

# fedpress

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# Diwali

## *with Jayanthi*

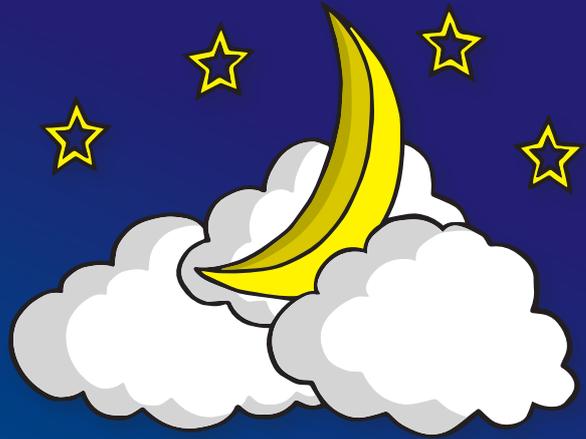
Diwali (North India) or Deepavali (South India) is a Hindu festival that is celebrated by Hindus across the world to mark the triumph of good over evil and light over darkness. Hindus mark the symbolism of this event by lighting an oil lamp. During this festival, millions of Hindu homes are bathed in the warm, golden light of these lamps as prayers are offered amidst the scent of jasmine garlands, sweet incense, and the fragrance of Indian spices. Families gather to exchange gifts, share meals, and enjoy a fireworks display. Many homes will display a colourful geometric artwork made out of coloured rice, and flower petals in their doorway or courtyard. Known as 'rangoli' or 'kolam', these artworks are made to welcome the Hindu deities into their home, so that they may bless the household for the year ahead.

To Jayanthi, a Federation University student from Malaysia, Diwali was the one day she would look forward to all year long as a young child. "It meant receiving money, getting a brand new outfit, and having friends over to play with all day long. My mother would wake early in the morning and start cooking up a storm. Delicious smells of mutton biryani, prawn masala and chicken curry would waft in the air. At night there were always fireworks," she said with a wistful smile.

She added that cultural celebrations in Malaysia are made all the more enjoyable with the concept of 'open house' which is unique to Malaysians. It is a time when Malaysians of all races open their doors on the first day of each festival. "Anyone can drop by for something to eat and drink. It also happens on the first day of Eid Mubarrak, Christmas day and Chinese New Year. We had friends of all races and religions visit and there was always this strong feeling of community." Describing her childhood in Malaysia, she said that her family would have anywhere between 80–150 friends and neighbours visit them on Diwali day, from morning up until midnight. "We had non-Hindu friends who would tell us they would spend the whole day visiting their Hindu friends on Diwali day. There was always so much food and drink and much laughter," recalled Jayanthi, "with food leftovers for the second day!"

*In 2016, Diwali will be celebrated on 30 October.*

Pietro Angeli's  
**Things  
that Exist**



# Dreams

When you hear the word 'dream', it's usually associated with something positive, right? For example, people often refer to their real-life aspirations as 'dreams', or describe their ideal partner as their 'dream boy' or 'dream girl'. This notion that dreams are inherently positive is possibly the biggest lie ingrained in modern day society. Okay, maybe not the *biggest* lie, but it's right up there with the Illuminati being a hoax and the ridiculous notion that Nickelback's music sucks (seriously, so many people claim to hate them, but try putting them on at a house party and suddenly everyone starts 'ironically' singing along. HOW DO YOU EVEN KNOW THE LYRICS IF YOU'RE BEING IRONIC, HUH? Okay, I'm getting sidetracked).

But yeah, dreams suck. More than that, though, they're dangerous. Have you ever had a dream where one of your close family members has died? That's stressful enough — waking up in a hot sweat and panicked state only to discover that, PSYCH, your brain was playing a trick on you and decided that the evening's entertainment was going to be of the 'personally-affecting horror' genre. Well, imagine waking up and your family member actually is dead, and you killed them.

This is called homicidal somnambulism, and there are many reported cases. William Pollard for example, was a farmer who dreamed he was fighting off a marauding stranger. Upon waking, he had killed his daughter.

Chief Inspector Robert Ledru was a man of law, who was investigating a murder in the 1880s. In a plot-twist worthy of M. Night Shyamalan, he discovered he himself had committed the murder in his sleep and subsequently turned himself in.

And these aren't isolated cases, there are plenty more. So, the next time you watch a horror movie at night and get worried that you won't be able to sleep, think rather, that you should be worried once you *do* get to sleep, because the human mind (and most of you possess one of those, I'm told) can be unreliable and deadly when left to its own devices.

Of course, it would be remiss of me not to mention that *some* good has come out of dreams. For example, Nikolas Tesla's alternating current generator was reportedly inspired by a dream, as was Larry Page's idea for Google. As for Martin Luther King's 'I have a dream' speech, I'm pretty sure he didn't actually go to sleep one night and see that some day his children would "live in a nation where they will not be judged by the colour of their skin but by the content of their character." I reckon he just thought that would make a punchy one-liner.

