

Pi Day

When it comes to academic holidays, the GAMES students never fall short. The most famous academic holiday, known as Pi Day, celebrates the mathematical constant known as Pi (π). It is held annually on every March 14. Pi Day has not previously been held at Middle Georgia State College (MGSC), that is, at least not until now. On March 14, 2014, Middle Georgia State College held its very first annual Pi Day. The idea originated as a GAMES event started by Mrs. Rachel where they had a Reddi Whip pie eating competition. This year the idea was brought forth to the GAMES Social Committee (SoCo) and to the MGSC Mathematics Department. There was much excitement over the proposed idea and especially the fact that the GAMES program is contributing its academic celebrations. Mrs. Susan stated that "It was an original GAMES idea."

Pi Day was held on the MGSC Macon Campus as an all-day event. Every event was related to Pi (even lunch). They began by talking about the history of Pi. Then, there was a scavenger hunt which dealt with numbers and pi. The winners of the scavenger hunt (with a perfect score) were our very own GAMES students Hunter Litke, Elizabeth Alabi, and Imani Carson. They received their prize of a pi poster and the permission to throw a pie at the face of any professor at the event. The three people in the group threw the pie in the face of Dr.X (hunter's choice), Professor Camara (Imani's choice), and Mrs. Whitaker (Elizabeth's choice). Next, there was a lecture on pi followed by lunch which consisted of pie in the form of pizza. Directly after that event, students tried to measure pi, and afterwards, the event closed with the famous pie eating competition. Jenny Kim and Monica Ogunsusi represented GAMES students at the pie eating contest. Jenny won 2nd place and received the prize of a pi book, Snicker's bar, and the permission to pie a professor's face (Dr.X). Monique said "The Macon people were nice." Hunter Litke also agreed by saying "It was nice meeting the ... faculty of the Macon department." Elizabeth Alabi expressed "It exceeded my expectations and was an interesting way to teach Pi." Monica Ogunsusi stated "Mrs. Susan's pie was delicious."

Among the professors that attended were Professor Garrison, Professor Lanier, and Dr.X. The students that represented GAMES were Monica Ogunsusi, Monique Ogunsusi, Elizabeth Alabi, Jenny Ki, William Anderson, Imani Carson, Hunter Litke, Ellison Clary, Zac Clemmons, A.J. Stewart, Hannah Peak, and Hank Grier. All in all, Pi Day was a big hit. A special thanks to Charla Baker who made it entirely possible. Thanks to the MGSC Math Department for its help. Thanks to Mrs. Susan for baking 12 pies total in the flavors of apple, blueberry, cherry, and strawberry. The last thank you is dedicated to everyone who participated, especially those who got pie thrown at them.

What I Like About GAMES

If asked the question, "Would you recommend anyone to GAMES?" I would probably say yes. I'm not just saying it because that's the expected answer. I like the GAMES program for many reasons. For one, when asked what grade I am, I can say that I am a college student, which is pretty cool since I look like one anyway. I like the fact that this program is organized. Some similar dual enrollment programs don't help the high school students in their program. Basically, it is the student's responsibility to make sure their credits and grades get relayed to their high school. Here at GAMES, we have angels like Ms. Lisa who help ensure that our high school is always informed of what we do. Another thing I like about GAMES is that besides the curfew and other set of rules we must abide by, we are independent. Some people might say that giving teens independence will only lead to trouble. I say they are right but not in our case. Overall, G.A.M.E.S. students handle their independence and freedom well. Nobody has broken anything *major*; that's a good sign. The people here in GAMES come in different shapes and shades. Honestly, before coming to GAMES, I thought that all the people here would be pocket protector wearing nerds. On the contrary, the people here are quite unique. Some of them may look like regular Joes, but once you get to know them, they are anything but regular. Finally, the most important thing I like about this program is what it teaches me. I am learning how it is like to live by myself. I no longer have my parents here to tell me when to wake up, when to study, or what I should do. It's all on me. I am learning how to live with another person, which teaches me things all on its own. I am learning how to live in the real world, which is the most important thing of all.

Caitlynn Schneider



In this issue:

Pi Day	1
What I Like About GAMES	1
Demise of Prozac	2
March Madness	2
Pendulum	3
Poll	3
SpaceX Falcon	4

Special upcoming events:

- Recognition Ceremony – April 5 3:30 in Walker Auditorium
- Singles Ping Pong – April 9
- Doubles Ping Pong – April 10
- Movie Night – April 15
- Science Club CDC Trip – April



Find the gauntlet for a great sense of self-satisfaction!

Over 20% of Americans ingest Prozac or other drugs related to mental health illness, thus giving birth to the “Prozac Generation.” The safety of the drugs, however, is to be debated as the pharmaceutical industry is struggling to make safer and more effective drugs for certain consumers. The difficulties encountered are contributing to the decrease of research funding for drugs for mental health illnesses.

More than 57 million people, or 26% of the U.S. population, suffer from some form of mental health problem according to the National Institute of Mental Health (NIMH). Yet, the increasing need for the drugs and the researchers to create them have not produced novel neurological medicines for over 30 years and more drugs are being listed with new harmful side effects that may even cause death for users of the medications.

