

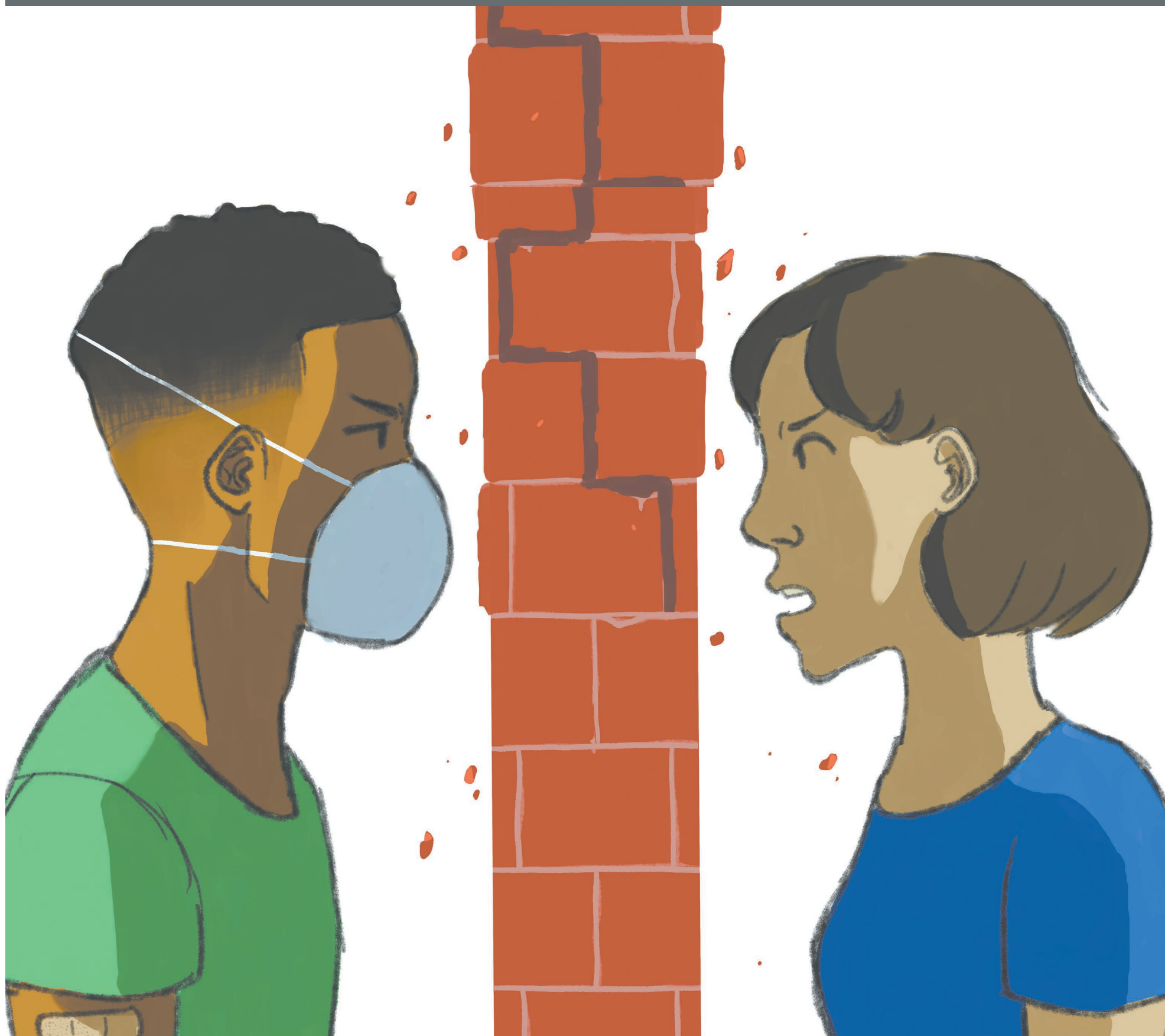
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THE LEDGER

UNIVERSITY OF WASHINGTON TACOMA



Covid-19 Opinion articles on pages 4 and 5

The benefits of DEFY College Night

Students share their experience attending DEFY College Night.

By **SHARLAYE DEZURN**
News Reporter

The University of Washington Tacoma students have encountered a lot of hardships these past quarters that have included the delay of in-person instruction for most students due to a tremendous increase of positive COVID-19 cases and as well as an increase in the stress of classes.

The Student Activities Board found an option that helped a lot of students ease their stress – a night filled with peer bonding and extreme jumping.

DEFY College Night is an event hosted by Tacoma's own DEFY Tacoma, an extreme ultimate air experience. For those who don't know, DEFY Tacoma is an extreme indoor recreation facility with over 30,000 square feet of trampolines, ninja courses, wipeouts and stunt falls, etc. This event, promoted by the Student

Activities Board at UW, was an impressive opportunity for students because the first 30 to register received their tickets for free. Students got the mandatory grip socks and two hours of jumping-time for free.

