

The craze that's taking over

By: Sam Pollak

Video Games



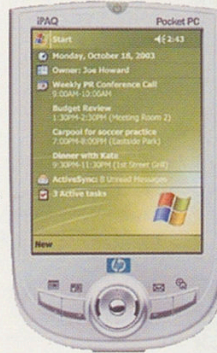
VIDEO GAMES CAN BE FOUND IN almost any household. Microsoft's XBOX, Sony's Playstation 2, and Nintendo's Gamecube dominate the gaming industry, each with unique games and features. Ranging from as young as 6 to as old as 40, gamers enjoy adventure, action, sports, and fighting on their consuls. Microsoft and Sony expanded their consuls to include complete home entertainment systems, consisting of DVD players to karaoke machines, but Nintendo remained strictly games. This may affect the survival of the company, therefore giving way to Sony and Microsoft. Whether a gamer loves fighting Ganondorf as Link or winning the playoffs as the Bengals, there is a game for everyone.

Logos courtesy of GameCube.com, XBOX.com, and PlayStation.com.

Planbook or PDA?

T IRED OF WRITING DOWN ASSIGNMENTS IN A PLANBOOK? Personal digital assistants can make it easier. Some PDAs, such as the Compaq iPAQ Pocket PC, users can write in their normal handwriting and the computer will convert it to text to be saved later. Besides aiding in recording assignments, some PDAs can be used to access the internet as well as to play games. PDAs changed the way students plan for the future.

courtesy of Compaq.com



courtesy of Dell.com



Conventional or digital?

CAMERAS USED TO BE BULKY BOXES WITH ONE TIME flashes. Now, they can fit in spaces smaller than a CD. Digital cameras revolutionized photography in that a person shooting pictures does not need to wait one hour for their prints; they could be printed instantly. Some printers, such as the KODAK EasyShare Printer Dock, give the user conventional-quality prints from a digital camera. Also, combination digital cameras encompassing both video and still shots are marketed.

DOWNLOADING mp3s

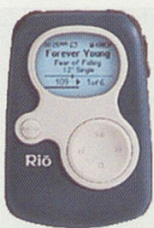
THE CHEAPEST way to get music is to download it. Originally, many companies such as Napster allowed listeners to access music for free over the internet. After lawsuits against these companies, many closed. Now, most companies charge around one dollar a song to download. Along with new companies such as iTunes by Apple, Napster has returned, now completely legal and charging money for music.



courtesy of Google.com

PORTABLE music

courtesy of SonicBlue.com



LISTENING TO MUSIC on a boom box is great, but it's too bulky to carry around. The answer? Portable music. With the downloading music revolution, the music industry changed incredibly. Tape players became almost obsolete, and CD players as well as mp3 players, such as the Rio S50, took over. Players evolved from just playing 15-track CDs to playing CDs with 100 songs, encompassing FM receivers, and allowing for downloaded mp3 playback. Good-bye vinal, hello digital!



STUDENTS WALK DOWN THE HALLS WHILE listening to music. In this photo alone, there are at least 2 students with headphones on. Portable music has become a staple activity when moving from class to class.