

STUDENT LIFE

"Top Five Childhood Sport Movies"

By Ryan P. Gallagher

5. *Little Giants*
4. *Rookie of the Year*
3. *The Mighty Ducks*
2. *The Sandlot*
1. *Cool Runnings*

"Top Five Rockumentaries"

By Chris LaFuria

5. *Gimme Shelter*
4. *Monterey Pop*
3. *I'm Trying to Break Your Heart*
2. *No Direction Home*
1. *The Last Waltz*

Professor Profile:

Who is Mark Steensland?

By Ryan P. Gallagher

student life editor
rpg5004@psu.edu

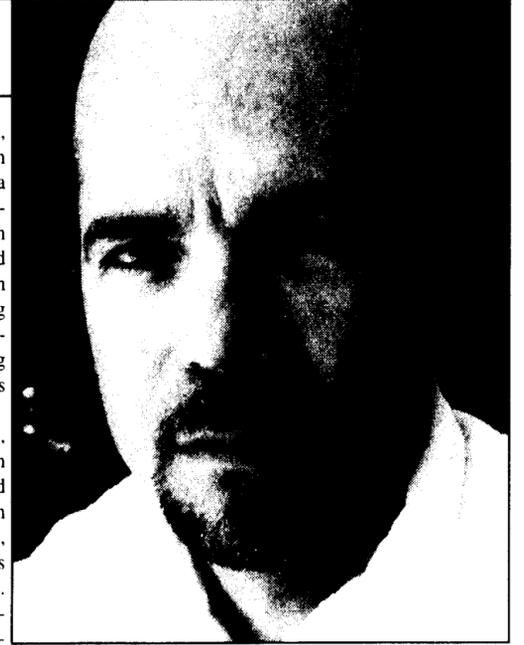
A professor by day, father and husband by night, and passionate filmmaker at any other moment, Penn State Behrend professor Mark Steensland has been a favorite among students since his arrival to the campus in 2005. The California native, who comes from years of experience in every aspect of filmmaking and over a decade in teaching, says he couldn't be much happier with his current lifestyle, and loves showing up to campus everyday to teach. Whether he's preparing controversial pop culture topics, or teaching someone how to correctly write a screenplay, students rarely miss a lecture with Steensland.

But a professor has to have a life outside of school, right? Well, as I sat in his office, surrounded by an endless list of movie titles (half I've never even heard of), it was apparent to me that this man has more than just a love for filmmaking. Ever since high school, Steensland has always known that was what he was going to do. He loved every bit of it, and still does. But that's not where his passion for filmmaking originated. At the young age of four, Steensland accidentally woke up during a showing of *Rosemary's Baby* he had gone to see with his parents. After catching a just a glimpse, he was hooked- plus his birthday fell on the same date in which Rosemary's baby was due in the film; coincidence? That started it all.

After receiving his bachelor's degree at UC Santa Barbara, he worked in many different fields, including video distribution, substitute teaching, working on various jobs in Hollywood, and a lot of free-lance production. It wasn't until 2001 when he became a full time professor at the Diablo Valley College in California. After this he moved on to become the assistant professor for the division of Communications at the Vanguard University of Southern California, where he taught and worked with the student newspaper. Four more years passed and Steensland decided he needed some changing seasons in his life, and headed eastbound. Destination: Penn State Behrend.

Since 2005, Steensland has received all the respect he can get from his students and fellow professors, and doesn't regret his change of scenery. He admits that the move wasn't solely for him and his career, but just as much for his wife and three young children, who he likes to incorporate into many of his projects.

Students are more than pleased with his exceptional teaching and willingness to help with any type of problem. "I've had Mark Steensland for a number of classes,



CONTRIBUTED PHOTO

Mark Steensland is a professor in the communication department, but his true passion is filmmaking.

and no matter what class it is, I love it. I don't know if it's the way he teaches it, or if we just share the same interests, but I never find myself missing his classes," commented Behrend student Andy McLachlan, who has been a student of Steensland's for over a year.

In addition to his work at the university, Steensland avidly continues to write, direct, produce, and edit films. He says there isn't once particular part of the process that he shares a passion for more than the others, he just loves the art of filmmaking as a whole. He is the vice president of the Erie Horror Festival and loves what he does there. Also, Steensland's latest film, *DEAD@17*, has been selected to screen at this year's TERROR FILM FESTIVAL, taking place in Philadelphia, PA, from Oct. 16 - 21.

Whether Steensland is in the middle of a lecture on the mass media, or spending time with his loving family, he will never lose his passion for filmmaking. From his childhood love of *Batman*, to his role as a father to his kids and a husband to his wife, and to his supportive students, Mark Steensland is living his life to the fullest, and catching the memorable moments on film. For more information on the works of Mark Steensland, visit marksteensland.com.

No conflict here: *World in Conflict* is awesome

By Pat Webster

managing editor
paw175@psu.edu

The year is 1989. The Soviet Union nears collapse as economic and social problems cause popular unrest. There is an opportunity for change.