The Ledger got to speak with first-year student Vaimoana "Moana" Mau; a student who enjoys hanging out with her friends, listening to music and going on drives. Mau was asked to share her experience and thoughts with The Ledger about her attendance at the DCN event.

"With everything going on in the world right now, community is something we need," Mau said, and added, "Being able to build community through opportunities such as Defy College night was something I needed. It was a joy being able to bond and make memories with friends. Though COVID cases have been on rise, this small touch of joy

was definitely needed. I do hope that as these community-building opportunities continue to be planned, more students are able to attend."

Mau encourages students to attend more college community events because they do help form connections and help students have more fun. Mau said she hopes COVID doesn't continue to negatively impact future events and opportunities for students to bond together.

DEFY Tacoma is a great local business to help students let off a little steam. It is located on 1680 S Mildred St., Tacoma and is usually open from 9 a.m. to 9 p.m. Monday through Friday. The extreme indoor air sport recreational center does offer a student discount every Tuesday night from 5-9 p.m. that includes seven dollars off a regular ticket.



PHOTO COURTESY OF DEFY TACOMA

Lack of city responders and rising crime strains its residents

As the police shortage continues and crime rises, residents are looking to each other in supporting a safer Tacoma.

By **LESLIE GONZALEZ CRUZ**
News Reporter

The lack of responders in the city is taking a toll on its residents and those residents are asking to reinforce police officers who will protect their city.

In a report released by the FBI in Sept 2021, Tacoma's total crime rate is 171% higher than the national average. As crime rises in homicides, arson and assaults, three council members have written to Victoria Woodards, Mayor of Tacoma, demanding increasing safety between civilians and closing police shortage gaps.

As crime rises, the shortage of police personnel intensifies the rising violence.

In Tacoma, the police staffing shortage is placing strain on the residents

as well as the low staffed officers. As they depart, their spots remain vacant causing burdens on citizens who seek assistance. As of now, the TPD has lost 322 officers leaving 42 vacancies, causing response times to take two or more hours.

With many police officers resigning, out of fear many residents are joining organizations such as Tacoma Safe. Tacoma Safe was created in efforts to address the rise in crime and advocate for the safety of residents.

Co-founder of Tacoma Safe, Monique Patterson operates a housing complex for vulnerable women and children and has seen the consequences of reduced police staffing firsthand such as being told, "No police will come, you will just have to protect yourself" by a 911 operator when she made a 911 call

regarding domestic violence.

As a result, Tacoma Safe has begun its own organization to report non-violent crimes like identity theft, vehicle prowl, vandalism and even destruction of property.

Public safety has become a matter in which residents feel they are being failed in. Lynette Scheidt, President of the Eastside Neighborhood Council, serves as a voluntary advisory council in engaging residents to act on issues and concerns.

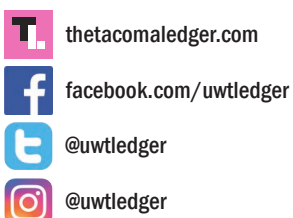
Now more than ever, neighborhood councils and organizations are coming together in support of each other against rising crime and lack of city responders.



PHOTO COURTESY OF TACOMA POLICE

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Office: MAT 151
Phone: 253-692-4428
Email: ledger@uw.edu

Editors

Editor-in-ChiefMadeline Hiller
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IllustratorJaida Noble
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Photographer.....Alexa Christie

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Distinguished teachers and their distinguished careers

Every student has that one college professor they love above all others and the Distinguished Teaching Award is a way to recognize those teachers that make the college experience worthwhile.

By **ANDREW ANDERSON**
NEWS EDITOR

After weeks of student voting that's now come to a close, a volunteer committee has gathered to begin choosing a recipient for the 2022 Distinguished Teaching Award. No matter our college experiences, there is one thing all students have in common and that is that there was always that one teacher that made the whole experience worth it. That's what the Distinguished Teaching Award is all about.

Since 1995, the University of Washington has awarded the Distinguished Teaching Award once a year across the Washington campuses to teachers who show mastery of their subject, work scholarships into their teaching, inspire excellence in their students and provide innovations in course and curriculum design.

Cheryl Greengrove, an Associate Professor of Geoscience in Interdisciplinary Arts & Sciences, is a founding faculty member of the Environmental Science Program at UW Tacoma as well as the Associate Vice Chancellor for Research. As the winner of the Distinguished Teaching Award back in 2006, she was available for a short interview with The

Ledger that explained more about the award.

"It's actually one of the best honors I've ever gotten because I enjoy teaching so much," Greengrove said and added, "That's where I get my energy. I do lots of things for campus, lots of administrative things, I've had many administrative roles over the years. Teaching my students whether it's in the classroom or out in the field on boats is what I truly like to do."

