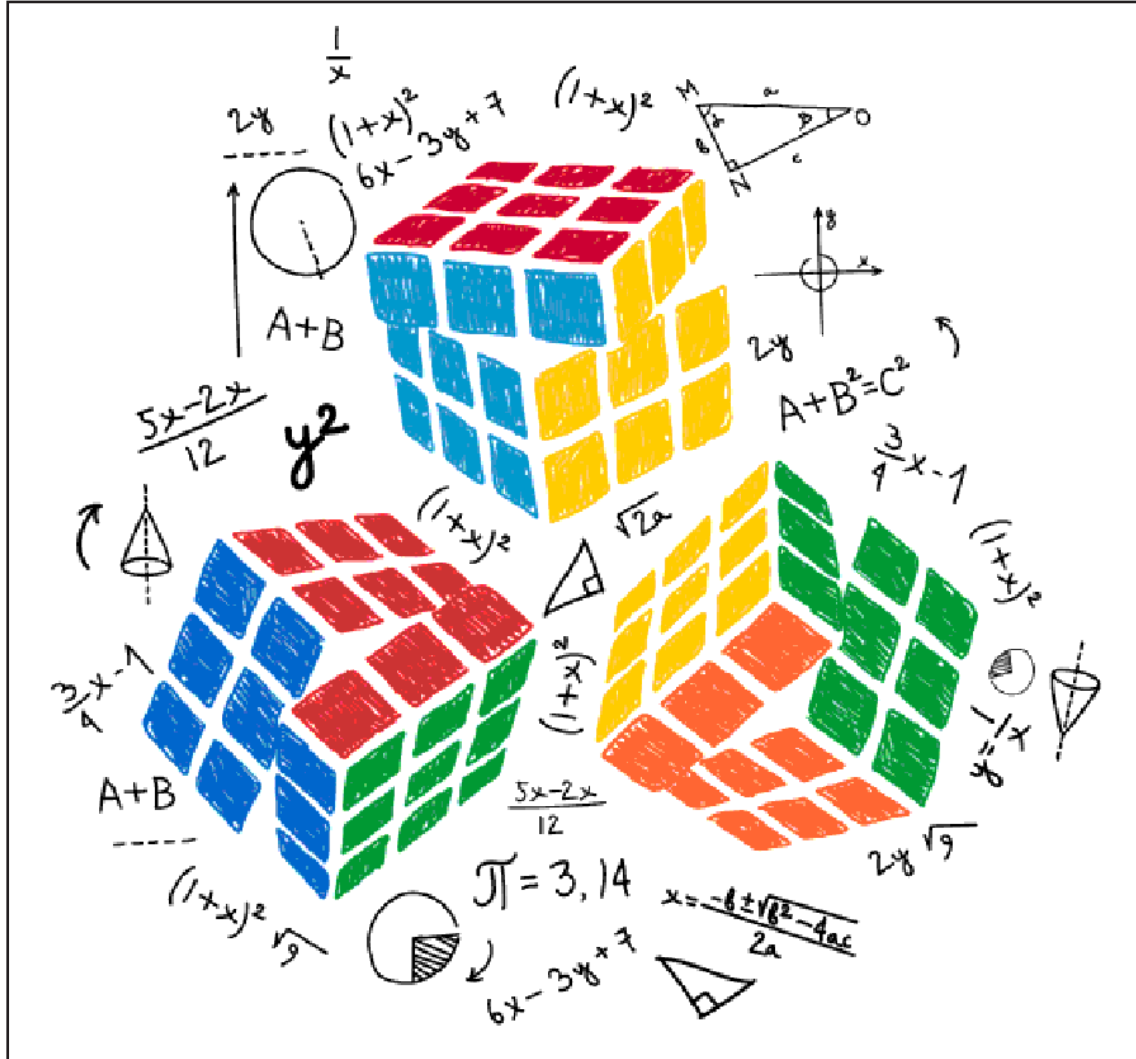
Are you in the group representing 5.8% of people who can solve a Rubik's cube? First, called a Magic Cube, the multi-colored cube was created by Erno Rubik in 1974, which means it will be 50 years old in 2024. It became a wildly popular toy during the 1980s, when the Ideal Toy Corporation bought the rights to the puzzle, thus changing the name to Rubik's Cube. Having over 400 million cubes sold around the world. Being the best-selling toy in history, Erno Rubik became the richest man in communist Hungary.

With four sides to the cube, with nine mini-cubes on each side (in a three-by-three format), totaling 36 small cubes that rotate around a central axis, many combinations of placements can be made. According to mathematicians, there are over 43 quintillion (43,252,003,274,489,856,000) different arrangements.

Roughly, one in every twenty people would be able to solve one. I am one of the few who can solve a cube. There are many benefits to being able to solve one.

First, it improves reflexes. Being able to memorize different algorithms and perform the twists in a very short time, as little as three moves per second. With these in mind, it is a smart idea to have your children learn to solve the cube from a young age. It can help improve a child's memory, and give them quicker reflexes and high hand-eye coordination. Ultimately it can help them succeed in their future, and who knows, they very possibly can hold the next Rubik's Cube world record.