That change never comes. Instead of perestroika and glasnost, Gorbachev and Yeltsin, hardline communist factions remain in control of the Soviet government. The Soviet Union decides to end the Cold War by turning it hot and invading Europe, and delivering a political knockout to NATO. The United States rushes its forces into Europe to repel the Soviet attack, and succeeds in slowing it down.

In a move that no one but the most paranoid sees coming, the Soviet Union launches a surprise attack against the west coast, capturing Seattle and sending the American population into a panic.

Welcome to *World in Conflict*, an amazingly realistic "what-if" look at what might have been for PC and Xbox 360. Developed by Massive Entertainment (Ground Control series) and published by Sierra Entertainment (Police Quest, Lords of the Realm, Half Life), *World in Conflict* forges ahead in the development of the "Real-Time Tactics" genre they first experimented with to great success in Ground Control. Whereas in real-time strategy games often there is a great deal of time spent on base-building and resource gathering activities, this game focuses entirely on small-group unit control.

Controls are relatively easy to pick up; the WASD keys move the camera while the mouse controls orientation, unit selection and commands. Anyone who has played *Ground Control* will immediately feel right at home, and they should. About 20 percent of the program comes directly from *Ground Control 2*.

The single-player campaign is very well done. Your character, a Lieutenant Parker, finds himself in Seattle as the Soviets invade. Throughout the game, you are in control of a small group of forces as the greater battle rages around you. While you have your own objec-



CONTRIBUTED PHOTO

Just one of many graphic shots from *World in Conflict*.

tives, you'll find that everything you do affects everything else going on around you. While you could just go about your business and work toward your objectives, you'll find the game can be much more immersive.

Say you notice a group of allied forces locked in battle with a group of Soviets. Things happen if you decide to involve yourself in their battle. By helping them, it's possible that they'll help you take your objective, or they may now progress through the level independently

and help you down the line by taking out some enemy artillery or...nothing may happen. It's these kinds of real battle decisions that you have to make that makes the game more than it could have been.

Then there is tactical aid. As you destroy enemy units, take objectives, hold fortifications, and several other kinds of actions, you earn points that can be used to call in assistance from off-screen in a similar way as *Command & Conquer: Generals*, only much improved. There is a plethora of options available once you accumulate or receive enough points, from something as simple as a request for aerial reconnaissance all the way up to a tactical nuclear weapon delivered by cruise missile. Proper use of tactical aids can mean the difference between victory and defeat.

While the single-player is highly enjoyable, it's the multiplayer that truly becomes addictive. Most strategy/tactics games start everyone out with basically the same options and units. Not so in *World in Conflict*. Instead, every player picks one of four types of combat roles: Infantry, Armor, Air, or Support. They then fulfill that role in the greater battle being fought between 8-16 players. This makes teamwork the most important part of a multiplayer game as you truly depend on your teammates and no one player can win on their own. Players can use quick hotkeys to request assistance from other players ("I need infantry support at this position") and the game includes integrated VOIP so anyone with a headset can communicate by speech. I played both against and on the same side as an actual Army unit, and the possibilities that I've seen for team cooperation are both ridiculous and incredible. All the options available to you in single player, like tactical aids, are also available in multiplayer.

I haven't been this excited about a computer game in quite some time, and it is entirely likely that this might be the only thing I play until *StarCraft II* comes out. Besides some mildly annoying glitches that will likely be fixed with the first patch, *World in Conflict* gets an A- for dynamic gameplay, addictive multiplayer and tactical nuclear weapons.

A Quick Look:

inside new films..

By

Ryan P. Gallagher &
Matt Schwabenbauer

The Heartbreak Kid

Directors: The Farrelly Brothers

Ben Stiller stars in his first leading role in quite a while in this new comedy which has movie buffs talking already. While some are looking at this as just another cliché, comedic chick flick, others see it as another window for Stiller to steal the spotlight as an unpredictable, comedic actor.

The Farrelly Brothers take on the role of director as a team, a familiar role for the brothers, and will most likely satisfy audiences with a decent film. The questionable part is- will this be another dumb, chick flick with a pointless story, supported by a sole actor trying to make the movie happen, or will this actually be a legitimate comedy?

Only time will tell, however, if you are a true Stiller fan, make your way out to see this flick.

Release date: Oct. 5, 2007

Postal

Director and co-writer: Uwe Boll

Opening Sept 28, Director Uwe Boll's *Postal* is sure to stir some controversy. Being based on the video game of the same name, this is going to be a gory film. With trailers poking fun at the Sept 11 terrorist attacks, *Postal* is a movie that is aiming to offend its viewers.

It's hard to have hope for Boll's vision, considering some of his best-known movies are *House of the Dead* and *BloodRayne*. Unless Boll can turn around his reputation with *Postal*, this is most likely going to be a film that you laugh at instead of laughing with.

Release Date: Oct. 12, 2007