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University archives hold pieces of past

Stepha Poulin
Editor-in-Chief

The Center for Archival Collections compiles information from nearly anything related to the BGSU or life in Northwest Ohio, from Civil War documents to Board of Trustees minutes.

Michelle Sweetser is the head librarian and university archivist for Jerome Library. On the fifth and sixth floors of the library, she helps collect and retain records to add to the archives.

The archives include more than flat, paper documents; some items are large and three-dimensional, such as a Civil War era document organizer stored on the sixth floor.

As archived items age, they need protection from the elements. The documents found within the Civil War crate are now sealed using a process called “encapsulation.” According to the Smithsonian, encapsulation is preferred to lamination, as lamination may damage historical papers.

Sweetser encourages students and citizens from around the area to contribute to the archives. Without donations, the archives wouldn’t have nearly the amount of information available to those interested in research or reminiscence.

As archived items age, the documents need protection from the elements.

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PHOTOS BY MAX MARKO
Columnist explains faults of current sex education classes

Mary Ross
Columnist

While talking with a friend, she mentioned a tweet the Falcon Health Center put out during Spring Break about practicing abstinence to stay safe. Even though I was unable to find this tweet, it made me really consider sex education in the world nowadays.

It seems sex education hasn’t moved past the infamous “Mean Girls” quote as said by Coach Carr: “Don’t have sex, because you will get pregnant and die!”

However, the fact of the matter is people decide to engage in sexual behavior. Many of them don’t practice safe sex because all they were told in school is “practice abstinence.”

Courtney Foerg, one of my friends who went to a Catholic grade school and high school, told me, “My school only taught abstinence and used scare tactics to discourage sex before marriage. Plus, there was absolutely no information given on safe sex or sex in a non-heterosexual relationship.”

In my public high school, abstinence was strongly encouraged and much of my health class focused on the negative consequences of what could come out of sex, such as sexually transmitted infections and pregnancies.

But I don’t even remember my high school health class touching on what to do if I ever contracted a sexually transmitted infection. I remember being told I could get an abortion if I ever got pregnant, but I also remember my teacher following up with, “but if you don’t want to be pregnant, you just shouldn’t have sex.”

Through looking back on my experiences of sex education and talking to my friends, here is what I think should be required of all sex ed classes.

The first, and probably most important concept which seems to be void in sex ed classes currently, is consent. If there is nothing else a person takes away from the sex ed, they should know what consent is.

Sex education should also discuss what a person can do if they are raped. This includes information about how to obtain a rape kit, which can be used in court as evidence against the rapist if a victim desires to go to court against their rapist(s).

Secondly, sex ed classes should discuss how to have safe sex after receiving consent. This includes talking about condom usage and birth control medication. In talking about condom usage, students should be taught about how to use one, allergies associated with condoms, statistics about using them, where to access them and any other relevant information. In talking about birth control, students should be taught different places they could go to obtain birth control, the cost associated with each place and possible side effects of each type of birth control.

Sex ed classes should then talk about unwanted results of engaging in sexual activity, such as pregnancies or STIs.

Regarding unwanted pregnancy, all the options a person has in handling an unwanted pregnancy should be discussed. These options include an abortion or adoption. When discussing an abortion, different locations and which location offers as well approximate cost (in Ohio, at Planned Parenthood locations, abortions will cost more due to the defunding of Planned Parenthood by the Ohio government). When discussing adoption, the legal process should be talked about as well as the cost of medical bills sustained during the pregnancy.

What to do if a person contracts should also be an STI discussed. This conversation should include what STIs are (which is already covered extensively, at least it was during my health class), how to be tested for them and what medications are available to people with STIs as well as their side effects.

Lastly, as Foerg stated earlier, non-heterosexual sex was never even brought up in my health class, and it may be lacking in many classes. However, for those who aren’t heterosexual or are questioning their sexuality, non-heterosexual sex should be talked about as well to insure they are also practicing safe sex.
Rosalind Fletcher
Columnist

As a person who’s not perfect with verbal confrontation, especially when there’s an issue with race, ethnicity or any social injustice, I have a dire need to confront an issue — through writing.

I want to call out and confront mindless rubbish I’ve noticed over the past few weeks. Whether it is direct or indirect, I’ve noticed people — acquaintances, friends, strangers — dismissing my experiences and living as a person of color.

According to Huffpost, “subtle racism” also known as “covert racism” is defined as “a person who has implicit racial or other negative attitudes towards another group.” It is described as “ambiguous” because the actions of an individual are “indirect and are often expressed through innuendo.”

I’ve noticed subtle racism over the past few weeks. It starts out as a supposed joke, it turns into an irritable situation, then there’s an excuse and apology that’s all but candid.

Here is the unpleasant reality of the issue and what I’ve personally experienced over the past few weeks and the reoccurring issues I’ve noticed over the past few years:

1. My natural hair type, a curly and kinky mixture, is not easy to define. Then, I have a white friend with curly hair too but with a different hair texture. One day, it was raining, and I had to cover my hair because it’d get frizzy and curly if it was wet as she did the same. She told me, however, my curly hair isn’t as “bad,” and it was better than hers since it didn’t do “A and B.”