Also, it can help enhance concentration and configuration. With the growing use of technology today, many people have poor concentration from all the different flashing noises heard on their devices. Ultimately, many find it difficult to focus on one thing at a time. However, while solving a Ru-



bik's Cube, you have to focus and concentrate to figure out the ideal path to solve the cube in the shortest amount of time.

In addition to increasing concentration, it can give people determination and focus. Like any puzzle, there is a lot of brain power involved. After many failed attempts, it would be easy to want to give up, but if you get the willpower to continue, kudos to you. Most people want to finish what they started, so the Rubik's Cube is a great model for this activity.

Furthermore, it can break mild addictions. Perhaps you constantly bite your fingernails. Instead of that bad habit, you can use a Rubik's Cube to distract yourself. The cube can become your new addiction, a much safer and brain-engaging one nonetheless.

Lastly, it gives a sense of grati-

fication. Being able to solve a Rubik's Cube is not rocket science, but it is far from an easy task.

One of the fastest speedcubers, Max Park, a 21-year-old autistic male, struggled with many fine motor skills, not even being able to unscrew a water bottle, but Rubik's cubes became an outlet for him.

Directed by Sue Kim, *The Speed Cubers* documentary, released on Netflix in 2020 goes into depth about some of the fastest speedcubers in the world, including Max Park and Feliks Zemdegs.

Since 2004, the World Cube Association has been holding a Rubik's Cube Competition worldwide, where there are officials in 70 countries. Most common, is the race to complete a 3x3 cube with both hands, but some contests have you complete it with one hand, blindfolded, solved in the fewest

amount of moves, or even with your feet.

So, when and why did I learn how to solve a Rubik's cube? I tried to learn how to solve them a few different times when I was five but was unsuccessful. I persevered until my Sophomore year of high school, during Covid, when I was sixteen years old. As the world shut down, being quarantined in my house, I decided I would learn new skills, such as learning how to solve the cube.

Erno Rubik, though the creator of the cube, took about two months to be able to solve the cube. Initially, scientists were not even sure if the cube was possible to be solved by humans, but after much hard work, the impossible became possible. It takes the average person about three hours to be able to solve the cube. It took me significantly

Did you know?

The largest 3x3 Rubik's Cube in the world is six feet and seven inches on each side.

Though an older game, the Rubik's Cube was the best-selling toy from Walmart in 2015, with over \$11 million in retail sales.

The Rubik's Cube became a baseline for more puzzle cubes to be made. They can be in many different shapes and sizes, with their unique rotations and algorithms to help you solve them.

A robot, called Sub1, can solve a cube in under one second, its record being 0.887 seconds.

longer, but I was learning step by step, therefore mastering each step before moving to the next one. If I had done it straight through, the first time fully solving probably would have taken about one hour.

Learning how to solve a Rubik's cube is fairly easy. There is a beginner's method and an advanced method. For the former, there are a few algorithms that can be memorized to solve the cube. The advanced method requires a great deal of practice and trial and error. Many of the quickest speedcubers use this method, as it allows a quicker completion compared to the beginner's method.

Do not let the algorithms scare you. The first guide on how to solve a Rubik's Cube was created in 1981 by Patrick Bossert, a 13-year-old boy. The book is called *You Can Do the Cube* and it sold over 1.5 million copies worldwide and still is available. If a 13-year-old was able to figure this out, you should too!

Slowdive scores with 'Everything is Alive'

BY OLIVIA KING
Features Editor

The indie-alternative sub-genre that is shoegaze has become more popularized amongst the youth in recent years. It can be recognized by the use of ambient synth, dreamy reverb, and its psychedelic techno feel. Slowdive recently released their latest album of 2023 entitled "Everything Is Alive," consisting of eight stunning tracks.

Similar to their 2017 album, *Slowdive*, there are a lot of mumbled lyrics and heavy guitar that create a ghostly sound, giving this album a more haunting effect. However, Slowdive still successfully captures its classic shoegaze sound. Singers, Rachel Goswell and Neil Halstead, can be heard faintly underneath each track; their airy voices cater to

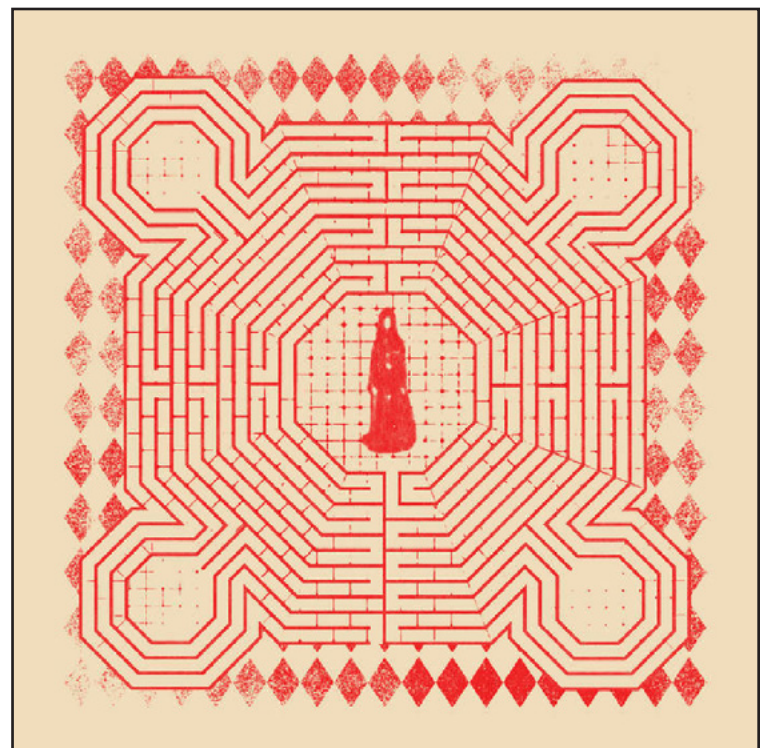
this album's ethereality, but the balance between these delicate vocals and echoey guitar is perfect.

