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Pembroke, NC

Robeson County

"Building communicative bridges in a tri-racial setting"

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ROBESON ELECTIONS

SUTTON TO NC HOUSE

Unofficial results from Tuesday's election show Ronnis Sutton overcoming Cliff Sampson for House District 85. Sutton unofficially tallied 4763 to Sampson's 2547. Sutton carried every precinct in the district, except for South Smiths where Sampson carried it by five votes, 263-258.

In District 87 Frances Cummings, Black, defeated incumbent Pete Hasty, 3983 to 2284. District 87 is comprised of a little over 50 percent Blacks.

Incumbent Johnny Hunt outdistanced new comer Haynes Deese for the District 3 seat on the Robeson County Board of Education. Hunt received 1132 to Deese's 567. E.B. Turner, a Black, and Berlester

Campbell, a Black, became the two new county commissioners.

Tommy D. Swett was elected to the county wide seat on the Board of Education for the Public Schools of

Robeson County. The only Indian vying for that position, he received 4423 votes. Elizabeth Williamson, white, received 4104. And Major David Green, a Black, received 2499 to make up the tri-racial composition of the at-large positions.

In District board of education races, Paul Brooks won out over Henry W. Oxendine with 1166 to 869 to represent District 5. Robert Deese out polled Mitchell Locklear in the District 4 race, 1166 to 869.



RONNIS SUTTON



FRANCES M. CUMMINGS

BOARD OF EDUCATION



TOMMY D. SWETT



ROBERT DEESE

COUNTY COMMISSION

PARNELL TO NC SENATE



JOHNNY HUNT



DAVID PARNELL

Video Games Make The Best Medicine

It has become a common sight in American households—families sitting down to play video games in the evening to entertain themselves and to unwind from the day. To the average family, video games offer an ideal opportunity to interact and enjoy each other's company. But to a child in the hospital, a brain or spinal injury victim or an elderly person living in a nursing home, video games represent something much more than fun and togetherness. Instead, they offer comfort, stimulation and a road to recovery.

Largely unacknowledged in past years, the therapeutic effects of video games have been increasingly felt in areas as diverse as psychotherapy, pain management, vision dysfunction treatment and stroke and brain injury rehabilitation. Recent research has consistently confirmed video games' impact in these situations and has pointed to new arenas in which they might also be beneficial. Based on this information and their individual observation, innovative specialists all over the country continue to do ground-breaking work with video games in their own fields.

Dr. William Lynch, of the Palo Alto Veteran's Administration, was one of the first to use video games and computers in rehabilitating stroke and brain-injury patients. The video games were originally used for recreation at the hospital's Brain Injury Rehabilitation Unit until Lynch observed some interesting changes in the patients who were playing. "Once we saw what skills were required to play the games," Lynch said,



"we began measuring the patients' performance and recording our findings." According to Lynch, the video games were helping the patients regain the fine motor control, visual scanning ability, movement tracking skills and reaction time they had lost as a result of their illnesses and injuries. "The patients enjoy playing the games because they provide such a high reward value," explained Lynch. "That motivation is a key element in rehabilitation."

In addition to their high reward value, video games have allowed players to visit other places and times and to become virtually any type of hero they choose. But have these players discovered the fountain of youth? Some researchers believe they have. Robert Dustman and Rita Emmerson, of the Veteran's Administration Medical Center in Salt Lake City, Utah, have done a series of studies which showed that the alertness and reaction time of elderly people greatly improved after they played video games. Many nursing homes also report that residents who play video games are more alert, more upbeat and more interested in the world around them.

The medical community has consistently praised the role video games play in the treatment of hospital patients. Used in hospitals, video games alleviate boredom; mentally and physically

stimulate recovering patients; distract patients from pain; allow nursing staff to attend to more pressing duties; and help patients, particularly young ones, adjust to the unfamiliarity of the hospital.

Kitza Ward-Andrews of Tallahassee, Florida recalls the role of video games in her son Billy's recovery following an accident which left his hands badly burned. "His occupational therapist said that video games were the best therapy of all because he exercised his fingers and hands so much when he played. It was like having our personal therapist at home every day at our convenience," Ward-Andrews said. "Months have passed now and Billy has regained most all of the use of both hands," she added.

As greater and greater numbers of hospitals incorporate video games into patient treatment, video game manufacturers such as Nintendo of America Inc. are recognizing the significant difference their products can make in this arena. Nintendo, for example, recently funded a project to put video games into more than 100 hospitals nationwide.

Studies continue to strike out in new directions to identify ways this video game "tool" can be beneficial. Recent research in the treatment of learning disabilities, motor skill recovery for the physically challenged and therapy for troubled teens show that all of these areas can be enriched with the use of video games. And although many things have been discovered, identified and proven, according to most researchers, there is still a lot to learn.

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