Greengrove went on to explain that teachers can be eligible for the once-in-a-lifetime award through nomination from students and peers. Afterwards, a volunteer committee with last year's winners chairing the committee, along with other volunteers, help to decide the next recipient.

The committee, she explained, is also re-chosen with new volunteers each year. She also added that winners are chosen from all three campuses which include Seattle, Tacoma

and Bothell. While Greengrove won the award in 2006, she said that it was still one of the highest honors she had been given.

"I think it's really important to recognize the work that people do on this campus," she said, "Whether it's faculty, staff, students, whoever, because there's a lot of people doing really good work and recognizing the contributions that people make, I think is really important. Awards like this, I think, is a bright spot in your

year. Or your career! Winning the teaching award to me was super because that's really what I love doing."

The committee for the 2022 Distinguished Teaching Award has begun the voting process and a winner will be chosen and announced later this spring.

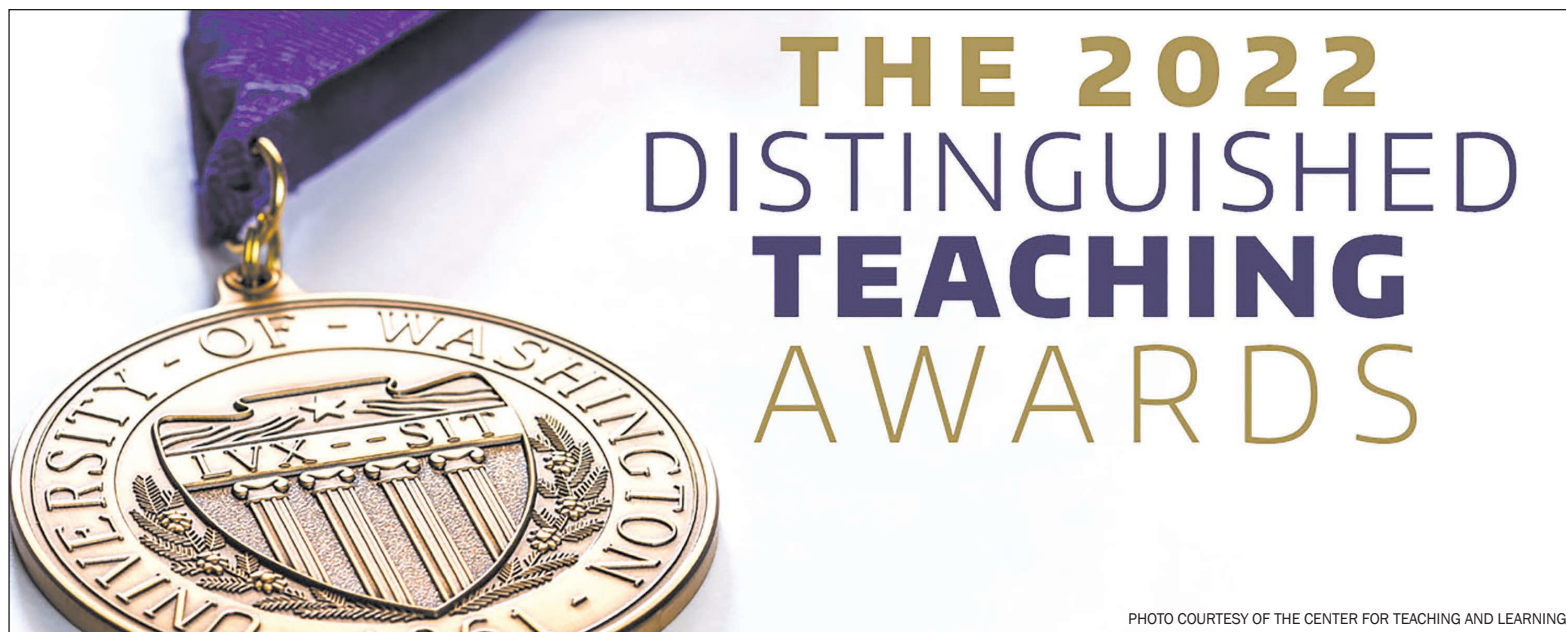


PHOTO COURTESY OF THE CENTER FOR TEACHING AND LEARNING

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Do you want to voice your issues of concern related to news, politics, campus issues and more?
Then we invite you to write a Letter to the Editor.

Letters submitted to the Ledger may be published through both TheTacomaLedger.com and our print edition.



What happened to the spirit of 1942?

The pandemic sacrifices we make today should not be a matter of debate.



ILLUSTRATION BY JAIDA NOBLE

. We need unity more than ever, but we have created nothing but walls.

By ANTHONY KREJCI
OPINION COLUMNIST

This March will mark the two-year anniversary of the first government-enforced pandemic lockdown. From the outset of the pandemic, there has been profound resistance to mask mandates, closures of public areas and limitations of services.