What differentiates this album from the rest of Slowdive's projects is the use of electronic and techno drones. These can be heard faintly throughout some of their other musical works, but track seven "Chained to a Cloud," immediately begins with video-game-like audio while still being melodic and atmospheric—a musical technicality Slowdive is well-known for. The song then cascades into a lustrous synth that rises and drops throughout the entire song, along with the additions of grungy guitar and a siren-like noise that slowly becomes faint and then harsh.

Another favorite track of mine is "Shanty," which is the first song. Slowdive combines

celestial techno with sounds like a sitar at the very beginning of the track. The combination of these sounds along with their classic alternative guitar melodies is heavenly. The lyricism of this track perfectly blends with the luminous harmonies: "When the night rolls in / Time runs on once more / Another ghost is born." The somber lyrics intertwined with the ascending synth and building cadence make you feel like you are levitating while listening, along with the rest of the tracks.

This album is worth a listen to because every song sounds different. The album is infused with feelings of melancholy and romance all in one, and even incorporates a religious twist like in "Prayer Remembered." So listening to this project can be considered a spiritual experience.



Slowdive's 2023 album "Everything Is Alive"

Kinesiology tape: Real or placebo?

BY LEAH FACELLA
Editor-in-Chief

As an athlete, I know that going to physical therapy for rehabilitation after sports injuries is common. So is the “need” for kinesiology Tape (KT Tape). The question then stands: does KT Tape work or is it a placebo effect? Before delving into this question, we need to understand the basics.

KT tape is an easy-to-use stretchy, quick-drying, and breathable tape that can be applied to the skin as a way to support muscles, tendons, and ligaments during activity to help relieve pain. It has elastic fibers that allow support while not inhibiting a person’s range of motion. Being lightweight, many athletes may even forget it is on, thus it is great to use preemptively or when recovering from an injury. It typically can last three to five days before it starts peeling off or loses its effectiveness. With these properties, there is no need to fear it falling off; it’s safe to wear while in the pool or showering and while completing arduous activities that may result in sweating.

With lots of positive feedback from the tape’s usage, it would make sense for there to be a specific reason for how and why it works. On the contrary, there are theories researchers have created for its effectiveness.

The most popular of these theories is decreasing the amount of friction on pressure points, which improves blood flow. The first body function that occurs after injury is inflammation, caused by lymphatic fluid building up. This buildup can in turn cause uncomfortableness and pain. When KT tape is applied correctly, it adds superficial tension to the skin, moving the lymphatic fluid away from the tendons, muscles, or bones, which may be causing the pain. Additionally, when the tape is on, the brain and body may be communicating differently than usual, thus reducing pain.

It is important to apply the tape correctly if you want positive results. If you go to school



to become a physical therapist, occupational therapist, or athletic trainer, odds are that you will become certified and therefore know how to properly apply the tape. If you are a patient and ask your physical therapist to teach you how to apply the tape, they typically are more than happy to help. If this is the case, you can buy the KT tape yourself and apply it when needed, instead of needing to go to physical therapy every time you want it on.

No matter if you put it on yourself or if a doctor does,

make sure you keep an eye on it. Potentially, allergies to the adhesive part of the tape can irritate skin causing rashes. If this happens, stop using the tape, so the skin can heal.

There are tips on how to apply the tape to get the best results. It is recommended to apply the tape at least an hour before you are going to workout. To have maximal stickiness to your skin, the less hair on the area you are applying the tape the better, so if you are putting it on your legs, it may be a good idea to shave

them before putting the tape on. Ideally, the skin you are putting the tape on should be clean, so using an alcohol wipe can ensure no dirt, lotions, and/or oils are on your skin, which allows the tape to stay stuck to the skin for a longer period. Additionally, if possible, it is recommended to not overlap the tape. However, some specific taping guides will want you to. Lastly, after placing the tape onto your skin, you should rub the tape down, allowing it to fully activate its adhesive properties onto your skin.