How do people know my hair type and the struggle I have with curls, especially from not learning how to deal with curly hair? Do people know the experience I had as I grew up hearing from everyone my mix of loose curls, kinks or whatever mix of curls were atop my head were deemed ugly? When straight hair was what was deemed “normal.”

I am still learning to love my curls and not feel ashamed of being me, yet my experiences as a person of color are being assumed and dismissed by others when I try to counter.

2. Growing up with light skin, I wanted to be white as a child, as I wasn’t light enough to fit in, especially compared to my darker-skinned sisters and brothers, who were critiqued consistently. Or when people would say I “sound white,” and I act “civilized,” whatever these phrases meant, it dismissed who I was as a person of color; it was as if those two descriptors were what it meant to be human.

3. When people say, “This is America, speak English.” Yes, I know a person may be joking, but know that there’s others out there who are afraid to even speak Spanish. I know I still am at times.

4. When a person says the n-word, then decides to tell me, “You’re barely black, why do you care?” One night this past week, I heard girls in my residence hall scream the n-word, as if it’s naturally a part of their vocabulary.

I care because while they might not be using a hard “r” sound and just using an “a” sound at the end of “n-——,” however you pronounce the n-word, it has the same connotation. And regardless of the percent of African blood in me, the term is still accounted to me because even as a light-skinned person with a diverse background, I still would have been known as a “nigger” or “mulatto” less than a century ago.

5. The fact I write race-related columns and people want to call me out or twist my words to make it sound as if I’m the offender and say I need to stop being sensitive and get over it.

Honestly, I can think of various personal experiences to tell, and I can tell you, other people of color have similar experiences. Please, when a person of color explains their personal experiences, don’t deny it and don’t try to change it. It’s not your experience to alter. What if someone tried to change what you’ve experienced or your life? That’s what happens when your racism is showing.

People make a fool out of and shame themselves when this happens. It’s more than the n-word slipping from a mouth or telling a person of color to “get over” the past or that they have no right to be angry. It’s disgusting, loathsome and shameful, and it’s the seemingly endless racism that is showing through people. Need I say more?

DO NOT DISMISS OR CHANGE WHO I AM OR THE EXPERIENCES I HAVE HAD FOR YOUR SATISFACTION.

It’s sickening, and if you can’t tell why I am passionate, yet pissed off, I’d like to have coffee and a civil talk with you.

If I had the time to, I’d continue to speak about the various things I have heard growing up and the things I am hearing on campus.

1. For one, will not confront you each time you say the n-word, or wetback, or whatever offensive word you say. It’s not worth it to waste my breath if people won’t listen. My voice has been silenced, but these words never will be.

But take heed, there are consequences that follow if you are racist, even subtly racist. It is 2019, and people will not be silent anymore. Though I may not confront you each time about your subtle racism, think of all the people you will meet in this lifetime. There will be one person who will call you out on your rubbish, and it may not be pleasant.

I’m human, I have valid feelings and I bleed the same as each person on the face of the earth. But when people dismiss the humanity of people of color, it’s repeating the history we’re still attempting to overcome.

People may choose to ignore the world, but they can’t ignore it persistently. I promise you, in your lifetime, you may read something you dislike, disagree with or get defensive, but you can’t ignore reality. To restate, we are repeating the history we’re still attempting to overcome; if you don’t realize this, then I’d advise to take a long look at the world around you.
Honors College seeks to develop unused kitchen into collaboration space

Mary Ross
Reporter

The Honors College is looking to develop an unused kitchen space in the basement of Founders Hall into a collaboration room for students to study and work.

Since moving into Founders Hall five years ago and gaining access to the space, the Honors College has received many ideas and design options from students and staff alike on renovations.

Simon Morgan-Russell, the dean of the Honors College, elaborated on the input received from students and faculty.

“We had a process where we asked students to kind of tell us what kinds of spaces they needed or what kind of stuff they needed to do the work that they did, and so we had this process that took place in the den where people could comment and leave remarks,” Morgan-Russell said.

This process tested the interest of certain ideas such as those about technology and separate rooms for small group studying.

“There were some things that we researched and proposed that students didn’t particularly like, but some things that people did like was a TV or monitor screen on the wall where students can plug their devices into a hub, so they can all work on the machine, and they can choose whose laptop or tablet shows up on the screen,” Morgan-Russell said.

He also elaborated on the importance of receiving student input on how the space should be used.

“We wanted to make sure that this really was a space for students, so we wanted the students to really have a sense of what should be in it,” he said.

Morgan-Russell hopes the Honors College will create a space suitable for honors students of all majors.

“We wanted something that is usable and useful to all sorts of majors because in honors, we have many smaller colleges, and we all have different sorts of needs and different sorts of work that we do. Some students need space to layout artwork. Some students need spaces to use called teaming pits, where students can get together and brainstorm,” he said.