Following the production of the first vaccines and the ensuing vaccine mandates, this resistance has melded with the anti-vax movement. Once a fringe conspiracy theory; often ridiculed and without popular support, vaccination resistance has evolved into a central rallying cry with strongly perceived legitimacy for many in the conservative right.

This development has not only fatally obstructed our pandemic response and damaged our prestige in the international community, but it has also served as the final brick laid for the intractable divide within our national identity.

This divide has steadily grown larger in recent decades, arguably manifesting its potency following the controversial 2000 presidential election and steadily growing worse since. Today, our once healthy public discourse has been reduced to a shameless mudslinging contest emblematic of schoolyard squabbles and childish obstinance.

There is no denying that the situation is appalling, yet from a certain broad perspective it makes some sense. Our society has not experienced such a universally impactful event in many years, so it's not surprising we are bungling it so badly.

Throughout the second half of the 20th century and the early 21st century, American society was, broadly speaking, normal and peaceful. The Cold War was frightening. The Vietnam War and the Civil Rights era were both polarizing and deadly for some.

Yet, for the majority of Americans, life was normal. These events did little more but give fodder for political debate.

In order to find a comparable event that actually hampered the normal functions of everyday life as COVID-19 has, we must look back to the dark days of World War II. Unfortunately, this comparison offers much condemnation and very little comfort.

An excellent documentary series, "America Goes to War" available on Amazon Prime, details the life of everyday Americans during World War II.

Government-mandated rationing limited access to everything from butter and jam to bicycles and shoes. Most Americans who owned a car received the "A" card; a gasoline ration card good for 4 gallons a week. To further save gas, all forms of automobile racing were

banned; including the popular Indianapolis 500 which remained canceled throughout the war.

Throughout all of this, people grumbled and complained. Yet they held their head high and rose to the challenge with grace and composure. There were no protestations of government tyranny, no sneering equivalencies of "Let's Go Brandon" targeted at President Roosevelt.

Instead, Americans stripped their homes of luxuries like toasters and washing machines to donate as scrap metal. Women surrendered their nylon stockings to the war effort to be made into parachutes. People poured their savings into war bonds and planted victory gardens to grow their own food and tobacco.

This spirit of national unity and self-sacrifice which rose in America in 1942 carried the nation through the war and into a victorious state of peace. Yet, despite the nauseatingly constant reassurances from Target and Olive Garden commercials that state "We are all in this together," the truth remains that not a shred of the spirit of 1942 exists in some Americans today.

It is beyond shameful that the same country who rallied so famously in the face of adversity just 80 years ago, is now nearly at the brink of a civil war over minor inconveniences like mask mandates and social distancing. It is

disgraceful that the word of tyranny, once reserved for the true evils of Nazism and Japanese Imperialism, is carelessly bandied about at the mere mention of a vaccine mandate.

I think the key difference between the national unity of war-era America and that of modern COVID-19 America comes down to a critical lack of empathy. During the war-years, empathy was easy; everyone equally faced foreign domination. Everyone had a tangible villain in Hitler, Tojo and Mussolini to blame for their trouble and direct their energies against.

It's not so easy with COVID-19. Only select members of the population face fatal consequences from contracting COVID-19. For many, it seems like just a bad fever and they don't see why they should make even small adjustments to their lives in order to stop the spread. The threat is not equal, so critically, the response has not been either.

Compounding the problem is that people like their problems to have a villain. It's easy to understand a human threat, and it's easy to rally against one. It's not so easy with a virus because a virus is a force of nature, not a villain. Without a villain, anti-vaxxers have dreamed them up in the form of Dr. Fauci, Bill Gates, President Biden, the Centers for Disease Control and Prevention and the World Health Organization.

I won't lie and say that there haven't been times where I've done my own fair share of grumbling. I have been a student throughout the pandemic and there have been many times when I've muttered obscenities under my breath at something I thought was ridiculous. This was not what I envisioned when I decided to go back to school three years ago and I dread the concept of possibly returning to remote learning this quarter.

However, I have been able to go to school, online or otherwise. I have been able to buy what I want when I want. I have been able to live a full life with some degree of normalcy. That's more than I can say for my friend Alena who lost her father to COVID-19 a month before her wedding. That is more than anyone can say for people we've lost and their loved ones.

If getting vaccinated, wearing a mask and attending school online is all it costs to save our fellow citizens, then that's a price we all should be willing to pay.

Compared to what the war-era Americans gave up for their country, it's a drop in the bucket, and shame on anyone who could be so selfish and ignorant as to cling to unfounded conspiracy theories to avoid doing the bare minimum in service of their country and their people.

Our hospitals are at capacity, profit-driven healthcare is to blame

Our hospitals are full to the brim, but COVID is only part of the problem. Designing and running hospitals for profit is driving the crisis.

By **ALEX BUCKINGHAM**
OPINION COLUMNIST

The health care systems and hospitals throughout our region, let alone the country, are facing a crisis of over-capacity and understaffing. This crisis is not simply the result of the COVID-19 pandemic, but is the creation of the very CEOs and leaders of the hospitals.