Here are some of the most common uses for KT tape. First, there’s tennis elbow, a condition where the tissues that connect the forearm muscle to the elbow become irritated, typically from repetitive wrist and arm movements, such as tennis. Therefore, playing tennis is often the culprit of this injury, just as the name implies. When taped for tennis elbow, the wrist extensor muscle groups relax and relieve tension. This helps reduce pain, thus allowing a faster recovery.

Next, it is useful for shoulder dislocation. One of the most commonly dislocated joints is the shoulder, due to its ball and socket form. If you dislocate your shoulder, KT tape should not be your first thought because the bone will physically be out of the socket, very painful, and need medical attention immedi-

ately. Once the shoulder is put back into the socket, KT tape can help add stability to the shoulder joint, decreasing pain, and improving recovery time.

Also, many will use KT tape after having knee replacement surgery. Most of the time, it is older populations who need knee replacement surgery due to arthritis. Regardless of the reason for the surgery, if applied correctly, the tape can help decrease swelling in your leg, therefore decreasing pain and improving recovery time. Similarly, if dealing with knee pain, but not needing surgery, tape placements can allow the knee to have less pressure and decrease the pain. It does this by stabilizing weak muscles and joints.

Additionally, after a hamstring sprain, KT tape can be applied to help activate the glute muscles, thus decreasing pressure on the hamstrings, and allowing them to rest and recover.

Finally, ankle sprains can be more manageable if KT tape is applied. It reduces inflammation of the ankle, allowing for less pain and easier recovery. Though these are some of the more common uses of KT tape, there are hundreds of other problems it can help solve.

With all of this in mind, there is research that indicates KT tape offers significant help and is not just a placebo effect.

1	2	3	4	
5				6
7				
8				
	9			

The CCM Mini

Across

1. A standard to be met
5. Day’s complement
7. Competitor for most populous country, with 4-Down
8. Phoenicians, to Ancient Romans
9. Title for a Slavic monarch

Down

1. To cut a thread, e.g.
2. Grigio, Noir, and Blanc’s wine grape family
3. Borders
4. See 7-Across
6. Three, to Michael Sheen

Answers on page 6

Jordan the GOAT: Twasn't Ever Thus, But Ever Shall Be

BY PROFESSOR
KENNETH A. SHOULER
Moderator for the Youngtown Edition

Jordan owns the throne. For how long? For nearly 30 years now, since his return from his foray into baseball with the AA White Sox in 1995, followed by his carrying the Bulls to a record-setting 72-10 mark and leading them to a fourth title in '96.

When did the James vs. Jordan debate become obsolete? Maybe when Basketball-reference.com showed that LeBron James-led quintets had been swept from the playoffs three times, most recently against the Nuggets last spring. Or was it before? The ledger shows that since 2018, when he played the full slate of 82 games, James has suited up for just 278 of the Lakers' 389 games, thus missing 111 games, or showing up 71.4 percent of the time. That's load management. Unimpressive; especially if one of your listed nicknames (of eight) is "Chosen One." Chosen Indeed. Chosen to sit out.

Not that James is chopped liver. He passed Kareem Abdul-Jabbar to become the all-time leader in points last season. When he passed 10,000 assists in 2022, King James became the only player in the history of the NBA to reach 30,000 points, 10,000 rebounds, and 10,000 assists. That said, at no point did he plant his flag on the beachhead of immortality that established he was the best of the best.

The ledger shows that the NBA has had a series of bests. In the earliest days of the league, George Mikan was the sole claimant to the throne. That Clark Kent lookalike was the toughest man in the lane for the first ten years of the fledgling NBA, leading his Minneapolis Lakers with shoulders and sharp elbows to five championships. By '65, ten years after Mikan retired, it was Bill Russell (then with seven straight titles for Boston) or Wilt Chamberlain. Chamberlain owned some double-take numbers, such as 50.4 points per game in 1962 and 100 points in Hershey, Pennsylvania on March 2. Oscar Robertson and Jerry West were then making their bids for a seat on the dais. Fast forward 15 seasons to 1980 and Kareem Abdul-Jabbar had won six MVPs in ten years (no misprint) and, by 1989, would walk away from a 20-year career as the league's all-time leading scorer with 38,357 points, and six championships, not to mention being regarded as the greatest high school and college performer ever.

Before making the case for why Jordan is best, it would be interesting to look at his take on



The verdict: Michael Jordan over LeBron James. It's not even close.

the best-ever question. In 2009, six years after his retirement, Jordan said he didn't want the distinction of being called the greatest of all time. "I don't want it in a sense because I think it disrespects Wilt Chamberlain, Jerry West you know, all the guys that were prior to me," he said. "I never had a chance to play against them. When I hear [that I am the greatest], I cringe a little bit because it's a little bit embarrassing because no one knows."

Despite Jordan's contention, a better argument can be made for him than for anyone else. His game had no weakness. He leads in career points per game at 30.12 (LeBron James, who is often compared with Jordan, is sixth at 27.2). In the playoffs, when defenses clamp down harder, Jordan, incredibly raised that average to 33.45 (an eleven percent improvement). He won nine NBA All-Defensive First Team awards. Though he has played six more seasons than Jordan (21-15), James has won just five. Jordan was a better perimeter shooter, free throw shooter, and superior playoff performer. James is regarded as a better passer. Even if that's granted, it doesn't offset all the other things Jordan excelled at. To say that James is equal to Jordan because he passed better is like arguing that Led Zeppelin is a better band than the Beatles because Bono played the drums better than Ringo.