Not only does the Honors College faculty hope to create a space suited for honors students, but they also hope to make an adaptable space capable of adjusting to changing technology and times.

“We wanted like a big open room, as things come and go and different technology is developed so that we can shift stuff around,” Morgan-Russell said.

Though there are ideas on how to use the space, there is still lack of funding, especially since BGSU is currently working on renovating other spaces. However, despite lack of funding, uncertainty of a timeline and cost estimates, Morgan-Russell is optimistic about the future.

“I’m hopeful. I think students can really put it to use, and I think honors students will especially since it’s here in the building,” he said.

For more information on the Honors College collaboration space, visit the Honors College offices in 024 Founders Hall or call (419) 372-8504.

“I’m hopeful. And I think students can really put it to use, and I think honors students will especially since it’s here in the building”

— Simon Morgan-Russell —
Honors College Dean

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Inventive indies incoming to Switch

David Escobedo
Reporter

Nintendo, in recent years, has shown a lot of love for the indie side of the video game industry. They have encouraged many developers to make new games for the Switch and support those who have already done so. Starting in February of 2017, Nintendo began to produce Directs specifically to cover indie games coming to their platforms. Dubbed the “Nindies Showcase” for North America, these Directs would concentrate mostly on independent developers and what they had planned for release on the Switch. Nintendo just had one of these showcases on March 20, showing some new and surprising games coming out. Here are a few from the presentation and a few others announced outside of it that I’m looking forward to.

‘Cuphead’
Release Date: April 18

Initially releasing back in 2017 for Microsoft’s Xbox console and Windows, “Cuphead” was meticulously developed by Studio MDHR to have the look, feel and sound of cartoons from the 1930s. “Cuphead” is a run and gun-platformer that offers players a challenging set of levels and creative bosses. According to Studio MDHR’s website, they were responsible for traditional hand drawn cel animation, watercolor backgrounds and original jazz recordings for the game. I immediately knew I had to play this game as soon it was announced. I am a big fan of difficult platforming games and the style of this one was unique enough that it caught my interest. This is definitely the most surprising indie title that was announced during Nintendo’s Nindies Showcase. “Cuphead” was meant to be a Microsoft exclusive game, showing that there might be some sort of close partnership between Microsoft and Nintendo. I think this partnership is fantastic. More Microsoft games could potentially come to the Switch and perhaps a few Nintendo titles would appear on future Xbox consoles. Obviously, not every exclusive would be shared between the two platforms, and nothing big like Mario or Halo would be shared, but a select few titles to share between consoles would be neat. Look forward to jazzy action platforming when the game runs on to Switch on April 18.

‘Katana Zero’
Release Date: April 18

Devolver Digital is one of the bigger publishers of indie games. They’re known for mostly the “Serious Sam” and “Hotline Miami” series. This year they’ve already released a quirky platformer in “Pikuniku” and a bloody beat ‘em up game in “Ape Out.” One of their next games is “Katana Zero,” which was just announced to be coming to the Switch in the Nindies Showcase. “Katana Zero” is a slick, fast-paced action-platformer made by AskiiSoft. It’s visuals are neo-noir inspired and has gameplay almost reminiscent of “Hotline Miami,” except in 2D form. There are set levels throughout and the mission is to kill every person inside by any means. There is also some remnant of a mysterious story that suggests that perhaps not everything is as it seems. Shown off in the trailer as well is a bullet time of some sort where you are able to deflect enemy bullets with your swords. I see this title as another “Hotline Miami” for me, something that I probably won’t be good at but will still love to play. The game promises breakneck action when it slices on to Switch on April 18.

‘SteamWorld Quest: Hand of Gilgamech’
Release Date: April 25

There have been four other games in the SteamWorld universe that Swedish-based developer Image & Form Games have created. “SteamWorld Tower Defence” was their first game in the SteamWorld series. It was released digitally on the Nintendo DSi and was, as the title suggests, a tower defense game. “SteamWorld Dig” and “SteamWorld Dig 2” were platforming games that boasted Metroidvania gameplay wherein players mined to explore deep into the Earth’s surface. And “SteamWorld Heist” was a turn-based, strategy/shooting game that had players overtaking various spaceships. Now, Image & Form games looks to diversify its lineup once again with “SteamWorld Quest: Hand of Gilgamech.” This latest SteamWorld title was announced during a European-based indie Direct back in January. Quest has players take control of a band of heroes going through a steampunk-inspired fantasy world taking down evil along the way. What sets this title apart from some other turn-based games is its card system. Players will have to put together a deck from over 100 cards included in the game. It has a very appealing, hand-drawn art style and cute little mushroom monsters that I don’t want to fight but will probably have to. If you like dragons, gold, swords or killing innocent magical creatures, pick this game up at launch on April 25.