The results of our full intensive care units and busy ERs are delayed and compromised care for all of us. Got hit by a car and need an ICU? Let's hope one of the local hospitals has an available bed.

One significant aspect of this crisis is the limited physical space in our hospitals and ICUs. Space in hospitals is always at a premium as building, maintaining and owning it is expensive. Hospital planners have a financial interest in having the least amount of space necessary for the job.

Similarly, to save money on empty patient rooms and unused equipment like extra ventilators in storage, a hospital's goal is to have an ICU with the size

and resources to always be at or near capacity. In the United States, empty ICU beds, nurses sitting around and unused ventilators are all lost revenue.

A similar dynamic played out in the earlier days of the pandemic when hospitals were caught flat-footed with tiny or non-existent N-95 respirator stockpiles. Like a manufacturing business or the logistics industry of Amazon, our hospitals make their decisions with financial determinants held well above our actual well-being.

In case this isn't clear, it is the hospital leaders who oversee this staffing model that has folks stretched thin. It is these same leaders who chose not to invest in other resources like N-95 stockpiles. And lastly, it is these same leaders who compensate their workers with bad health insurance while keeping wages as low as possible given the labor market, etc.

At the same time that our ICUs are designed to be as small as possible so as to be full all the time, our health systems have been aware of a nurse shortage for over 20 years. Since the

end of the 1990s, experts have pointed out that not only has there been a current nurse shortage, but that the shortage was only getting worse as the workforce ages and retires.

Ed Young, reporting for the Atlantic last November, explains the dynamic this way, "Even before COVID-19, many of them struggled to bridge the gap between the noble ideals of their profession and the realities of its business. The pandemic simply pushed them past the limits of that compromise."

The underfunding of nursing programs and the poor pay for nursing faculty are major contributors to the staff shortages hospitals are dealing with. Fixing this will require serious public investment in the training of new nurses and the funding of robust nursing programs.

But hospitals share a lot of the blame in the nursing shortage. They fuel the extraordinary rates of nurse burnout that drives so many new nurses out of the workforce as little as a year after graduating with a nursing degree. I re-

member being a new nurse and it being quite normal for my fellow new-grad peers to go home each day after work and cry out of desperation and fear.

While studies often cite a statistic saying one in five nurses experience burnout in their first three years of practice, one study from the University of Pennsylvania's nursing school in Philadelphia reports a rate of 35%!

No doubt, COVID-19 can only increase these numbers. It is widely recognized that hospitals are driving this burnout through understaffing, overscheduling and failing to provide adequate resources to staff.

This ties back to hospitals acting like factories, wanting to staff their workforce so that all nurses, and healthcare workers in general, are doing as much work as possible for the entirety of their shift. Ultimately, the stress of having too many patients to care for while lacking breaks and support needed to address the physical and emotional toll is driving nurses away from the profession.

Of course, COVID-19 has pushed all this over the edge and is driving

healthcare workers to the brink of exhaustion and sanity. But the conditions for this crisis to exist and persist were created by those in charge, the people who chose to prioritize profits over the health and wellbeing of our society.

While this includes the politicians and the billionaires, it also includes the millionaires who run our local hospitals as CEOs, Chief Nursing Officers, etc.

Just getting past this pandemic stage of COVID-19 is not a solution as our health systems will continue to be unsustainable in the day-to-day and overwhelmed by the next pandemic or mass casualty event.

We need to reorganize our hospitals so that extra ICU beds or staff are not thought of as a wasted cost but as a normal part of being prepared. Furthermore, we need to fund a massive expansion of nursing schools and faculty to address the continuing staff shortages. Simply put, we need to prioritize our health and well-being over profits.



A nurse caring for an ICU patient.

PHOTO COURTESY OF WIKIMEDIACOMMONS

Gaming while being female

There is too much harassment in gaming. It needs to stop.

By REMI FREDERICK
OPINION EDITOR

Trigger warning, this article contains vulgar language and mentions of rape.

It is no secret that the gaming community and industry is largely dominated by men. For reasons unknown, though I have my suspicions, female and female-presenting gamers are harassed by other gamers frequently.

As a female gamer myself, it is very common to see harassment directed at other female players or have harassment directed at me.

A Women's Media Center speech project reported through Liz Clarke of The Washington Post that people in chat rooms with female-sounding usernames reported getting 25 times more explicit or threatening messages than people with obviously male or ambiguous usernames.

“As a female gamer myself, it is very common to see harassment directed at other female players or have harassment directed at me.”

I cannot stress how true this has been for me. I have two main games. One is “Overwatch” and another is a Star Trek game. Yes I am a nerd, and yes I embrace it. In the Star Trek game, I present myself as female using a username that does so. However, in “Overwatch,” I do not.

There is such a difference between how I am treated in the Star Trek game versus how I am treated in “Overwatch.”