Often left out of these sorts of debates are considerations of who the greatest closer is. Here's one way to frame the question: if your planet has eternal domination if a last-second shot is made and eternal servitude if it is missed, who do you

want taking that shot? Let's see someone with a straight face say that someone *other* than Jordan in the 75-year history (yes, the league started in 1948-1949, not 1946-1947) of the NBA should be taking that shot. Jordan's ability to get an opening, rise up, and shoot over a defender is probably second to none in the league's history. Jerry West, Kareem Abdul-Jabbar, Larry Bird - all were great clutch shooters. But none could take Jordan's measure. His physical talent got him in the clear.

Speaking of the James vs. Jordan debate on NBA-TV after the 2018 Cavaliers and James were swept from the Finals by the Warriors, Charles Barkley summed it up. "Any media person who tells me for the rest of my life that LeBron James, who is amazing, is as good as

Michael Jordan, I'm just gonna slap the hell out of them right on the spot and I will take my chances with the judicial system."

Then there's James' "load management" -- the philosophy that resting players will prevent injuries and extend their careers-- which has led him to miss 22 games a season on average over the last five seasons. Compare that to Jordan's insuperable desire to compete. After returning from baseball in the spring of 1995 and playing 27 regular season and playoff games, Jordan played three consecutive full seasons from 1996-1998. He played 246 of 246 regular season games and 58 of 58 playoff games. That's 304 games without a miss from the ages of 33 to 35. He missed 22 games in 2002 and finished

his career playing 82 of 82 with the Wizards in 2003. It was the eighth time in his career that he played the full slate of 82 games. Compare that to the one time that James has done it, and we can infer a great deal about the desire of the two players.

Point guard Tyronn Lue, Jordan's teammate in 2003, marveled at a 40-year-old Jordan playing every game. "Michael Jordan at 40 practiced every single day," Lue recalls. "[Coach] Doug Collins had to kick him off the court; he wouldn't leave." Knowing that fans filled arenas most nights to see him, Jordan felt an obligation to play.

He didn't follow any load management philosophy. If there had been such an approach during his time, he wouldn't have followed it anyway.

The EOF Student Alliance is collecting small gift items
for packing in shoeboxes for

OPERATION CHRISTMAS CHILD


Please donate small toys, art or school supplies, accessories, or clothing that fit in a shoebox for a boy or girl ages 2-4, 5-9 or 10-14,

OR

Pack a whole shoebox, label for one age group, with the option of enclosing a holiday card, family photo, or \$10. to offset the shipping.


ALL DONATIONS BY NOV. 8.


Shoebox gifts are sent world-wide to poor children.




Collection boxes are located outside
EOF CH 211, SCC Lobby, and Cohen Cafe.

For more details,
scan QR Code!







OPINION: Guns are the problem, but we are too

BY WILLIAM EDMONSON
Opinion Editor

The issue around firearms in America is one that I have sadly become all too familiar with. I was born in Arkansas and I've spent my life living in the South and Midwest or visiting my family in these areas that are notoriously supportive of gun ownership. I have been a gun owner. I know firsthand that when used responsibly, guns can be used for work like killing vermin that are destroying crops and for recreational purposes like hunting. I also have spent the other half of my life living in cities in the south and up north. Cities like Jacksonville Florida, which has some of the highest rates of gun violence in the nation.

I also have intimate experience with gun violence. A drive-by targeting my neighbors in 2022 sent bullets into my home, nearly hitting me. A shooting at a bar a block away sent bullets into my parent's car in 2019, and I have also been affected by four different mass shootings: the 2018 Jacksonville Landing shooting which occurred at a place I used to frequently visit with my family; the 2023 Jacksonville shooting which oc-

curred in a neighborhood where many of my friends still live; the Bowie State University shooting, where a childhood friend of mine attends; and the recent Lewiston Maine shooting on October 25, where some of my family lives. I am only 22 years old, I should not have had this many brushes with gun violence already. No one of any age should have to deal with what I have dealt with.

There is always a lot of blame getting thrown around in these situations. Blame the media for "glorifying" the shooters, blame the gun companies for selling the guns, blame the victims for not owning guns, blame the NRA, blame the gun-control activists, blame the shooters for being mentally ill, blame the police, blame everybody. Things get so worn down and so destructive so quickly with the same tired talking points that people give up. It's easy to want to give up. The problem seems so unsolvable.

It can be solved however, but until that can be done a lot of people are going to have to do a lot of soul searching. Gun Ownership is enshrined by the Second Amendment and it is a cornerstone of American culture that is still part of the way of life

of millions of Americans in rural areas. It is also far too easy to own a firearm in this country and many of the gun control proposals that have been put forth do not address the root causes of gun violence.