‘Cadence of Hyrule’
Release Date: Spring 2019

Another surprising announcement from the Nindies Showcase, an indie game that is officially a Zelda game. Now, this isn’t a mainline Zelda title that’s being developed by Nintendo, but it’s still coming exclusively to the Switch and has Zelda characters. “Cadence of Hyrule” is being developed by Vancouver-based company Brace Yourself Games. It’s a rhythm action game where every move is set to a beat. Brace Yourself Games has, so far, only completed one game: “Cryp’t the NecroDancer.” Cadence is basically the same gameplay as Cryp’t, except with a Zelda skin over it. The game will feature 25 remixed Zelda beats as players work their way through the randomly generated overworld and dungeons. The reason this game is such a surprise is because Nintendo is trusting an indie developer, and a Western one at that, with one of its most important franchises. I enjoy this partnership between Nintendo and a smaller studio. It shows they have trust in other developers to make good games and it allows the smaller studio to get more attention for itself. The game also looks very promising as well. I love the Zelda franchise to death and am always excited for more of it. Look forward to defending Hyrule with gusto when “Cadence of Hyrule” drops on to the Switch this spring.

‘Castle Crashers: Remastered’
Release Date: Summer 2019

“Castle Crashers” is one of those games that just encapsulates the word ‘fun.’ I originally played the game when I bought it on my PS3, my first Sony console. I’m a loser and I didn’t have many friends before high school, so I played the game solo. Even just playing the game by myself, I could tell that it was something special. “Castle Crashers” is a hack and slash arcade game featuring four player co-op. Players take control of differently colored knights going through various levels in a magical kingdom trying to save your kingdoms’ princess. The gameplay gets repetitive, but never in a bad way. The simplicity of it actually adds to its charm. Aside from just the hack and slash action, there are constant upgrades that you may give to your own knight and little animal orbs that give you different skills to collect. Crash castles with your friends sometime this summer when the game is expected to make its debut on the Switch.

‘Cyber Shadow’
Release Date: 2019

Another platformer on my list, and this shouldn’t be surprising by now. “Cyber Shadow” has been developed for around a decade now by Mechanical Head Studios, a one-man studio run by Aarne “Mekaskull” Hunziker. The game apparently impressed Yacht Club Games, developer and publisher of the amazing “Shovel Knight,” enough to publish the game under their label. “Cyber Shadow” is a platformer starring a ninja in a desolate world overrun by robots. It is very reminiscent of “Ninja Gaiden” on the NES. It features fast-paced gameplay with a lot of it looking like it takes skill to conquer. It takes a lot of dedication by many to make a video game, and to have only one person largely overseeing the development of one is astounding. I am looking forward to anything Yacht Club Games is putting out, even as a publisher, for the foreseeable future just because of how much I love “Shovel Knight.” They’ve shown lots of dedication for “Shovel Knight” and I expect to see a similar attitude to “Cyber Shadow.” Look forward to cybernetic ninja action later on this year.

Indies remain a very important part of the video game industry. They allow smaller developers to tell their story through a very popular medium. They bridge gaps between larger releases as well if people get impatient on what to play next. There are indie games that are better-developed than some AAA games. There are fantastic developers out there that do not get the attention they deserve for their consistent good work on games. Highlighting indies is a way to bring these developers and their games to light. So, support indies in between the yearly releases to support devs and provide diversity to the video game industry.
Netflix has become a powerhouse of entertainment. They are constantly pumping out new, original shows and movies on their streaming platform. This doesn't even include the content that they host the streaming rights to as well. Among all this abundance of media, many entertaining shows can get lost in the mix. One show in particular that I haven't heard much buzz on is “On My Block,” an original Netflix show centered around teens.

To be honest, I never watched teen dramas myself. My classmates would talk about “Degrassi,” “One Tree Hill” and “Gilmore Girls” every so often, and I usually didn’t watch teen shows unless they were produced by Disney. I missed my opportunity growing up to watch teen dramas and I have little interest in viewing them now. So, “On My Block” is a little out of my usual viewing choices. However, this show is a delight and it seems as though nobody is really talking about it.

“On My Block” centers on four teenagers living in a rough neighborhood located in south central Los Angeles. We follow their lives and struggles as they enter high school as freshmen and try to survive their neighborhood. It really is a coming-of-age story as we see these teens persevere through their problems and grow up along the way.

The quartet are distinct enough from each other that they all feel pretty unique. There’s Monse, the brave, stubborn but caring one of the group. Cesar, the unofficial leader of the group who acts as a sort of guide for the others. Ruby, whose real name is Ruben, is an aloof genius that often thinks way too much before acting. And then there’s Jamal, the nervous chatterbox of the group who cannot keep a secret. There’s also a fifth character that frequents the show later, Olivia, who becomes ingrained in the posse.

There is plenty of drama and comedy to go around amongst the squad and outside of them. Three of the characters get into a complicated love triangle. A treasure hunt ensues after another character becomes obsessed with it. There is a subplot involving another character’s lost mother. And then there’s sentient garden gnomes. It’s a wild ride and you become attached to the main characters, wanting to see what the next chapter of their life is.