**Rating:**

**Worse than Nickelback out of 5 stars**



# Vaccines & Pseudoscientific Woo

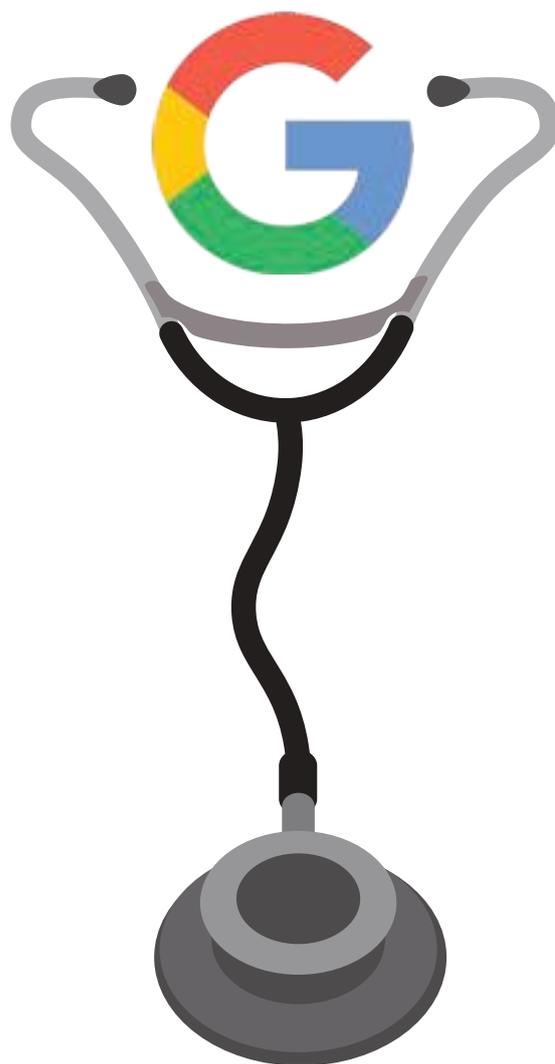
by Toby Advised

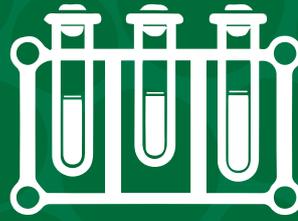
There has been a lot of attention on vaccines in the last few months, particularly disgraced MD Andrew Wakefield's recent attempt to show his anti-vaccination movie at the Tribeca film festival and subsequent public condemnation. This attention will increase as some families feel the pinch of the no-jab-no-pay laws. These are laws wherein welfare recipients are not eligible for specific pay supplements if their children are not vaccinated. It is interesting to see how some of the best intentions have been turned into pseudoscientific woo. Pseudoscientific woo is the deception, intentional or otherwise, in things like thorium-powered (nuclear) cars — it sounds reasonable, looks good, and is completely unsupported by evidence.

The earliest vaccines were developed in the 1800s to treat smallpox. In the 200 years since we have developed pre-emptive treatments for hepatitis, influenza, and more. This has had a massive effect on both the longevity and quality of life for the developed world. In the 1930s there were 21,000 cases of polio in America; in 1994 it was declared eradicated, the result of large-scale efforts from the government and private organisations. However with the 'alternative' movement swaying public opinion, the effects of vaccinations are being lost, with the world reporting new incidences of previously eradicated diseases.

Many people have started educating themselves through Google, but often fall prey to predators who abuse this thirst for information for their own benefit. It is with the best intentions that people can do more harm or perpetuate outdated myths, particularly online gurus. For example, the Monsanto and Roundup story: the social justice warrior crowd decry Roundup as a dangerous toxic poison ingested by everyone, controlled by Monsanto through lawsuits and thuggery. The fact is the herbicide glyphosphate (Roundup's active ingredient) has been in the public domain for over a decade and there have been no lawsuits over Monsanto's use — it is a generic product deemed safe by the FDA and WHO.

The problem is that misinformation is not always in the best interest of the reader and their loved ones. One high profile issue has been chlorine dioxide to treat autism. Chlorine dioxide is better known as industrial bleach and pseudoscientific woo has prescribed its use, either orally or through an enema, to treat autism, which leads to the caustic burning of the oral and colonic cavities. To most of us this is child abuse, but it is accepted within many alternative crowds due to misinformation and misunderstanding perpetuated by the pseudoscientific woo leadership.





Concern about vaccines has escalated, particularly since the Wakefield publication of 1998 linking vaccines and autism. This publication was later retracted when it was found that his data was fake — Dr Wakefield was discredited, disbarred, and prevented from practicing medicine, but the story continues to spread, reducing the public trust of vaccines and scientists. There are also several high profile health guidance celebrities who preach lifestyle and educational philosophies that do not always match the scientific evidence. Recent work has found a common set of underlying inheritable genes that cause the larger part of the autism spectrum, not vaccines (although you would be pressed to find evidence of this outside of academic and pro-vaccine groups). A meta-analysis of literature regarding large cohort evaluations of autistic and non-autistic twins has shown that vaccines may in fact reduce the prevalence of autism, but this is a rather obscure academic finding, not something you would stumble upon through Google.

## “...smelling farts could prevent cancer”

The internet leadership of pseudoscientific groups is often a layperson, without the expertise, experience or knowledge for the field they write about. This leads to misrepresenting the content of research findings or incorrectly reporting the results, e.g. *The Times* incorrectly stated that smelling farts could prevent cancer, which was nothing like the true findings. At the same time a counter-movement of scientists and public health officials has begun to fight back; one example of this is the *Gawker* article by Yvette d’Entremont which addressed many of the inconsistencies of Vani Hari, The Food Babe.



No one is immune to concern for their loved ones, watching what they eat, drink and live around — this is why we stopped using lead paint. The effects of a healthy diet are well known, and some foods are better for you than others. However, health guidance gurus will tell you how eating or drinking a particular fruit or vegetable will help your body, in an effort to get your interest and your subscription. Some advice tries to focus on one particular aspect, such as the paleo diet, which is not always supported by scientific evidence; you can drink kale smoothies until you turn green, but it will not detox your body any more than it would if you were to drink a glass of water, and may in fact cause heavy metal poisoning. Kale does not detox your body, your liver and kidneys do, which perform at more or less the same level constantly if you are a healthy individual and do not eat kale or any other ‘health food’.