So what are the root causes of gun violence? Well, it's a shockingly simple answer; it's the same things that cause violence combined with the ease of access to firearms. Addressing the root causes of one problem but not the other will not deal with the wider epidemic of death, destruction, and trauma. We must start, obviously, with the guns themselves. The most common response by pro-gun groups is that ease of access to guns will prevent gun violence but much of this violence is happening in states with gun laws so relaxed they hardly have any restrictions, not even if you have a restraining order out against you.

On the other hand, gun control advocates push for banning guns. But that on its own also doesn't work. You can legally own a flame thrower, mortar launcher, machine gun, and even more in this country and yet there has never been a mass shooting or terrorist attack with these weapons because the people who have access to these

weapons have been thoroughly vetted, and I would argue more importantly are licensed to own them. Firearms are deadly weapons. That is their purpose, to kill. Allowing any 'average Joe' to purchase a firearm with no background check is silly, and even when universal background checks are implemented, things often slip through the cracks as we do not enforce our gun safety laws and regulations as strenuously as we should. Enforcing what we already have, implementing universal background checks, and implementing a licensing process to own a firearm to show both mental and physical competence to own a gun safely will greatly reduce the amount of access those who will not be responsible gun owners have to firearms. Once again this only solves one-half of the problem, even when we passed similar federal legislation in the 1990s it failed to limit crime, just gun crime.

So what's the bigger picture? What causes crime and violence? Well, we know the answers; poverty and mental illness. Poverty in its extremes over long periods can lead to desperation to get out of poverty or to escape the pain caused by poverty. Mental illness if left untreated can lead to erratic

behaviors and self-medication. This is not to say that the mentally ill or poor are all criminals because they are not. This is to say however that sometimes when you have a person who is mentally ill and/or poor and does not have a clear way out of that situation it can lead to crime, even violence, and when you have access to a firearm sometimes even gun violence. We know how to address poverty and many of our mental health issues. Public and private investments into creating good-paying jobs, infrastructure improvements, education, a lower cost of living, and public services to supplement the system could pull millions above the poverty line and dramatically reduce rates of stress, depression, addiction, and crime. When combined with serious investments in helping the chronically mentally ill as well as the aforementioned gun control policies we can dramatically reduce rates of not just gun violence, but all crime across the board. While we will never be able to fully solve the problem, we have the power to limit the number of victims from the tens of thousands down to just tens by the end of the decade if we vote for the people who will implement all of the policies named above.

ZELDA

CONTINUED FROM PAGE 1

(a glider) and an optional quest prompt to seek out the leader of a town a few regions over to get more information. From this point onwards, the entire rest of the game is optional. If players want, they can go straight to the final boss, or they can meander the world for hours on end before even making it to their first town.

In *Tears of the Kingdom*, players do not even get their glider until they leave the starting area, make their way to a nearby town, and then complete a quest that consists of repeatedly traveling the road from that town to the nearby castle. Players cannot even talk to the non-player characters in the town until they complete this quest, as whenever they attempt to do so, they are instead directed back toward the quest.

Then when the player finally does complete the quest, all the characters in town tell the player to head to the next target. Even if the player makes the conscious decision to venture off the given path, they are often redirected right back to that path by anyone they meet.

The best way that *Tears of the Kingdom's* writing can be described is that it is what the tabletop gaming community calls "railroaded." Where *Tears of the Kingdom's* story gives players a gentle nudge in the "intended" direction, *Tears of the Kingdom's* story prods them in the back every few seconds reminding them of where the developers want them to go. This handholding persists even into the late game, making the game far more linear than its predecessor, to the detriment of the game's memorability. Where *Tears of the Kingdom* was the foundation for many open-world games that followed (to limited

success), *Tears of the Kingdom* plays more like titles such as *Red Dead Redemption 2* and *Horizon: Zero Dawn* with their linear open worlds than the game it is supposed to be the sequel to.

Additionally, while the developers obviously tried to improve upon *Tears of the Kingdom's* world by increasing its scope for *Tears of the Kingdom*, the new additions feel remarkably hollow and dull in comparison to the original world's variety. The sky islands are probably the better of the two major additions but are scarce and only really host small puzzles to complete. This, however, is preferable to the depths, which are an inverted version of the main map but without any of the variety that made the main map interesting.

The miniature dungeons known as "shrines" also make a return in this game, however in even greater numbers. This increase in quantity does not equate

to an increase in quality, however, as many of the new shrines are "blessing" shrines for completing challenges on the main map, and just provide rewards for the player's work. While this is fine in theory (and was present to some extent in *Tears of the Kingdom*), some of the "challenges" are simply walking through a cave to find the shrine or are part of easily skippable quests that leave players confused as to what they were supposed to have done to be rewarded.

There are some saving graces for the game, notably the impressive physics and crafting systems that were clearly the focus of the development team. These systems are fun to use and have very few glitches, which are both refreshing to see. The game also runs remarkably well on what is functionally a last-generation console, with frame drops tending to be few and far between.

There has also been a re-

turn to the dungeons of previous *Legend of Zelda* entries, which is another welcome change, as they are often far more themed than the "divine beasts" of *Tears of the Kingdom* and with more interesting puzzles than their predecessors.