The show isn’t afraid to cover heavy topics either. There are themes of sexuality, gang violence and racism. But it balances these elements with its comedy well. No joke feels like it’s being made at the expense of a lesson being covered. Obviously, the show is scripted, but some segments do feel as though they were just lifted out of an actual teenager’s life.

The neighborhood where the group lives is also primarily composed of Latino and Black communities. The main characters are also minorities themselves. Being both a Latino and an advocate for representation in television and film myself, this show is a breath of fresh air. Seeing characters that look like me and my family on screen and them not just being stereotyped constantly is a nice, and much needed, change of pace.

The show currently has two seasons up on Netflix. The first includes a sparse, but cool, eight episodes. The second season just dropped on the platform on March 29. I won’t spoil anything, but the first season ends on quite an unexpected cliffhanger that’ll make viewers want to continue into the next season. I cannot recommend the show enough and highly suggest supporting it. So, take a break from rewatching “The Office” for the fifth time and watch something new.

Nintendo, indie games must work together

A couple of weeks ago, Nintendo announced a new game in their Nindies Direct, called “Cadence of Hyrule.” The announcement trailer started with the main character from “Cryot of the NecroDancer” doing her usual thing, dancing to the beat, but then a subtle tune started playing.

Zelda fans knew this tune and started wondering what was going on, but then they showed it. Link and Zelda will be in this new game, as it is a new rhythm game set in the Zelda universe from the creators of “Cryot of the NecroDancer,” Brace Yourself Games. Not only does this new game look good, but I am hoping this means much more for Nintendo as a whole. I hope this is a sign that Nintendo might be letting other companies use their properties.

I love Nintendo, and I love almost every single one of the properties they create. However, it is easy to see that some of their series could use a breath of fresh air. Also, some of their series take way too long to create a new entry. Think about this, it has been 16 years since the last F-Zero game. That is way too long to be waiting for a new entry, and with the number of developers making high-speed racing games, Nintendo should be hard-pressed to use that industry to make a new entry if they won’t.

Using outside help will also bring in a new thought process to the game. They aren’t held to the same conventions that the regular series is, and because of that, they can change things that wouldn’t normally change. For example, look at when Capcom made a few Legend of Zelda games. They feel like Zelda games, but they also do a lot of new things. In “The Legend of Zelda: Minish Cap,” the main gameplay mechanic is a breath of fresh air.

However, “Cadence of Hyrule” is even more different than this because it’s coming from an independent studio. I’m hoping this sets a precedent where Nintendo lets smaller studios take their properties and use them. Imagine the developers of “Hollow Knight” taking a shot at the Metroid franchise. That would be a dream come true. Or imagine if the developers of “Fast Racing Neo” took a crack at F-Zero. Well, you get the point. Indie developers have been making outstanding games for years and it’s time for bigger companies to realize that. Nintendo could easily bolster their catalog on the Switch by utilizing the wide variety of indie developers to help them make more games.

Nintendo is one of the most stubborn companies out there. That has led to bad things happening to the company, like the Wii U. However, we have seen them start to open up. “The Legend of Zelda: Breath of the Wild” is not a game that would have been made by old Nintendo. Not only because of the technology but also because Nintendo has never made an actual open-world Zelda, with no traditional dungeons before. I hope them opening up in terms of their development also leads to them opening up their properties for others to use.
Suicide Prevention Coalition seeks to bring attention to mental health issues

Lari’onna Green
Reporter

Changing sleep or appetite patterns, feeling increased irritability, isolating oneself, having problems with job performance, abusing substances, giving away personal possessions and self-harming are among some of the warnings of signs of suicide. The Wood County Suicide Prevention Coalition are members of the Bowling Green community who come together to bring awareness to suicide while partaking in activities that can further prevent it.

On Feb. 28, the WCSPC hosted a suicide input discussion that was open to the public. In attendance were coalition co-chairs Aimee Coe and Angie Patchen, Stephanie McGuire-Wise from the Zepf Center, Health Department representative Alex Aspacher, survivor and member of National Alliance on Mental Illness (NAMI) Monica Lewis, Lauren Miller with NAMI and Wood County Alcohol, Drug Addiction, and Mental Health Services (ADAMHS), among others.

At the opening of the meeting, Coe and Patchen announced the Coalition will be hosting a Question, Persuade, and Refer (QPR) training event on May 29 from 6:30 p.m. to 8 p.m. at Way Public Library. Coe said the training will teach people a set of helpful skills to in a crisis situation as opposed to CPR which provides more information causing people to question what they have learned. Drug overdose and gun deaths are the two highest causes of suicide in Wood County. During training, those in attendance will receive Deterra packets as well as gun locks.