As I write this, I am being asked by a man how old I am and inevitably this will lead to him trying to get me to open up by telling me his whole life story.

I've been asked if I am single, what type of men I like, and have been told, “I got some sugar for you” and that my voice sounds sexy. All of this is from my Star Trek game where I openly show my gender.

I'm tired of feeling like I have to be polite to people who ask me intrusive questions. I've gone down this road before, it ends in me being freaked-out and scared.

I know this does not happen to the males in my game, I've talked to several of them about it and no, it's just me. They are not asked how old they are or what type of men they like.

However, in “Overwatch,” all the harassment are things I see others receive. I stay off voice chat and only use text chat.

After being mistaken for a boy a few times, I realized that I seemed to be safe from harassment in “Overwatch” due to this mistaken identity.

However, I'm a spectator to the harassment in Overwatch. I've seen people make rape jokes for all to see. One person said in “Overwatch” “I will troll for a bj” and continued with “imma get one

“Video games should be a place of relaxation and entertainment.”

one way or another.” I've seen others calling other female or female-presenting players a bitch for killing their character, which is the point of the game.

The rage I feel at being objectified like this is overwhelming. Video games should be a place of relaxation and entertainment. No one should have to feel scared about getting a random message from someone or communicating with your teammates.

The stories aren't just from me.

One Reddit user with the name “u/

valyriians” shared their story. “I was playing “Overwatch” and since I like playing support, I played Mercy. Some dude asked why I'm playing Mercy, I didn't say anything and he then called me a slut. I left voice for the round and I joined back in later, then he threatened to assault me and slit my throat, he just said that. I left voice yet again and then he threw the game, everyone in the team blamed me for not doing enough when I was trying my best.”

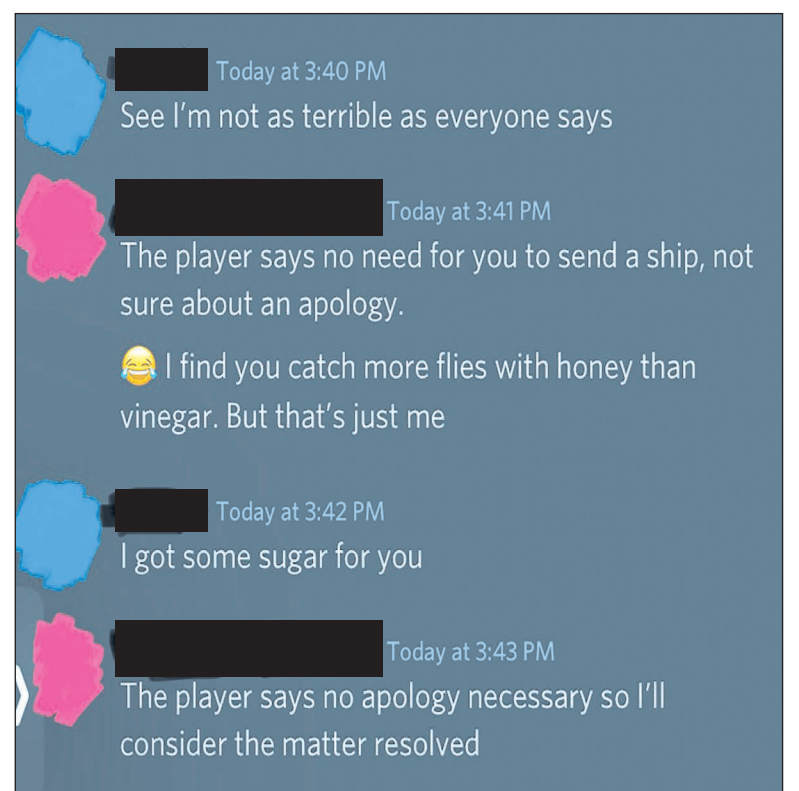
Mercy is the stereotypical sexy female healer in “Overwatch.” I've heard quite a few people say that when they revealed that they were female, people have told them to go play Mercy. Voice in this quote is referring to the team voice chat that is built into “Overwatch.”

I have more stories than will fit here and every single one of them makes me want to quit and never play games again.

But I won't. I refuse to let these people have power over me and I hope other female and female-presenting gamers won't either. We deserve to be able to game peacefully and without harassment.



ILLUSTRATION BY JAIDA NOBLE



A screenshot of a conversation via discord.

PHOTO COURTESY OF REMI FREDERICK

From romantic to action-hero: Patrick Swayze's best throwback movies

Your 1980s Swayze education begins here

By JOSEPHINE TRUEBLOOD
A&E EDITOR

Voted People Magazine's "Sexiest Man Alive" in 1991, Patrick Swayze's ennui and grace propelled him to superstardom. Known for pushing his own limits with dangerous stunts, his fantastic physique and amazing dancing skills, Swayze earned his place as both a respected actor and '80s heart-throb. As we patiently wait for in-person learning to return, sit down with your mom, your aunt or your favorite Gen X'er and dive back into Swayze's action-packed 1980s collection.