For fans of *Tears of the Kingdom*, the game also shows how players' favorite towns have changed over time, with characters aging up and new buildings having been erected. These are interesting changes to see, however only really serve as fanservice for fans of the previous game and are not enough to make the game feel like it has notably improved.

Overall, *Tears of the Kingdom* is a game for those who want a return to the design style of previous *Zelda* games, whether they liked *Tears of the Kingdom* or not. For anyone who liked the freedom of *Tears of the Kingdom's* gameplay and story, however, they will need to look elsewhere.

AI

CONTINUED FROM PAGE 1

restrictions it places on AI are systems developed using unlawfully obtained personal data and those developed with the intention to harm the public.

In the United States, regulations do vary somewhat between states, as states like California and New York have far more regulations compared to others. In New Jersey, bias audits and notices are required for AI products related to employment (A4909) and insurance (A537) in addition to

being subject to a general anti-discrimination law (S1402). Outside of individual states, however, the President of the United States has issued an executive order requiring safety testing, civil rights guidance, and research into the impact AI could have on the labor market. The executive branch has also issued non-binding guidelines for the creation of AI systems.

Other countries are being less quick to regulate, including the United Kingdom and Japan. Both are doing so to bolster their economies and to drive innovation through the use of AI.

The G7 (consisting of all

aforementioned countries and political alliances) is set to draft an international code of conduct for AI developers at some point in the year as part of the Hiroshima AI Process. UNESCO has called for increased regulation but has not yet drafted a code of conduct or similar document.

The ultimate level of regulation on AI will likely not be reached for many years, as governing bodies will not only need to respond to the technology's current state but also how it will develop over time. Until that point, we will just need to wait and see how the legislation develops.

	P	I	N	S
T	O	N	I	P
S	E	D	G	E
A	N	I	H	C
R	I	A	T	

CCM Mini answers

Extinction: The Facts

**BY PROFESSOR
KENNETH A. SHOULER**
Moderator for the Youngtown Edition

“Documentaries for Free” is the tenth in a series of articles for the *Youngtown Edition* about the more than 1,200 streaming PBS documentaries that can be seen online by everyone at the college, whether on-campus or off. Accessing the videos is simple. Those interested in reviewing the collection and picking a video to stream can go to www.ccm.edu/library. Click on “Articles and Databases.” Then scroll down and click on PBS videos. Enter your CCM login credentials when prompted (if off-campus). Once in the database, click on “Filter Your Results.” Under the “Subject” listing, click on the topic that interests you.

“What’s different is that [extinction] is happening simultaneously in the Amazon, in Africa, in the Arctic. It’s happening not at one place and not with one group of organisms, but with all biodiversity everywhere on the planet.”

— Professor Elizabeth Hadly, a biologist from Stanford University, speaks about the global reduction in biodiversity in the documentary *Extinction: The Facts* (2020).

You’ll be hooked by David Attenborough’s first lines. “Our planet is home to a seemingly infinite variety of species,” the British naturalist explains. “We call this abundance of life biodiversity. But today it’s vanishing at rates never seen before in human history.” His conclusion is far from alarmist: the United Nations panel of experts has found that one million animal and plant species face extinction. “Since 1,500,570 plant species and 700 animal species have gone extinct,” Attenborough continues. “Studies suggest that extinction is now happening 100 times faster than the natural evolutionary rate, and it’s accelerating.”

It’s irrefutable. Astrophysicist Neil deGrasse Tyson made the point. “Earth has been teaming with life ever since it could support life,” the author of *Starry Messenger* (2022) wrote. “Yet Earth is also a giant killing machine. More than 99 percent of all species that ever lived are now extinct from forces such as regional and global climate change as well as environmental assaults such as volcanoes, hurricanes, tornadoes, earthquakes, tsunamis, disease, and infestations.”

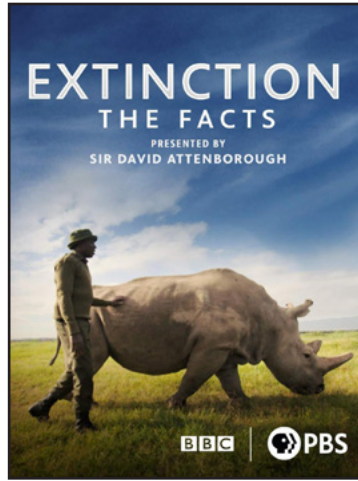
Of the eight million species on Earth, the million threatened with extinction include 500,000 plants and animals and 500,000 insects. “It is worse than expected. This is happening much faster than we’ve ever seen before,” says Kathy Willis, a plant scientist at the University of Oxford. “Today we are the asteroid that’s causing many, many species to go extinct simultaneously,” said Elizabeth Hadly, making a vivid analogy between the asteroids that rendered dinosaurs extinct 65 million years ago and our contribution to climate change. Our leaders can adopt a policy of donothingism and can

act endlessly cavalier about the facts. Or engage in never-ending denialism. But facts don’t cease to exist because we choose to ignore them. The evidence points to a grave conclusion. “We’re not just losing nice things to look at,” Willis adds. “We’re losing critical parts of Earth’s system.” Robert Watson adds three other dire consequences: “It’s threatening our food, our water, our climate.”