After discussing potential promotion for the event, WCSPC intern Sarah Marvin gave a short presentation on Man Therapy. In 2019, there have been approximately three suicides in Wood County, all being men. When speaking on mental health and suicide ideation, men are often overlooked because there is a stigma around being a “strong-minded” male who gets looked down upon should they show any sort of weakness. As explained by Marvin, Man Therapy is an interactive website created to encourage men to realize the seriousness of seeking help. Marvin says the website offers a 20 point head inspection test and depending on the results, gives tips and recommendations on how to improve. Within the Man Therapy website, there are different subsections that deal with reducing stress, gentle mental health, testimonials, featured partners, and FAQs.

Suicide Prevention Coalition

• 2 percent of Wood County adults considered attempting suicide in the last year (same as it was in 2015)
• 0 percent of adults reported having attempted suicide (Same as it was in 2015)

• 19 percent of 6-12th graders seriously considered suicide in the last 12 months (increase from last year) 20% of 9-12th graders seriously considered suicide in the last 12 months
• 5 percent of 6-12th graders attempted suicide in the past 12 months (decrease from last year) 4 percent of 9-12 graders attempted suicide in the past 12 months
• 95,618 adults live in Wood County, 1,200 adults were mailed about the survey, 480 adults responded
• 96 percent of youth responded to the survey
• 408 parents responded to the survey on behalf of their children

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www.hud.gov/fairhousing
The Falcon hockey team was defeated by the Minnesota Duluth Bulldogs 2-1 in sudden death overtime in the first round of the NCAA Tournament Regionals Saturday, eliminating them from the tournament.

“They’ve got really good players at all three positions,” Falcons head coach Chris Bergeron said of Minnesota Duluth. “Their experience made them very difficult to play against. Unfortunately, we were three minutes away from finishing the game the way we wanted to finish it, but their experience made it very difficult for us.”

The first period saw both teams go scoreless, despite two Minnesota Duluth power plays and one power play opportunity for the Falcons, albeit a short one at only 10 seconds. However, the teams remained fairly even in the first period shot totals, with Minnesota Duluth getting 11 shots and the Falcons getting 10 shots on net.

Most of the second period went scoreless. However, at the 16:23 mark, the Falcons were first to get on the board with sophomore forward Brandon Kruse hitting the back of the net on a pass across the goal crease from fellow sophomore forward Max Johnson. The teams went into the locker room with the team still holding the 1-0 advantage going into the third.

“We just transitioned well off the rush,” Kruse said. “Lukas (Crags) made a really good play to Johnson, and luckily he found me back door and I was able to finish it.”

In the third, the teams went scoreless for most of the period once again with both teams locked in a fierce goaltenders duel. But this time, it was Minnesota Duluth who scored late in the period. Senior forward Parker Mackay scored with just over three minutes remaining in regulation time to tie it up 1-1 at the 16:59 mark.

Neither team would be able to break through in the final minutes of regulation, sending the game into a sudden death overtime.

In the overtime period, neither team was able to get on the board throughout the first half of the period. However, at the 11:45 mark, Mackay scored his second goal of the game to give Minnesota Duluth the 2-1 overtime victory and knock the Falcons out of further competition in the tournament.

Minnesota Duluth junior goaltender Hunter Shepard got the win, as he made 30 saves on 51 Bowling Green shots, while Falcons junior goaltender Ryan Bednard took the loss, despite making 40 saves on 42 Minnesota Duluth chances.

“When he’s covering pucks, to me that’s when he’s at his best,” Bergeron said of Bednard. “Both of their goals were second opportunities.”

This loss ends the season for the Falcons, and will not play again until the 2019-20 season.

“It was a really good year,” Bergeron said. “But we define ‘great’ as winning a championship and making it to the national tournament and winning 20 games, that’s what we define as great. Unfortunately, we fell short.”

To say expectations were low for the Falcons men’s basketball team entering the 2018-2019 season is an understatement. With optimism around the program growing daily, here are three key takeaways from the Falcons 2018-2019 season.

**Fanbase support will be key moving forward.**

As mentioned above, the Bowling Green community really showed their support for the team this season unlike ever before. The Falcons went 14-2 at the Stroh Center, the program’s fourth highest win total at home and the best home record since going 16-0 in 1947.

A large part of their dominance at home was due to fan support. The Falcons sold out the Stroh Center for the first time in the venue’s history, selling out back-to-back games in early February. Their first win against a ranked team (in 11 years) was the first of those sellout games, with the team beating No. 18 Buffalo in front of a standing-room-only crowd of over 5,000.

“I think we will be one of the teams they (fans) will remember,” Huger said. “Just from what we’ve done and the things we were able to accomplish: the home record and sellout crowds and being able to beat a 18th ranked Buffalo team at home. I think a lot of fans will remember that.”

This season will stand out in the memory of Bowling Green’s fanbase for years to come, hopefully proving beneficial for both fans and the program.

