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Faculty present for Black History Month

BY WILLIAM BURTON
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On Feb. 11, in the Carnegie Room, part-time lecturers of English Lorraine Ahearn and Sara Marzioli gave talks on little-known African American topics for Black History Month.

Marzioli presented first about a book by George Schuyler, African-American author and journalist, entitled "Black Empire."

"(Schuyler) was afraid that any mass movement that disrupted the order of society would actually bring more damage than advancements," said Marzioli. "For him there was not a separate African-American culture."

According to Marzioli, the book "Black Empire" was actually published first as a series in a newspaper.

Ahearn presented on local students at Bennett College who participated in a movie theater boycott. Ahearn began learning about the 1937-38 boycott here in Greensboro years ago.

"I did a master's thesis on the civil rights progression in Greensboro and then when I decided to go for my Ph.D. I thought back on this and I thought 'I really want to read a lot more of that literature and figure out what that event really meant,'" said Ahearn.

This fact about Greensboro was not widely known and helped pave the way for other civil rights events in Greensboro such as the Woolworth sit-ins.

"I thought that this was kind of an obscure incident in Greensboro history that might broaden peoples mind a little bit about the whole timeframe of this movement," said Ahearn.

When Ahearn first started studying her topic, she relied on the firsthand accounts of the boycott from citizens who were living during that time.

"I found out about it in the 1990s, and I wrote it up for the (News & Record)" said Ahearn a former Greensboro journalist. "Some of the participants were still alive at that time, so I did long recorded interviews with them."

Ahearn's presentation covered media history and the role that the Bennett College students played in boycotting a local theater that cut scenes from movies involving black people.

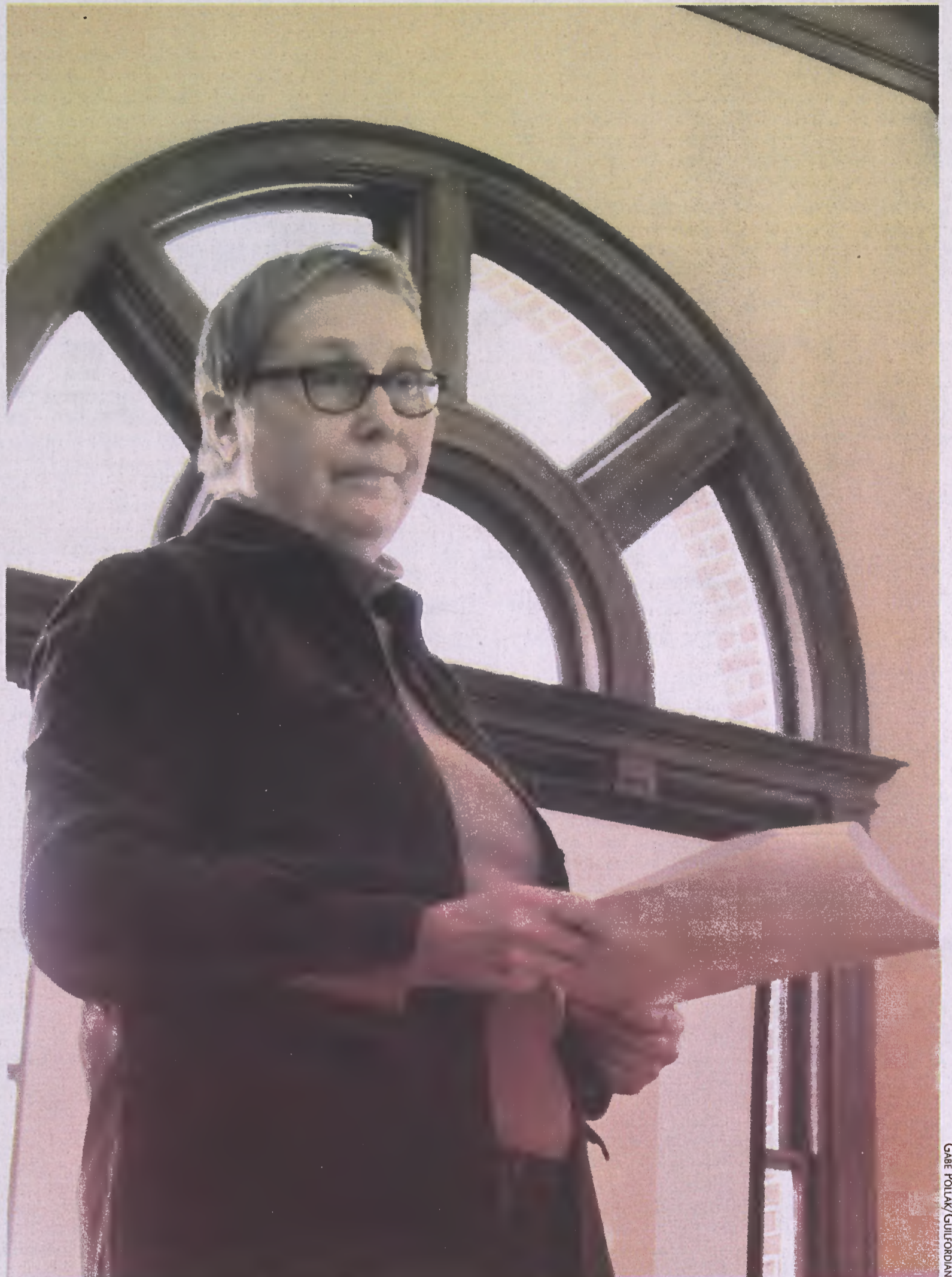
The event was cosponsored by the Faculty Development Committee and the Multicultural Education Department. There were not a lot of people in attendance; however, there was much discussion between the people who did attend and the presenters.