Often it is a misunderstanding of the facts, not malice, that causes these ideas to propagate in the community at large, feeding the concerns of parents, loved ones, and relatives. This is compounded by ‘cognitive bias’, where we accept things that we believe to be true or fear more readily than those we disagree with. As a result, when health guidance gurus, friends, or family agree with us, we pay more attention, but when they disagree we tend to avoid them or argue, which drives them away. We build a small network of like-minded people who agree with whatever point of view we hold and do so unconsciously. Services like Twitter and Facebook make this worse by suggesting groups and posts based on our history.

With the variety of opinions and sources on the internet we can find something that supports the anti-vaccination movement but ignores everything else. This makes fighting to inform the public hard for scientists, and stacks the odds in favour of someone getting bad information when they first begin looking. The woo peddled by the internet charlatans is denser and harder to sift through for grains of truth than you might think, and finding a balanced, well-informed, and cited source is harder again. This makes even the semi-truth and compelling arguments of pseudoscience more appealing; after all, they agree with you.

# PATHS

Written by Amanda Mill

Illustration by Josh Rowe

There is a path in my backyard. I don't know where it leads and that is why I love it. What I love most is the feeling of adventure I get when I glance upon it. Sometimes I sit cross-legged and stare at it, imagining where it could go.

Sometimes I close my eyes and images form in my mind. A picturesque cottage comes into view after the last bend in the path. Flower boxes standing firmly on the window sill, filled with daisies and tulips that drape over the edge. Neatly trimmed grass surrounds the area and a thin stream of smoke emanates from the red-brick chimney, curling up into the light breeze swimming around outside. I see small wildflowers in bloom; hues of blue, pink, purple, yellow and red interspersed magnificently with the dense foliage of the scattered bushes. Tall trees border the cottage, shading it from the penetrating rays of the sun. It is lovely, entrancing. The birds all sing and the insects click.

It is beautiful but hazy. It is too good to be true; a facade so thick you can tell it is a fake. Soon the smoke overpowers the entire scene, clouding my vision and I get sucked back to the beginning, through a wormhole of blackness to the clear present of day. Other times I am led to a waterhole. This too is beautiful. A pool confined by the solid, encompassing jagged rock-face. Eucalypts grow tall and strong on either side. Leaf and bark litter cover the ground like a comfy pillow. It is quiet here, a secret place. It is peaceful yet lonely, a place to come and think and lose yourself. I like it here, but it too disappears and I am transported back to where I had started.

I sigh. There is only one solution: I must travel down the path and find out for myself. I stand and brush myself off. I lift my right foot and it just hovers in mid-air, as if there was no possible way to put it down again. They always said the first step is the hardest, they weren't kidding. It is the most gut-wrenching moment. *What if the real thing isn't as good as what I imagined? What if I get there and it is a complete letdown?* My foot sails to the ground and lands with a soft thud. The path turns this way and that until I don't know which way I'm going. Twigs and leaves cover my way. There are so many I can't brush them off. I have to tiptoe through the mess, there's so much. Then I was there. I come to an abrupt halt and gaze at the place I had imagined for so long. It was all wrong. I didn't want this, why had the path led me here? It wasn't meant to be this way. This path was dark and murky, not clear and bright. I must've taken a wrong turn somewhere.

# Press Buy to Win:

## An Investigation of Microtransactions in Gaming

By Damian T. Brown\*

\*FedPress's Raoul Duke



In years gone by, video games used to be released complete, with no opportunity for patches and post-release content. Any extra content that was added later on would be sold as an expansion, usually adding new content, balancing gameplay, and making graphical fixes, among other changes. This was because, in the era of dialup internet, most users did not have time to download patch after patch worth of fixes. Digital releases were simply unfeasible outside of browser games. Usually, the only mandatory patches for games were included in expansions, or were minor ones required for multiplayer balancing.

The advent of microtransactions coincided with the growth of the smartphone era. According to TVtropes.org, "Microtransactions, also called Micropayments, are small transactions found in online games and services where a user pays a one-time fee for access to a piece of exclusive content". Micropayments made free-to-play applications for developers financially viable, which enticed customers with the idea to 'try before you buy', instead of paying full price upfront and no refunds, as well as charging less money for smaller updates at the time of, and after, release. What started as a novel idea promptly exploded into the public sphere. If you look at the most profitable apps for 2016, almost all of them are free-to-play. These games make more money than full-priced games by operating on the same principle as gambling. Instead of forcing players to grind their way to the end of a game, like sharpening a very blunt axe on a mill, these apps offer microtransactions to speed up gameplay, as well as offering in-game currency to buy more powerful items to help with gameplay. Faster gameplay and easier winning provide dopamine spikes in the user's brain, encouraging them to seek more 'dope'. Just like winning on a slot machine.

Those microtransactions are now making their way into the mainstream gaming world too. In 2013, gaming YouTuber Daniel Hardcastle criticised *Mass Effect 3* in his video *Nerd's Poop Games of 2013*, arguing that because there were multiplayer microtransactions for upgrades, and because the multiplayer results were tied into the outcome of the single player game, he saw it as the beginning of single player pay-to-win. Later that year, *Dead Space 3* was released and featured microtransactions to buy in-game items in the single player campaign; you couldn't even access these items in-game without paying real money. The increasing level of microtransactions available

within new, full-price games is concerning. Game developers have taken the concept to the next level, charging for various items both at time of release and afterwards for more money — companies take a \$100 game, cut it down, sell the base game for \$80 and then charge customers \$30 for the season pass to gain all downloadable content (DLC), no matter how pointless or trivial they are.