**Sophomore Justin Turner has a bright future ahead of him.**

Turner took a very big step forward this season, emerging as the Falcons go-to offensive force and a solid all-around player. The Detroit native was one of the top scorers in the MAC (18.7 points per game, third in MAC), while setting both career highs in rebounding (3.8 per game) and passing (3.1 assist per game, 12th in MAC). He also ranked 10th in steals (1.4 per game) and fourth in 3-point shooting percentage (39.1 percent), and was named MAC East player of the week three times. For his efforts, he was named to the First Team All-MAC, becoming the first sophomore to receive the honor since Cornelius Cash in 1972-1973.
Softball wins last three of four games

Michael Hubler  
Sports Reporter

After losing another five straight games, the softball team managed to win three out of four this week. The Falcons won a doubleheader against Purdue Fort Wayne on Wednesday and split a doubleheader with Toledo on Friday. The team’s game set for Sunday was canceled due to inclement weather.

The first Wednesday game was a 5-1 Falcon victory. Meredith Miller was the winning pitcher with a record of 8-8 while the Mastodons pitcher, Alyssa Malicki, fell to 1-6. Starting in the first, the Falcons scored three runs with a Nikki Sorgi double, bringing in Alex Sorgi. Kellie Natham added on a single with Nikki scoring. Later on, with the bases loaded, Marissa Mullen was hit by a pitch forcing Natham to score the third run for the Falcons.

In the fourth and sixth inning, Nikki tallied two more RBI’s with two singles, making the lead 5-0. Even though the Mastodons scored in the sixth on a wild pitch, the Falcons prevailed.

Game 2 consisted of the Falcons striking early. Brooke Parker took the victory, moving her record to 4-6 while Mastodons pitcher Shaina Eyre fell to 1-9. The Falcons scored in the first thanks to an Alex RBI and a Nikki RBI in the third. Logan Everett added to the 2-0 lead with a solo shot in the fifth and a bases-loaded walk from Natham adding the lead to 4-0. In the bottom of the fifth, Morganne Denny hit a three-run homer lowering the lead to 4-3, but the Falcons scored two more in the sixth and winning 6-3.

“Taking two from IPFW was a good warm-up for our series against Toledo,” head coach Sarah Willis said. “IPFW had a similar type of pitcher that we faced with Toledo and provided our hitters an opportunity to work on in-game adjustments.”

After sweeping the Mastodons, the Falcons returned to Reserve Field for a Friday doubleheader against the Toledo Rockets. Meredith Miller improved to 9-8 in the first game while Erin Hunt of the Rockets fell to 5-7.

The Rockets struck early in the first. However, the Falcons scored two in the bottom of the first thanks to a wild pitch and an Evelyn Loyola bases-loaded walk. The Falcons also added an insurance run, giving them a 3-1 lead in the fourth, with a Taylor Blevins single with Payton Hamm scoring. During the sixth, the Rockets scored one run, but the Falcons held on to win the first game 3-2.

Friday’s Game 2 had a different result as the Rockets struck early and didn’t lose the lead the whole game. Both Natham and Madi McCoy had solo home runs, but the Falcons fell 13-4.

“The first game against Toledo we demonstrated patience at the plate on a pitcher that was working to set our offense up to chase the rise ball. We executed well and out runners in scoring position,” Willis said. “This is what we failed to do in game two, and it cost us from capitalizing when we had runners in scoring position.”

The Falcons will host Miami Tuesday at 3 p.m. with a two-game series at Ball State Friday and Saturday.

Baseball takes one of three in road series against Ohio

Zane Miller  
Sports Reporter

The Falcon baseball team took one of three against the Ohio Bobcats, winning 7-3 on Friday before falling 12-2 on Saturday and losing 12-4 on Sunday.

On Friday, the Falcons got on the scoreboard first with sophomore first baseman Adam Furnas driving in an RBI single and senior shortstop Neil Lambert also hitting an RBI single to allow the team to go up 2-0 early in the third inning. While Ohio would turn around in the bottom of the inning as sophomore designated hitter Aaron Levy drilled an RBI single, the Falcons would respond in the fifth as freshman center fielder Sebastian Fabik hit a two-run homer courtesy of freshman left fielder Trevor Lukkes in the bottom of the inning for an 8-2 lead.

Ohio added to the advantage in the eighth inning, as Piechnick was hit by a pitch with the bases loaded, sophomore second baseman Michael Richardson also worked a bases-loaded walk and Funderburg grabbed an RBI single with another run coming in on an error as Ohio went on to win 12-2.

Ohio freshman pitcher Jack Liberatore took the win, going five innings with one earned run and five hits and a pair of walks given up, while Falcons freshman pitcher Tyler Hays was hit with the loss, with six earned runs allowed on seven hits and a walk over 3 1/3 innings.

“Today wasn’t our best game,” Schmitz said. “But we came here to win a series, and that’s what I told the guys after the game.”

On Sunday, the Falcon offense struck early with Croy and senior second baseman Riley Minorik each hitting RBI singles in the first inning for a 2-0 lead, but Ohio responded in the bottom of the inning as Levy scored on a wild pitch. In the second, Ohio took the lead as sophomore center fielder Sebastian Fabik hit a two RBI triple and Lukkes added an RBI single for a 4-2 advantage.

