



From left: Trang Nguyen, David Zimmermann, Associate Professor of Mathematics Geoffrey Hirsch, Gary Fung, Jun Fang, and Hartej Dhami. Photo by Hartej Dhami.

Math students get award from Ohlone

Last Friday, Geoffrey Hirsch, associate math professor, handed out \$30 checks to the spring semester 2006 top scorers in the Ohlone's national Student Math League. The group finished 13th in the entire United States, with David Zimmermann finishing 9th individually and Jun Fang 29th. The checks are awarded by the Ohlone Foundation to encourage math students in their efforts.

Library obtains e-books

By **IRA LAZO**
Staff writer

Biology homework getting you down? Library closed? No worries, now Ohlone College has recently acquired more than 30,000 new electronic books, which are now accessible from the Ohlone library's website.

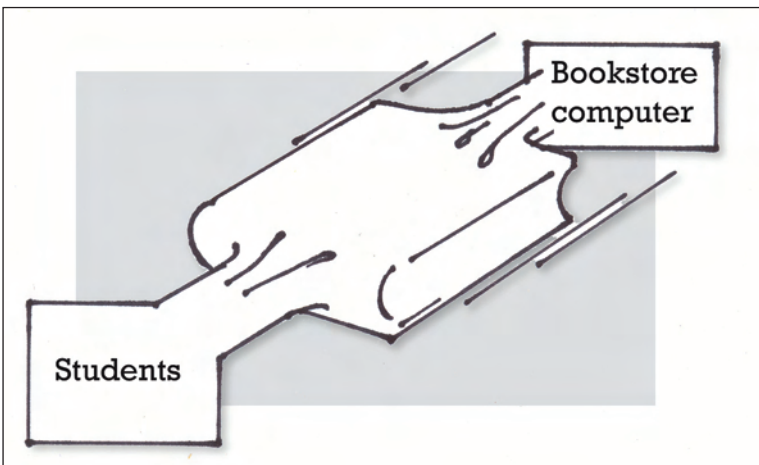
These e-books are digital, full-text versions of printed books ac-

quired from and provided for by the NetLibrary service, and come free of charge to both distance learners and students who cannot physically visit the library. These files are then uploaded to the NetLibrary website, and can be easily accessed as a PDF file, complete with navigation systems for each chapter and section in the book. Unlike a regular textbook, which is designed to inform on a vast amount of general information,

these e-books are more focused and specific to certain topics. Another advantage to using the e-book, according to Kathy Sparling, a librarian at Ohlone, "you can search their text for particular words and you can print out one page at a time."

To access these e-books, simply go to the library's home page www2.ohlone.edu/org/library and, if accessing from off-campus, there will be a log in page in which case the student/staff id and last name serves as the id and password. Once entered, search through HANS, Ohlone's online library catalogue and be sure to limit the search by clicking on the "Quick Limit" drop bar to the right hand side, and look for the option - electronic books only.

To learn more about electronic books, and if you still have questions or are confused, be sure to check out the HANS tutorial page for electronic books at www2.ohlone.edu/org/library/ebooks.html



Video game courses provide real-life experience

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value of working with their hands as opposed to with the computer for design, a crucial step in providing materials that go into creating the all-important presentations that will get video games approved even before the game goes into development.

Strudwick has practical experience working with video games, at one point working for Namco, one of the biggest video game companies to ever have existed. He provides the students with a real-job viewpoint, giving advice and criticism from the standpoint of experience.

"Teach the class as if you were in the real industry," Lewis said. "Where every one of the students has a role, and so that when the students get the certificate, they are familiar with the roles in real life.

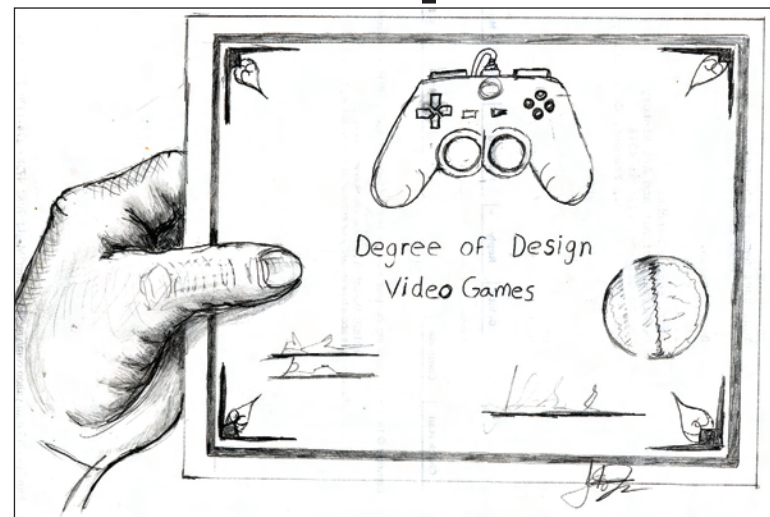
The video game design classes themselves are run like design teams. The classes are broken up based on number of students, and then each student assigned a job in: management, story, character design, etc.

Students are required to take the class twice so that they learn the vagaries of each job in the design team. In the end, this practical experience is sure to serve them well

in the actual job market.

The end product of each class will, of course, be a game. A guest speaker from the industry is scheduled to come at the end of the course and critique the execution of the game: strong points, weak points, what will and will not sell. The students can then use their work in their portfolios when they apply for jobs.

The Fast Track Certificate in Video Game Development requires 17 units, the details of which can be found on Ohlone's Multimedia Department website under the degrees section: www.ohlone.edu/instr/multimedia/home.html



Buildings tested for leakage

By **IRA LAZO**
Staff writer

Recently on campus, there was a hole in the clock tower. Not a big, gaping hole, but enough to make passing students question what was going on.

The answer: the facilities crew of Ohlone is testing the structural integrity of the buildings. It is, ironically enough, called destructive testing. According to Dave Orias, assistant director of facilities, the crews are testing the buildings by poking holes to see if the stucco paint will be a good enough remedy for water intrusion.

Especially appropriate in light of the 28 days of continuous rain that has lately drenched the Bay Area, the facilities crew will be applying a special stucco paint to Ohlone College Fremont campus buildings that is meant to prevent leakage wear.

However, before the paint can be applied, the buildings must be tested in different settings and conditions. The project is scheduled to begin in the summer if all test results are positive and all things go well. As for the color of the paint, there has been a proposal made by the TBP Architectural firm, first to President Doug Treadway to approve the change in color - then the decision will fall to the ASOC Committee.



From left: Martin Gutierrez and Antonio Saudos perform "destructive testing." Photo by Ross Tsvetanov.

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