Electronic Arts (EA) is one of the most profitable and also one of the most derided gaming publishers today. EA are infamous among video gamers for acquiring and shutting down beloved game developers of the past such as Maxis (*SimCity* and *The Sims* series, two of the best-selling series in video game history), as well as Westwood studios (the original *Command and Conquer*, widely regarded as one of the most popular real-time strategy games of all time). Journalist Lisa Eadiccio reported in her article in the *International Business Times* that, "EA [was] at the forefront of some of the most annoying practices in the industry to date, such as restrictive DRM, seemingly abusive DLC and appearing to trade creativity for cash". EA's Chief Financial Officer, Blake Jorgenson, infamously said that, "The next and much bigger piece [of the business] is microtransactions within games...We're building into all of our games the ability to pay for things along the way, either to get to a higher level to buy a new character, to buy a truck, a gun, whatever it might be".

In the firestorm of online criticism that followed, *Polygon* journalist Brian Crecente reported that Jorgenson later backtracked, stating, "I made a statement in the conference along the lines of 'We'll have microtransactions in our games' and the community read that to mean all our games, and that's really not true. All of our mobile games will have microtransactions in them, because almost all of them are going to a world where they are play for free".

That same article was reporting on EA's price-gouging in their mobile phone remake of a classic video game from 1997, *Dungeon Keeper*. This mobile port/remake would see EA investigated under the United Kingdom's Office of Fair Trade, as the "content gouging done in a disingenuous way is no longer going to be tolerated". It is most likely that Jorgenson was only making statements such as he did, in order to forestall a public relations disaster. Nevertheless, this still foresees a very dark future for AAA gaming.

Vote with your wallet.





## *2016 Change Making Conference*

by Rebecca Fletcher

I'll be honest, after attending the 2015 One Small Thing leadership conference, I was a little disappointed. It was a combination of factors: I wasn't a fan of the keynote presentation and I felt like the workshops had been misrepresented — feedback I gave when I attended the post-conference focus group. When I saw the conference advertised this year, I wasn't sure I wanted to go. But in the spirit of all true adventurers, I figured that even if it was awful, it would give me something to complain about for a while.

This year's conference topic was 'Change Making', one of those benign terms that sounds great when you can use it without scare quotes and keep a straight face, so I was concerned. But this conference was actually about making change — how to work out what you want to do, how to find people to help you do it, and how to get it started.

In the interest of keeping things neat and fresh in my mind, I wanted to write about the ideas I took away from the conference.

## Passion

It's easy to be jaded when you're listening to a professional motivational speaker or someone who seems to have a vested interest in presenting to you. I'm leery of anyone I feel is trying to sell me something. But if you cut away the motivational speaking parts, and the fact that these people have their own reasons for being there, it's hard to dismiss their passion. These people have forged a path through all opposition and created something; if nothing else, a situation that means they can talk to others about the passions that drive them. Can you imagine standing up in front of hundreds of people, explaining what you're passionate about and how you chase those passions, to applause? To a room full of people thinking about how they can apply those feelings to their own causes? It's a heady thought, and even a nasty cynic like me couldn't help but feel inspired.

## Devotion to Your Cause

I felt a little left out in places during the conference because I was surrounded by people who wanted to make some grand changes to the world. The other attendees were involved in mental health awareness, they wanted to end homelessness or help the homeless, they wanted to save the environment (there are more people in your community passionate about the environment than you think!). My vision felt tiny and selfish — I wanted to build a small, supportive community where people could share their creative work and get honest feedback. I felt like I was abusing an opportunity that wasn't meant for me by being there.

As discussed at the conference, this is a sort of 'Imposter Syndrome', where no one ever feels like they deserve the good things that come to them, and we're all just waiting for a hand on our shoulder asking us to leave. In one of the workshops, Johanna Parker of Heart Sparks told us all that if something was important to us, it's worthwhile.

This might sound like a silly thing to get excited about, but it means that if you've seen something missing in your community that no one else has, you're not insane and you're not wrong. What's wrong is leaving it open and moving on without trying to address that problem.

In short, I was incredibly inspired by the leadership conference this year. It made me realise that passions are worth pursuing, and there's a strange reciprocal process between knowing what you want to build and knowing why you want to build it. I knew what I wanted to do when I walked into the conference, but evaluating why I think it's important (which apparently I hadn't given as much thought) has only galvanised me and made me want it more. I now know why I think it's important, and what I think I can offer to make it happen.

Follow your passions. Care about things. Sometimes you might be the only one to care about them, and that's okay. Sometimes other people will care about them, but not enough to help you, but that's okay too. What's important is that you try and give people a chance to change — that you think of ways that people who want to help you can help you.

If you can't find people who are passionate about your cause, you aren't wrong for caring about it... you're just talking to the wrong people.

## Action

I think the real difference with this year's conference was that its focus was pinning down an individual's cause, knowing what they wanted to change, and working on a strategy to bring about that change. Now, not every cause is going to take off, and that's okay. But the willingness and capacity to take that first step, the willingness to fail, caring enough about something to change it... it's a huge thing to do. And if nothing else, the conference was an excellent way to crank up the heat on the cause bubbling inside of me and helping me think of ways that I can implement it.



## Reality

The most important thing to me about the conference was seeing people who had made their passions their vocation. This is no small thing. A lot of us look for ways to incorporate all of our passions in the workplace, but at the end of the day you have to pay the bills, and values can fall by the wayside. What I learned was that, with time and persistence, you can place yourself in a position to do the things that you love, every day, and support yourself doing so. Can you imagine a world where everyone doing their job is doing it because they love it? Because that's what they want to do? So much of university is about idealism — if I study X then I'll be able to get a job as Y. But the truth is it doesn't always work out that way — workplaces change, job markets change, lifestyles change, priorities change.