"ROADHOUSE"

This movie has it all: intense fight scenes, shirtless Patrick Swayze doing tai chi, young Sam Elliot and more fight scenes. "Roadhouse" is a classic example of a movie so bad it becomes good. Yes, the plot is a bit derivative. However, Swayze's dedication to the role makes this movie come to life, turning around themes that would otherwise be cliché. Centered around a bar in Missouri known for drawing in troubling characters - from men looking for trouble to flawless women who love to instigate fights - Swayze's character is a "cooler" brought in to turn the bar's reputation around. The town itself is revealed to hold deeper issues than just the Double Deuce bar, resulting in Swayze's complex character taking on new responsibilities. Between the fighting and saving the town, Swayze finds time for an intelligent doctor love interest, a progressive addition to this 1989 masterpiece.

"POINT BREAK"

While Swayze typically plays stoic, strong romantic roles, "Point Break" is his first jaunt into villainhood. This 1991 epic involves a young Keanu Reeves playing an undercover FBI agent trying to discover the identity of infamous bank robbers. Swayze's character, is an experienced surfer and adrenaline junkie who takes Reeves under his wing, but only as Reeves investigates his friends and acquaintances. "Point Break" is action packed - from daredevilish surfing scenes to skydiving - Reeves and Swayze make a crazy duo.

**"...it becomes clear
that Swayze is far
more than an actor."**

Motivated by Reeves and Swayze's shared tomboy love interest, played by Lori Petty, this highly-quotable saga explores a web of secrets, surfer wolf packs and spiritual justifications for robbing banks.

"DIRTY DANCING"

The adorable Jennifer Grey teams up with Swayze for this '80s summer vacation classic. Exploring social norms at relic Catskills Jewish-family resorts in upstate New York, Swayze plays a handsome dance teacher who runs raucous after-hours dance parties in the employee cabins. After Grey sneaks into one of the events, she becomes enamored of Swayze, later proving her resourcefulness in difficult situations and becoming his dance partner. "Dirty Dancing" evolves in a believable manner, beginning with awkward performances by Grey for a Latin-dance night and later growing into flawless choreography highlighting Swayze's dance abilities. The storyline is a direct reflection of Grey's dance as she seeks her independence on a family vacation. While "Dirty Dancing" is a prime example of historical chaos, as the movie switches abruptly between the early '60s setting and the remarkably '80s soundtrack and outfits, the quirks of the movie are far outweighed by both Grey and Swayze's performances.

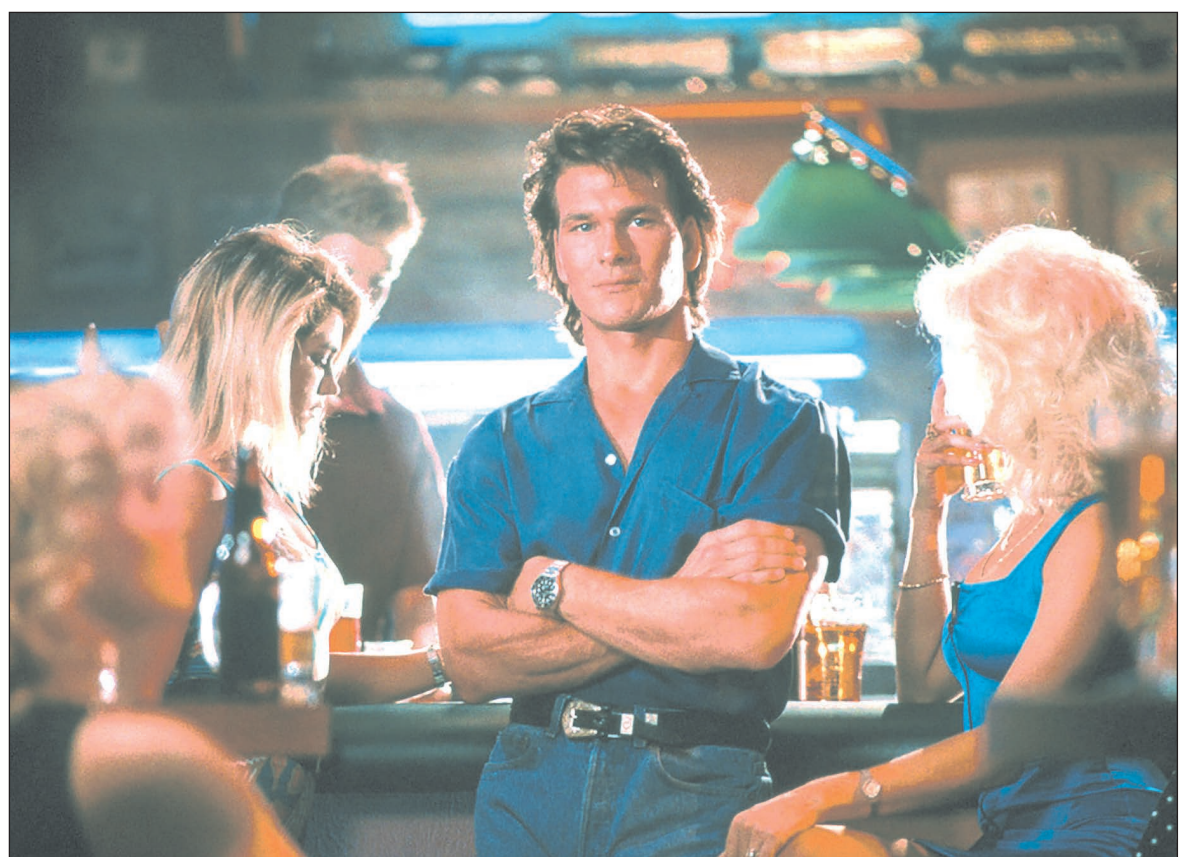
"I AM PATRICK SWAYZE"