In 2019, the United Nations asked over 500 scientists to investigate the current state of the natural world. “This is the first time there’s been a global assessment



**PROFESSOR
KENNETH
SHOULER**



where all the evidence has been pulled together, thousands and thousands of papers,” says Professor Kathy Willis.

The best science echoes Attenborough’s opening remarks about the rates of extinction. “We’re losing biodiversity at a rate that is truly unprecedented in

human history,” said Sir Robert Watson, a chair of the Intergovernmental Platform on Biodiversity and Ecosystem Services. Adds Willis, “All groups in the natural world are in decline, which means their populations are getting smaller day by day.”

The dire appraisals keep on coming. Since 1970, vertebrate animals—beings like birds, mammals, amphibians, and reptiles—have declined by 60 percent in total. Large mammals have on average disappeared from three-quarters of the range where they were historically found. “Extinction is a natural process,” says Kathy Willis. “Things come, they grow, their populations get huge and they decline. But it’s the rate of extinction. That’s the problem. So, when you look at previous groups in the fossil records, then

it’s over millions of years they go extinct. Here we’re looking at tens of years.”

“Many people think of extinction as being this imaginary tale told by conservationists,” says Jame Mwenda, a conservationist of Pejeta Conservancy, Kenya. “But I have lived it. I know what it is. I am caretaker of the northern white rhinos. We have only two left on the planet. They are mother and daughter” Then he gestures. “This is Najin, the mother, who is 30 years old.” The life expectancy is 35-40.

The segment closes with a summation from David Attenborough. “Northern white rhinos were once found in the thousands in central Africa, but were pushed to the brink of extinction by habitat loss and hunting. By 1990 just seven known individuals survived.”

COUNSELING & WELLNESS CENTER

FALL 2023 PRESENTATION SCHEDULE

Student Support Groups

NEURODIVERSITY GROUP

Do you consider yourself a part of the neurodivergent community? Are you looking for support and want to make friends on campus? The neurodiverse population can include individuals on the Autism Spectrum, ADHD, Tourette's syndrome, and Learning Disabilities. Join us to learn more about yourself and make new connections with your peers!

Every other Wednesday starting on Sept 13
2 p.m.
Cohen Hall 104

Group Meetings Dates:
Oct 11, 25
Nov 8
Dec 6

The 200% CULTURAL EXPERIENCE GROUP

This group will be utilized to start the discussion on identity development and exploration, culture, language, and the similarities and differences amongst the diverse culture of our campus. Multiculturalism is often viewed as a detriment because their lives are viewed as “parts of” or “fragments from” a variety of backgrounds. This group hopes to raise awareness that the 200%ers do exist - the multicultural Americans that have an abundance of diversity and culture. We encourage students to bring relevant topics or concerns to discuss and explore while celebrating their roots.

Every other Thursday starting on Sept 14
12:30 p.m.
Cohen Hall 104

Group Meeting Dates:
Oct 12, 26
Nov 9
Dec 7

LGBTQIA+ GROUP

This group provides a safe and confidential place for the CCM LGBTQIA+ community to chat, discuss relevant topics, and support each other.

Every other Tuesday starting on Sept 19
12:30 p.m.
Cohen Hall 102

Group Meetings Dates:
Oct 31
Nov 14, 28
Dec 12

STUDY UP ON YOUR MENTAL HEALTH: MENTAL HEALTH EDUCATION GROUP

With all the buzz words floating around about mental health disorders, it may become difficult to separate out the truth from the hype. Join us as we discuss what common mental health diagnoses truly are, how they manifest, and strategies to manage them.

Once a month starting Sept 21
3 p.m.
CH 104

Group Meeting Dates:
Nov 16
Dec 7

Diwali Celebration

BY KEYUR PATEL
President, Asian Student Association

Are you looking for an exciting way to celebrate Diwali this year? Look no further than the Asian Student Association's

Diwali Celebration! The event will be held on Wednesday, November 29th from 4:00 pm to 8:00 pm in the Student Community Center Davidson Rooms.

Diwali is the Festival of Lights and is celebrated by

millions of people around the world. Join the Asian Student Association in celebrating this special occasion with food, music, dance, and cultural activities. Enjoy delicious traditional Indian cuisine while learning

about the significance of Diwali. This event is open to all CCM students, faculty and staff, and any family members who want to join in on the celebration. Come and experience the warmth and excitement of Di-

wali with the Asian Student Association. We hope to see you there!

If you are interested in learning about this event and more email us at asa@student.ccm.edu

Diwali Celebration

We invite you'll to Join the Asian Student Association and celebrating Diwali, the festival of lights, with us! Explore the vibrant culture of India through traditional Indian food, music, activities, cultural richness and so much more. We celebrate Diwali by valuing diversity, appreciation, inclusion, celebrating light over darkness, and knowledge over ignorance.

Wednesday, November 29th
4:00pm - 8:00pm
Student Community Center
Davidson Rooms

Please RSVP for this event by scanning the QR Code Below