**you're not here**



**this isn't happening**



# STUART WALSH

Currently in his third year studying Visual arts at FedUni, Stuart Walsh is a Ballarat-based artist and graphic designer, with a background in monumental masonry (grave decorating), illustration, and street art. He has lived and worked in numerous locations overseas, including Oaxaca (Mexico), Belfast (Ireland) and around Australia (Melbourne, Lismore, Fremantle, Margaret River, and Mildura). He is currently working on several comics, a mural, religious iconography, and regalia for a fictional Death. Check out his work on Instagram.



 @bacondrum



# September 2016

## Service of the Month

# fedpress Magazine

Your Student Senate brings you September's SSAF Service of the Month: FedPress Magazine. FedPress is Federation University's student publication. There are four print issue copies of the magazine produced each year, as well as online content on their website [www.fedpressmagazine.com](http://www.fedpressmagazine.com).

A portion of the SSAF funding is allocated to FedPress each year and this covers the cost of printing the magazine, as well as catering for issue launches. In the past, SSAF has also covered the cost of editorial and design software licenses.

The FedPress editorial team comprises around thirty students from the Mt Helen, Camp Street, and Gippsland campuses, as well as online students — all volunteers. It takes the writing, editing, and design teams between 60 and 70 hours to put together an issue, and there is also around 30 hours a week of administrative work, including time spent promoting the publication and its content across social media, and uploading content to the website.

At the beginning of each year, a production schedule is put together outlining submission and publication deadlines. Student Connect rely on the editorial team to have each issue released in the first week of every term, and it takes close to a month for an issue to come together. Because every member of the editorial team is a student, they are required to manage their commitment to FedPress around their university assessments, exams, etc., and work throughout the lecture breaks.



Editorial meetings are held regularly to discuss ideas and generate a content list for the upcoming issue. The content list for each issue is published on social media, as well as several advertisements promoting the submission deadline. Once the deadline has closed, the submitted content is sent to copy editors who work with the authors to get the submissions to publishing standard, which includes ensuring adherence to the FedPress Style Guide and enhancing readability, before all the content is reviewed by the Editor. The Editor considers an article's length, thematic relevance, and readability in comparison to the others before they can finalise the print issue's layout. Each issue of FedPress Magazine is 24 pages long and comprises both shorter (300 words) and longer (1000 words) articles in order to offer a variety of content to their readers.

Once the content for an issue has been reviewed and approved by the Editor, it is sent to the Art Director. The Art Director assigns designers from the Art and Design team to put together content to accompany articles. The Art Director and the Assistant Art Director work on each individual article's layout

(one or two column, etc.), as well any advertisements, the front cover, and the contents page. Up to three draft versions of the issue are sent through to the editorial team for review, which includes proofreading articles and reviewing design, before a final version is sent off to Federation University's Print Services for printing. Printing usually takes a week and once the issue has been printed it is released to the Mt Helen, Camp Street, SMB, Gippsland and Horsham campuses.



Once the magazine has been printed and distributed, each article is published on the website and promoted on social media. As each article is released online, the Social Media Manager captions and shares these articles across Facebook, Twitter and Instagram on a set social media schedule to promote our students' work.

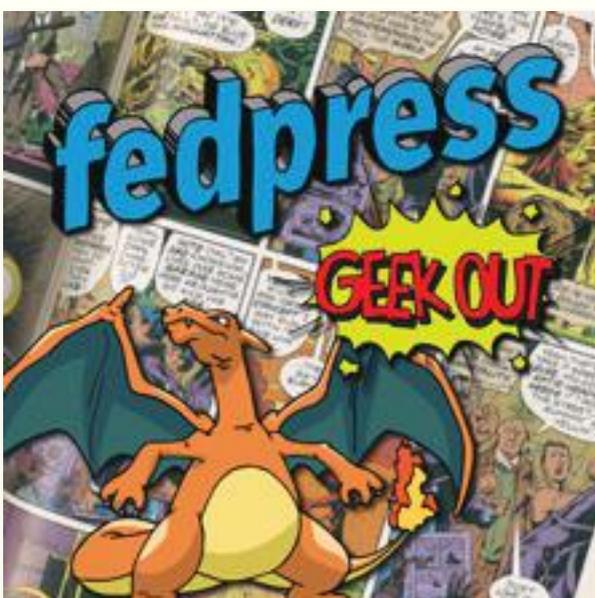
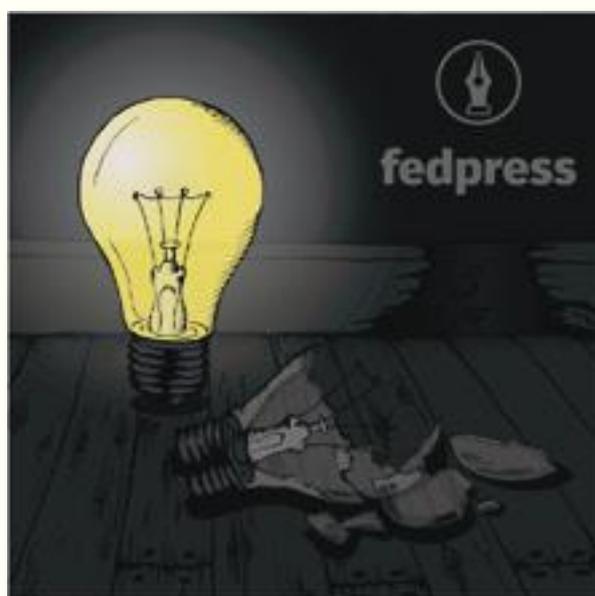
The editorial team strive to provide an opportunity for any interested students to experience the various production stages of putting together a printed publication, as well as seeing their work (written or pictorial) published. Students are able to work in a supportive, professional environment and each contributor is offered detailed, individual feedback on their submissions. Holding something in your hand that you helped produce is incredibly satisfying, and the experience looks impressive on your résumé.