The Falcons cut the lead in half in the third as Lambert got an RBI groundout, but again, Ohio came back with an RBI double from Richardson, followed by Hafner and Richardson each scoring on wild pitches, junior catcher Nathan Mallott capitalizing on a throwing error to add a run and Fabik getting an RBI fielder’s choice to cap off the five-run inning. Ohio tacked on another run in the fourth with a Funderburg RBI single to make it a 10-3 game.

The teams went scoreless for the next couple innings until the bottom of the seventh, when Levy earned another RBI single and Rott got an RBI groundout. In the ninth, senior first baseman Anthony Smith had an RBI sacrifice fly for the Falcons, but Ohio took the 12-4 victory to claim the series.

Sophomore pitcher Brett Manis took the win for Ohio, as he went two innings with one earned run on a pair of hits and a pair of walks, while Falcons freshman pitcher Will MacLean took the loss with six earned runs allowed on six hits and no walks over two innings.

The team will next play on Wednesday afternoon at home against the Dayton Flyers.
Campus ReStore encourages students to reuse

Meredith Siegel  
Forum Editor

Tucked between the kitchen and the Kreischer Sundial is a room filled to the brim with donated clothes, cleaning supplies, utensils, trophies and a corner stacked full of desk organizers. Each month, these items are organized, laid out and given to the BGSU community for free through the ReStore.

The ReStore is operated by the Office of Sustainability. Every one to two months, it opens its doors so community members can look around for something they may need.

There are two main goals for the ReStore, said Adam Smith, Office of Sustainability intern. First is to simply reduce waste and divert as much as they can away from landfills. There are many perfectly good items that some students are no longer in need of.

According to the BGSU website, the university produced 100,000 pounds of waste per week in 2013.

“One of BGSU’s primary sustainability goals is the reduction of waste and conservation of resources,” said Nick Hennessy, BGSU Sustainability Manager.

The office wants students to remember that they have items that can, and should, be reused by someone who could continue to use it.

“Buying new materials not only costs money, all the time it’s using additional natural resources to make things,” Hennessy said.

The second goal is education.

“So we like to educate the campus community on reuse, sustainability and just fostering a closer sense of community that we can reuse each other things that we are no longer in need of,” Adam Smith said. “It’s really eye opening to see what would get thrown away and go to landfills.”

The number one takeaway Hennessy wants students to have is students don’t always need to buy new. He believes it’s beneficial in two ways, from a person reusing items themselves, but also donating items instead of throwing them away.

The Office of Sustainability also has several partnerships that they donate to, if they can’t find a home for a donated item in the ReStore or in the university surplus, which takes bigger items like furniture. These include local schools, Habitat for Humanity, The Cocoon and local churches. The leftover furniture from Harshman was donated overseas to schools in countries like Haiti and El Salvador, Hennessy said.

The ReStore started in 2012 as a once-in-a-while office supplies-oriented give away in Harshman Hall, but they now have a permanent home in Kreischer where they spend time between events sorting, cleaning and organizing donated items in the store.

They now have a clothing section, a houseware section, a book section and lots of other miscellaneous items. Students can donate by taking items to the ReStore when it happens, and offices can contact Hennessy at the Office of Sustainability.

However, there are things they don’t take. Smith has found half eaten ramen in a trash bag donated to them. Broken items and large TVs are also not taken.

The ReStore had 225 visitors on Wednesday, Smith said, and they hope to see more people attend and donate.

“Students owe it to themselves to check the ReStore out because it’s hard to put into words what the concept is unless you actually physically see it,” Hennessy said.

The ReStore is full of free items from kitchen utensils and desk organizers to clothes and cleaning supplies.
Suicide Prevention Coalition

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Next, Miller presented plans on collaborating with Bowling Green State University in order to bring more awareness to the coalition and suicide. Options of partnering with the University include running ads during the hockey and basketball games, giving out shirts at various events, being in BGSU’s Facebook campaign, and attending talk shows on the on-campus radio station WBGU-FM 88.1.

What brought the public discussion to a close was the overview of Wood County suicide statistics. In 2019, Wood County is at the lowest number of suicides since the year 2008, and before that, 1999. Contrary to the stigma surrounding mental health and suicide ideation, statistics show that suicide in Wood County is more prevalent in men than in women. Statistics also show that suicide is more common in two age groups; between the ages 25 and 44, as well as between the ages 45 and 64.

Wood County Suicide Prevention Coalition works in partnership with other organizations such as the Zepf Center. Every second and fourth Tuesday of the month, from 6 to 7 p.m., the Zepf Center hosts a support group, Survivors of Suicide Loss. Focusing on the prevention and awareness of suicide is one of the missions of the Coalition, but it also works to bring awareness and education to mental illness and alcohol and drug abuse. The Coalition’s goal is to develop an ongoing public health campaign to raise awareness of the problems of depression and suicide, convey that suicide is preventable and depression is treatable, decrease stigma as a barrier to seeking treatment, and encourage treatment for depression and suicide risk.