This documentary is the perfect encore after the Patrick Swayze trilogy. Digging deeper into each of Swayze's roles, it becomes clear that Swayze is far more than an actor. Raised by a strict mother who shaped him into a world-class ballet dancer, this formative balance of masculinity and femininity affected his roles and clearly contributed to his success. From being a ranch cowboy to performing roles in roller skates, Swayze was a perfectionist who excelled at every challenge thrown his way. "I Am Patrick Swayze" illustrates his beyond-kind nature and star quality that propelled both his career and personal life.



Patrick Swayze fights Marshall Teague in Roadhouse

PHOTO COURTESY OF UNITED ARTISTS



Patrick Swayze in Roadhouse

PHOTO COURTESY OF UNITED ARTISTS

What to expect in the upcoming game “Pokémon Legends: Arceus”

“Pokémon Legends: Arceus” dabbles in a new style of gameplay that players might grow to love

ANGELO ALEGRE
A&E REPORTER

The Pokémon franchise is taking a risk in their upcoming game, “Pokémon Legends: Arceus.” The game is much different than their traditional Pokémon, in which the story is linear and the world is set for you from the very beginning. “Pokémon Legends: Arceus” takes players back in time into a pre-Sinnoh region named Hisui to explore the world of Pokémon in their own way by making the game fully open world.

As this is a new experience for Pokémon fans, you might not know what the game will be like. Much different from its predecessors, “Pokémon Legends: Arceus” will not include any battle gyms in which players are accustomed. The Pokémon franchise has done this in the past with their generation-six games like “Pokémon Sun and Moon,” but it will be slightly different as this new game will also not include a Pokémon league to challenge the players to become the champion of the region. This new game will have a large focus on researching Pokémon and exploring the region rather than fighting to become the strongest. In this game, you will also receive missions which you complete in return for rewards that can aid you in future research excursions.

As the game is set far off in the past, there will be limited technology found in the game. That means no PC to store your Pokémon, and Poké Balls will look much different from what we know and love. With no PC, the new form of storing the Pokémon you catch will be by using ‘Pastures’,



PHOTO COURTESY OF PIXABAY

Rowlet is one of the amazing Pokémon you can start the game with.

which looks like a ranch similar to what farmers use to hold their animals in real life.

There are some returning functions in “Pokémon Legends: Arceus” that fans enjoyed in the past; regional Pokémon are back. As the Pokémon have grown in a different environment, they have changed to fit in. The game also brings back character customization which is now larger than

ever! The Pokémon franchise has also brought back riding Pokémon, which will help you traverse the large region of Hisui. The Pokémon franchise has shown which Pokémon will be rideable. Wyrdeer will be able to be used to traverse through the lands at a much faster pace. Hisuian Braviary will allow you to soar through the skies which you can use to travel down a mountain. Basculegion, a

new evolution of Basculin, will aid you in traversing through bodies of water found in the Hisui region such as rivers and ocean.

One final thing to share are the starter Pokémon of the new game. This game will include Cyndaquil from the Johto region, Rowlet from the Alola region and Oshawott from the Unova region. Although these Pokémon may not be found normally in the Sinnoh

region we know, they appear in its past as the Hisui region.

There is so much more that has not been talked about, and if you want more information on the game, head over to the official Pokémon Youtube channel or Twitter page.

[The game launches exclusively on the Nintendo Switch on January 28th, 2022]

Tahoma West

We are looking for artist to submit their visual art to be featured in a student art gallery in February!

All visual media can be submitted. There is no limit to the number of artworks per submission.

Submissions due by **February 20th.**

Email tahomaw@uw.edu with photos of your submission following our submission guidelines as seen on our website. www.tacoma.uw.edu/tahoma-west/submission-guidelines



Call for Submissions

Online Art Gallery and
Cover Contest,
February 2022