If you are interested in finding out about how to get involved with the editorial team or contribute content, you can contact the editorial team via email at [editorialteam@fedpressmagazine.com](mailto:editorialteam@fedpressmagazine.com) or you can follow them on social media.

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# Discover your Destiny: Adventure Awaits

by Lisa Swedosh

In July this year I had the privilege of attending the Golden Key International Summit in Tucson, Arizona, thanks to the support of FedUni's Golden Key Chapter, and Leadership and Volunteering. After arriving in Phoenix I explored the Grand Canyon, staring into the abyss to ground myself before arriving in Tucson for the *Discover your Destiny: Adventure Awaits* summit, held in a resort in the Sonora Desert, surrounded by the type of cactus you only ever see in movies, the saguaro.

The conference went for four days and included Golden Key members from America, Canada, South Africa, New Zealand, and Australia. After our first night International Meet and Greet mixer, we were given the opportunity to choose between a variety of workshops geared at personal or professional development, each supporting the three pillars of the Golden Key: Academics, Leadership and Service.

The most inspiring workshop I attended was a presentation by the Chapter President of the Nelson Mandela Metro University (NMMU) concerning student activism in South African universities. This workshop described the changes in students' lives since the end of apartheid — how many of the changes



these students' own parents had fought for (such as affordable education), and also how much had been promised but never delivered — leading to a new era of activism, demanding 'fees must fall'. During this workshop, the presenter described their Golden Key Chapter's response to perceived social injustice as a having a positive impact within their University and their greater community.

NMMU Golden Key's current project is a 17-foot tall pledge to "Choose to stand first with humanity before the pigment I call the colour of my skin". This pledge, once filled, will be delivered by the Vice Chancellor of NMMU to the South African government as a request for action — a request for the government to show the supports they are providing to counter inequality and racism within South Africa, and the supports they will provide in the future.

Inspired by these actions, the Federation University Chapter of Golden Key has decided that we too want to make change. We want to build a network of volunteers to make a difference in our community, around the themes of unity, empathy, acceptance, and passion.

**What can you do to make a difference around these themes?**

Tell us on Facebook to go in the draw to win an iPad Mini 4.

Our pledge will be revealed and the winner drawn at our barbeque outside the Albert Coates Hall, Monday 17 October, 2016 at 2:00pm



[facebook.com/golden.ballarat](https://www.facebook.com/golden.ballarat)

**Win an  
iPad Mini 4**



# The ASK Service

by Mary Toney

*Did you know that, located in the libraries of both the Gippsland and Mt Helen campuses, there is a desk you can go to get help with assessments, or just ask general questions?*



The ASK desk is primarily an academic support service run by Student Academic Leaders, who are experienced students currently achieving highly in their own studies — you could say that they are students there to help students.

How can we help you?

- ✓ Interpreting assessment topics
- ✓ Referencing
- ✓ Exam preparation
- ✓ Essay and report structure
- ✓ Academic writing
- ✓ Study skills
- ✓ General queries about uni

**If you have an enquiry we cannot help you with, we will refer you on to someone who can and follow up to make sure you have received the answers you need.**

## When can you access the ASK Service?

9:30am–3:30pm

Monday–Thursday

If you are feeling unsure about an assignment, where something is, or just have a random question and you don't know who else to turn to, please don't hesitate to ASK!

P.S. We also have a stapler. You're welcome.

Mary, part of the friendly ASK Service Team.



## ASK Service

Got a question?

Ask one of our student leaders.



@askfeduni



facebook.com/FedUniASK

**Email:** [ask.sal@federation.edu.au](mailto:ask.sal@federation.edu.au)

**Phone:** (03) 5327 6422

**URL:** [www.federation.edu.au/ask](http://www.federation.edu.au/ask)

**Blog:** [www.askstudents.edublogs.org](http://www.askstudents.edublogs.org)

# Quidditch has officially arrived at Federation University



by Sarah Wynen

Yes folks, you read that right! FedUni has successfully created its own Quidditch team and they have been training hard this semester. It has been a challenge to learn a whole new sport, full of complex rules, different techniques, and of course, flying around on broomsticks (we don't actually fly, yo), but everybody has coped tremendously well and have picked things up quickly.

For those of you thinking *Quidditch? That sounds crazy and made up*, it kind of is. Quidditch is a fictional sport created by author J.K. Rowling in the *Harry Potter* novels. However, it was adapted into a real sport in America back in 2005 and has been developing ever since. The sport has gained quite a following and is now being played internationally by countless countries competing in their own leagues. As well as against other countries in the numerous World Cups that have been held (Australia taking out the gold earlier this year). There are currently seven teams in the Victorian league, however they are all based in Melbourne making it difficult for regional Victorians to participate in the sport. Bringing Quidditch to FedUni gives regional students the opportunity to be a part of all the fun!

So, how's it all going I hear you ask? The year started off slowly, in an attempt to arrange the administrative side of things. We held a 'come and try' session to kick things off and gauge interest, and we organised a committee of students determined to make things happen. Once club affiliation was finalised, we were able to start training sessions which have kicked off

successfully this semester after drumming up more hype at Market Stalls Day. So far we've been developing basic skills and introducing the unique Quidditch elements each week. We've been lucky enough to have good numbers at training sessions and as a team we have definitely grown together. We raised some money at our recent barbeque and have been busy organising our own equipment (they don't sell broomsticks at Rebel Sport). After considering team names, we have finally settled on... The Federation Horntails!