For years, researchers believed that most mood disorders were attributed to an imbalance in a single neurochemical. However, researchers are finding that this idea is an oversimplification of complex labyrinths of serious issues in mental health. Due to the complexity of brain networks, these pharmaceuticals may work to alleviate some symptoms while worsening others. The medicine may even contribute to new problems such as cognitive impairment, suicide, or diabetes. Diagnosis of conditions is a greatly subjective process in which the person has to report his or her problems and identifying the appropriate path for treatment is often an exercise of trial and error. High cost, negative press, and the lack of efficiency have resulted in the shrinking of drug innovation for the treatments of various mental illnesses.

As a result, scientists have been looking towards a post-pharmaceutical age in which instead of focusing on single chemical neurotransmitters affecting cognition and behavior, academics would address neurological functions through models of neural circuits. Innovations in technology and an increased focus on traumatic brain injury (TBI) and post-traumatic stress disorder (PTSD) have led to a greater understanding of the brain thus allowing scientists to use new methods of treatment such as brain-computer interfaces (BCI) and brain training.

A brain-computer interface is a direct communication pathway between the brain and an external device. It measures electrical activity in the brain and then interprets the signals received. Since all of us produce a variety of electrical wave patterns that reflect what our brain is doing, these patterns can be compared to reference databases and to pre-treatment measurements of an individual.

Brain training is the use of a brain-computer interface to learn to treat faulty neural networks and re-control mental functioning. An individual can learn to teach the brain to function more efficiently by controlling the specific dysfunctional network.

The outlook on brain interface technology is quite promising as “it is efficient not only in the treatment of mental illness but also in assessing and treating the physiological underpinnings of Parkinson’s, Alzheimer’s, concussion, traumatic brain injury, ADHD, and even the normal cognitive decline associated with aging” as stated by Dr. Nicole Hagedorn. With technology created through the study of neuroscience, in the future, it is possible to assume that maybe mental illnesses would almost cease to exist at all. If the studies are accurate, it may finally be time for America to say goodbye to the Prozac Generation and greet the new generation of personalized brain training.



The Madness Continues!

Bailey Caldwell



March Madness has lived up to its name this year, as there are upsets everywhere! Dayton has made quite the Cinderella run, beating two three seeds: Ohio State and Syracuse. It then beat another Cinderella: Stanford. Meanwhile, in the west division, Baylor beat Creighton and Player of the Year frontrunner Doug McDermott by 30 points. Eighth seeded Kentucky has done the impossible by beating undefeated Wichita State. The final score was 78-76. Michigan State defeated one seed Virginia. In more local news, Mercer defeated Duke by a score of 78-71. Mercer was a fourteen seed, and Duke was a three seed. Mercer and its eight seniors held Duke to 38 percent shooting, and Jabari Parker

SpaceX Falcon 9

DeJuan McBurnie

Headquartered in Hawthorne, California, SpaceX, a space transportation and exploration company, plans to revolutionize space flight with its Falcon 9 reusable rocket booster that it plans to launch later this month. Elon Musk, the co-founder of PayPal who founded SpaceX in 2002, hopes that the technology his company is developing will one day be used to help human beings colonize celestial bodies like Mars. SpaceX's mission to design, manufacture, and launch the world's most advanced rockets and spacecraft will one day lead to the completion of the company's ultimate goal of enabling human beings to live on other planets. Thankfully the workers and leadership of this company understand that this goal is a very long term goal and that they should not take dangerous risks to achieve it. Attaining such a goal will be a long grueling process, requiring large amounts of innovation within the Aerospace industry and with the joined effort of world governments.



back to Earth, use its remaining fuel within its engines to have a controlled landing over a body of water, and get recovered by SpaceX. Building a rocket booster is usually one of the most expensive processes of any launch, and without such a large financial factor, there is a chance that space flight frequency will increase dramatically.

SpaceX's launch of their reusable rocket will cost 55.6 million dollars, which is 50% to 80% cheaper than the launch prices of other companies. Contracted by agencies such as NASA, SpaceX is gaining experience in their mission of creating innovative space exploration technology that will allow human beings to travel to space faster and more efficiently. They will continue to fly cargo to the International Space Station under a contract of 1.6 Billion with NASA and will continue to earn more contracts due to their increasing number of successes. Elon Musk and his extremely

successful space flight company have made history with many of their innovations of Aerospace technology and seem only interested in advancing the future of space flight. With almost 50 successful launches under their belt, which adds up to nearly \$5 billion in contracts, SpaceX shows no signs of slowing down their rate of advancement within the booming spaceflight industry.

On March 30th, SpaceX's Falcon 9 Rocket Booster will launch from Cape Canaveral and carry supplies to the International Space Station. After this initial flight, the Falcon 9 Rocket Booster will re-enter the atmosphere safely and after landing off the coast of Cape Canaveral, it will quickly and relatively inexpensively be ready for use again. Many believe that the reusability of this rocket booster is the holy grail of space flight because of how much it will decrease the process's costs. Instead of disintegrating after its initial use, the rocket booster will fall

Gauntlet Staff

- | | |
|-----------------|---------------|
| Editor-in-Chief | Michaela Yip |
| Managing Editor | Austin Jones |
| Editor | Corey Stewart |
| Layout Design | Hank Grier |

Have Some Pun



“I was overruled at the measuring competition.”