When asked about the awareness of Black History Month on Guilford's campus, Marzioli said, "I think that's something that can be improved."

However, the Multicultural Education Department has been working tirelessly to celebrate Black History Month.

"I feel like the Multicultural Education Department does a great job of creating awareness of events and upholding events to celebrate Black History Month and provide awareness through social media and the Black History Month calendar they created," said Shelton Watson, co-cordinator of the Brother Doing Positive mentoring program and multicultural leadership scholar. "In other departments and other organizations I have not seen the same support for Black History Month."

As we continue to celebrate Black History Month, we should think about the sacrifices that everyday people made to earn equal rights. These presentations could motivate us to bring about change in our communities and the world.



Lorraine Ahearn discussed African-American resistance to film censorship in Greensboro during the 1930s.

Community gaming finds a home at Guilford

BY AUBREY KING
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This is it. The whole game comes down to this. Your friends crowd around the TV. Your character races across the screen as you practically crush the controller in anticipation.



Barnaby Johnnes '15 plays video games in his living room.

A roar rips through the crowd as you clench victory.

This is community gaming.

In dorms, commons and student unions across the country, video and board games bring people together through friendly competition.

Gaming has found its spot at Guilford College as well. Across our campus, on TVs, laptops, portables and tabletops, almost everyone plays games.

"A majority of the people I know here play video games with their friends from time to time," said first-year Alex Ward. "There are even more serious gamers in the Yachting Club."

Community games strike a chord with almost any player, serious or casual, because they seek first to include.

"(Multiplayer and tabletop games) are always a group activity," said Yachting Club Commodore and senior Patrick Withrow in an email interview. "The idea is to have as many people having a good time as possible."

These games attract gamers with laughs and grins and keep them interested with experiences you cannot have anywhere else.

"I like gaming because it's a unique medium," said Yachting Club Secretary and senior James Trout in an email interview. "You can't get the experience of a game from books, TV or movies no matter how much you try."

Working through problems of fantastic proportions can fill an afternoon, but community gaming does more than offer fun one off experiences. Huddling around a table or a screen forges bonds stronger than the armor of the games' many mythical heroes.

"When you are interacting and cooperating with someone else, you naturally get to know them better," said Withrow. "It is impossible to spend four hours in a room with someone

and not know them a little better by the time you leave."

Despite potential good times, those on the outside of the culture feel intimidated by it. Though at times gaming may seem daunting, it is far from impossible. Above all else, new gamers should remember winning means almost nothing.

With that in mind, grab a few friends and jump in.

"If you keep losing and get mad over (the game), you're just going to ruin everyone's time," said Ward. "Usually though, gaming is a good way to learn to work together or just laugh together and at each other. It allows everyone to relax and be silly."

Once the fun starts, find a game you like and stick with it. There is such a variety of choices out there that everyone can find something.

"Tabletop RPG wise, I love playing PTU, which is a Pokémon tabletop RPG," said Yachting Club Con Runner and sophomore Ward Sandberg. "Video game wise, I like playing Dota 2 with my friends."

More than just modern games, classic games still provide hours of entertainment.

If gamers want something simpler, plenty of party games offer a casual good time.

"My favorite games are games like 'Super Smash Bros,' 'Mario Party' or 'Mario Kart,'" said Trout. "Nintendo (the developer of the above games) does a lot of fun and easy-to-play, low stress competitive party games."

Community gaming has been part of college life almost as long as there have been colleges. Whether they do it with cards, elaborate role playing games or the next Halo, games of all kinds bring together people of all kinds, not just nerds.

In the accurate words of Withrow, "Nothing builds stronger friendships than slaying dragons together."