There has been so much happening and so many exciting things to come. It may induce laughter but Quidditch is real and it is happening! Whether you've been playing footy all your life or whether you are brave enough to step out from behind the pages of the latest book you've been reading, we want you! No previous experience is required, no fancy sports clothes are needed (what even is Activewear?) and you don't even have to like *Harry Potter*!

If you are interested in getting fit in a relaxed environment, want to be a part of a team, meet new people, goof around with a bunch of nerds, learn something new or just have some plain ol' fun, rock along to Quidditch and give it a shot, we'd love to have you!

We're currently training from 5–6pm on Mondays in the Mt Helen Brown Gym in P Building.



Photos by Timothy Kirkham



# Ultimate Frisbee

Looking for a non-contact, fast-actioned social sport to enhance your FedUni experience? Then why not give Ultimate Frisbee a go!

Ultimate Frisbee is a unique sport that uses a frisbee instead of a ball. It is a great sport for beginners looking to join a team sport, as well as being challenging and enjoyable for experienced athletes. Ultimate isn't a well-known sport, but its popularity has been growing all over the world with national, international and local tournaments run all year round.

## A bit about our club:

The Ultimate club was founded back in 2004, where our iconic Ballarat University Ultimate Frisbee man (or BUUF man) logo was created. We have had a lot of success over the years at both the Southern and Australian University games. We have also been involved in hosting and competing in a variety of local tournaments. We are very active within the university community, volunteering to help at a range of events, such as the Tour of Tradition and Open Day.

## Some notable club achievements:

- 2006 Bronze medal SUGs in Ballarat
- 2011 Silver medal SUGs in Geelong
- 2012 Gold medal AUGs (Division 2) in Adelaide
- 2013 Gold medal SUGs in Ballarat
- 2013 Spirit of the Game Winners AUGs on the Gold Coast
- 2014 Bronze medal AUGs (Division 2) in Sydney

If Ultimate Frisbee has piqued your curiosity, I encourage you to email us directly or check out our Facebook page. You can even head down to one of our training sessions and get to know the team!

Training: Thursdays from 6:00pm at the Mt Helen oval (next to the Q building)

Facebook: [www.facebook.com/FedUniUltimate](http://www.facebook.com/FedUniUltimate)

Email: [feduniultimate@gmail.com](mailto:feduniultimate@gmail.com)

We can't wait to meet you!

Nathan Parish, FedUni's Ultimate Club secretary



**FEDERATION  
UNIVERSITY  
ULTIMATE**



# neopets in focus:

## When a website refuses to embrace change

by Dakota Richards

If you type most websites into the Wayback Machine — a site dedicated to indexing the past and present of the Internet's webpages — and have a browse, you'll find most websites have evolved and changed their webpages in order to stay refreshed and relevant. However, there is one site that, over the years, has failed to keep up. That site is a guilty pleasure of mine from time to time and that site is Neopets.

Neopets is a virtual pet website which was launched in 1999. Those with a Neopets account could create and care for a pet of their choice. There are also a multitude of Flash-based games to play to acquire 'Neopoints' the website's virtual currency which allow players to purchase a range of different items for their pet and explore the virtual planet known as 'Neopia'.

A few months ago I was on Reddit and I stumbled across an AMA (Ask Me Anything) with Donna and Adam Powell, the original founders of Neopets. It was there that I discovered the many changes that Donna and Adam planned to implement, but never materialised after they sold the company to Viacom in 2005. The changes included a complete revamp of the Battledome, updating the Neopian Pound, creating and implementing a 'Zelda-like' virtual world where you would play as your Neopet, and explore the world of Neopia. This open world would feature a multiplayer component, an in-built web-based chat, and an eventual move to the mobile platform.

"There have been so many technological advances since 1999, and the site hasn't really embraced any of them," Donna recalls

when asked about the current direction of the site. Aside from a few minor changes — this includes as design tweaks, the 'NC Mall' where users purchase 'Neocash' with real money and use it to buy exclusive items for their pet, the introduction of a premium service where users subscribe on a month-by-month basis to access non-standard features, as well as a mobile game titled *Ghoul Catchers* — there has been no complete website overhaul since at least 2007.

With all of this in mind, it raises a few questions. Why is a site that is still so popular, and has such a loyal fan base, refusing to change in order to stay relevant with all the advances in website design available? As Donna said in the AMA, "Things are just different now. There aren't as many people wanting to play web-based games." This is reflected in the site's Alexa Global Rank of 6172, which takes into account a website's page views and daily visitors on a three-month basis and ranks the website accordingly in order of popularity. Is JumpStart, the current owner of Neopets, relying solely on the fact that they have a loyal fan base who are willing keep the site afloat? Only time will tell...



# Soft Sounds for Sad Souls

by Scarlett Baum



Album Cover, *I Like It When You Sleep, For You Are So Beautiful Yet So Unaware Of It* by The 1975

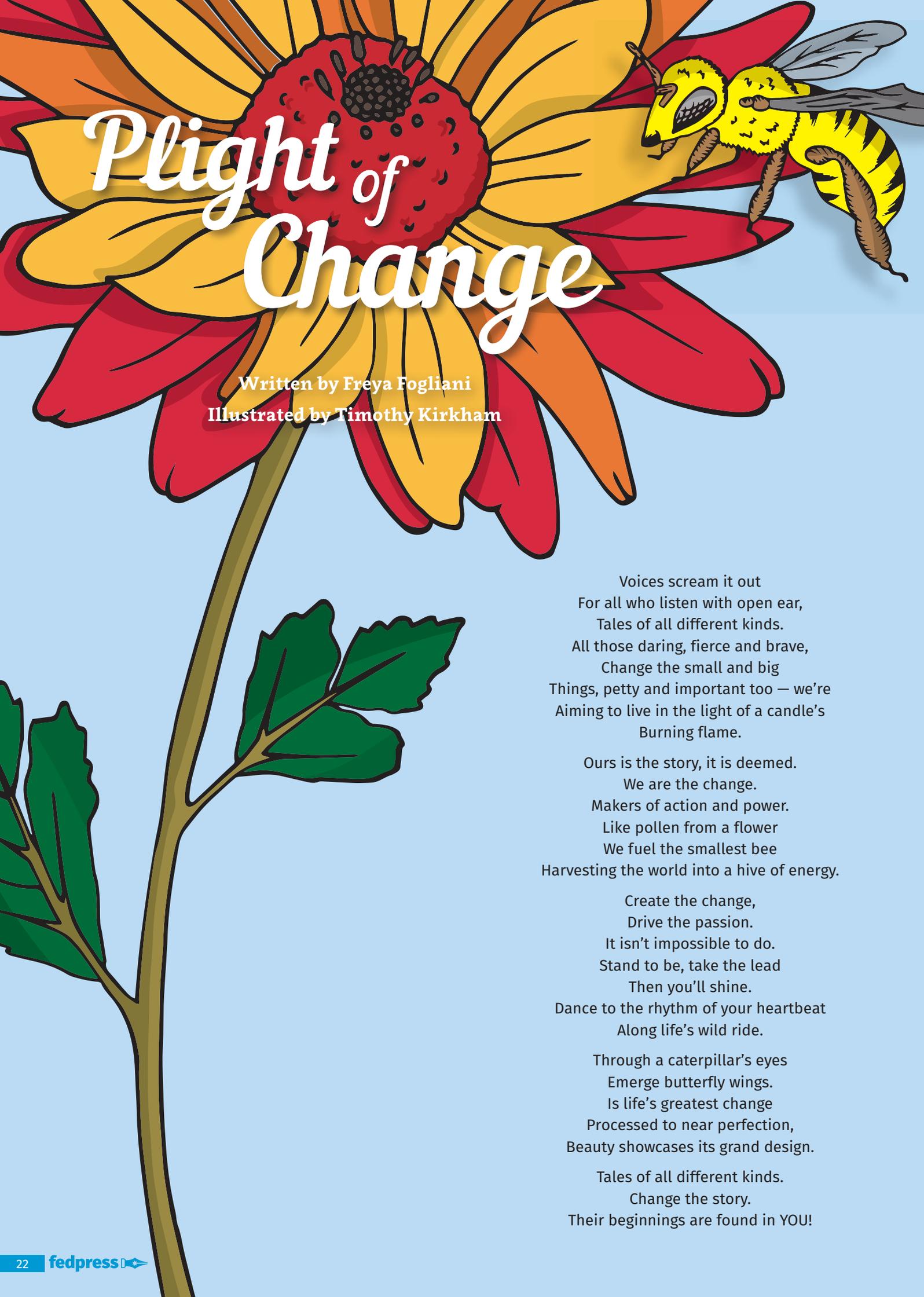
*I Like It When You Sleep, For You Are So Beautiful Yet So Unaware Of It* by The 1975

On 26 February, British band The 1975 released their sophomore album, *I Like It When You Sleep, For You Are So Beautiful Yet So Unaware Of It*, and much to the pleasure of fans and critics alike, they did not disappoint.

The opening track of the album, 'The 1975' features the same lyrics and title as the opening track for their previous album, but is reimagined in the band's updated (but ever '80s inspired) sound. Whilst The 1975's debut album was loaded with their now signature indie-pop songs for sad teens, their latest release takes their original sound down a more mature path. Whether it be to create more intricate pop songs or haunting ballads, their songs are always introspective masterpieces.

Their second album includes standout singles like 'Love Me', a social commentary on the world of celebrity; 'UGH!', about lead singer Matty Healy's battle with substance abuse; and 'The Sound', which features memorable lyrics such as, "Well, I know when you're around 'cause I know the sound, I know the sound of your heart". The album also features previously unreleased tracks that reference the band's past bodies of work — both lyrically and instrumentally — most notably track four, 'A Change Of Heart'.

If you're looking for soft synth beats, overlaid with sad indie lyrics, and pitchy yet emotionally resonant vocals, *I Like It When You Sleep, For You Are So Beautiful Yet So Unaware Of It* might just be the 2016 album for you. I give it four stars and a poorly executed watercolour thank you card.



# Plight of Change

Written by Freya Fogliani

Illustrated by Timothy Kirkham

Voices scream it out  
For all who listen with open ear,  
Tales of all different kinds.  
All those daring, fierce and brave,  
Change the small and big  
Things, petty and important too – we're  
Aiming to live in the light of a candle's  
Burning flame.

Ours is the story, it is deemed.  
We are the change.  
Makers of action and power.  
Like pollen from a flower  
We fuel the smallest bee  
Harvesting the world into a hive of energy.

Create the change,  
Drive the passion.  
It isn't impossible to do.  
Stand to be, take the lead  
Then you'll shine.  
Dance to the rhythm of your heartbeat  
Along life's wild ride.

Through a caterpillar's eyes  
Emerge butterfly wings.  
Is life's greatest change  
Processed to near perfection,  
Beauty showcases its grand design.

Tales of all different kinds.  
Change the story.  
Their beginnings are found in YOU!

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To express your interest in becoming part of our  
**Editorial or Art and Design teams,**  
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with the following information:

- Name, degree/faculty/year
- Contact details
- Area of interest (writing, editing, design, art, photography, social media or administration)

Along with an answer to the following question:  
*Why is student media important?*

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FEAT.  
// STONECUTTERS //

