

Galipatian Station

~While You Pee in Lee~

1/24/20-1/31/20

COMPILER



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WELCOME BACK!



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Welcome back, Galipatians! I hope you all had a restful and exciting break wherever you decided to spend it. It's hard to believe fall semester has already passed, but I wouldn't leave it in the past just yet!

Right now, just beginning your second semester here at tech, is the perfect time to look back on what went well--and not so well--in the fall. Try to remember the good habits you formed and goals you had last semester and carry them through into the upcoming semester. Equally as important is to identify what could be improved upon and put effort into mitigating those shortcomings in the future.

One of the most impactful aspects of your college lifestyle that you can change is your course timetable. Fall semester was a dry run for most of you who didn't change much of your pre-generated orientation schedule, but now you should have an idea

of what you prefer and what needs to change. 8 AM's don't have to be the norm and with enough manipulation you can build a schedule that best caters to your sleeping habits and reduces commutes. Just make sure that you still fulfill all of your credit requirements!

A new semester also means you get the chance to change little things about your academic experience like where you sit in class and your go to study spot between classes. If you've had trouble staying focused or understanding the professor, maybe sitting towards the front of class could help you be more attentive and increase your knowledge retention. Additionally, with a new routine it may be beneficial to find a new study spot that is closer to your classes and other commitments.

These are just a few things to keep in mind as you adjust to the new semester and get back into the engineering mindset. It may seem trivial, but making small changes like those listed above could help make your spring semester a more enjoyable and successful one!



STEM Pun of the Week:

Did you hear about the man who got cooled to absolute zero?

He's OK now.

DRAGON DANCE VS. LION DANCE



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Hey everyone, welcome back to VT and Happy Lunar New Year! If you weren't aware, Lunar New Year was this past Saturday, January 25th, and this year is the year of the rat. As an avid practitioner of Chinese martial arts, I

often spend my Lunar New Years performing lion and dragon dances at different venues back home. And my *biggest* pet peeve is when I'm in the lion and someone screams, "OMG, look at the DRAGON!" So today, you're going to get cultured! Say it with me: "DRAGONS AND LIONS ARE NOT THE SAME!"

The Similarities

To be fair, lion and dragon dances pretty much serve the same purpose during Lunar New Year, and that's to bring in prosperity and good fortune for the coming year. Both also take vast amounts of teamwork and upper body strength to execute well. Both are also performed to the tune of loud, beating drums, cymbals, and gongs. However, that's where the similarities end.

The Dragon Dance

The dragon has a long, serpentine body (think Shenron from Dragon Ball), which is connected to long poles. Approximately nine people will hold these poles up (although longer dragons

will require more manpower), typically with the strongest members of the team operating the head and tail and the remaining 7 operating the mid-section. The team then essentially plays "follow the leader," with the member operating the head dipping down and the remaining team leaders following in suit. Originally, the dragon dance was performed by farmers in hopes of bringing rain (and thus a bountiful harvest).



The Lion Dance

The lion is much more compact than the dragon; while the dragon is usually operated by many people, the lion only consists of two. A lion's head is made of paper mâché and wooden supports, and has a mouth that can be flapped open by a lion dancer's hands, as well as a pulley that controls the lion's eyes. Lions usually have a mirror on their foreheads, in which evil spirits would look into and basically scare themselves away with their own ugliness (an absolute mood, I must say). You might see an audience feeding red, money-filled envelopes to a lion. It is said that the more money you feed to the lion, the luckier your year will be.



Now that you're cultured and know the difference between the lion and dragon dances, say it with me one more time: "DRAGONS AND LIONS ARE NOT THE SAME!" Happy Lunar New Year everyone!

DORM FRIENDLY BOARD GAMES



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Since coming to Tech, I've found that board games are a great way to have fun and spend time with friends in a way that gets everyone involved. However, not all games

are suitable for a dorm room where both tables and seating are limited. Here I'll tell you about some of the best games to keep on hand that can be played comfortably in a dorm room.

The Mind

The Mind is a card game that supports 2-4 people. This game tests your ability to become "one" with the other players. The core of the game uses cards labeled 1 to 100, and each player will draw a certain number of cards corresponding to the round they are on. To move on, the group must play all of their cards in ascending order without communicating *at all*. You simply play your cards when you feel the time is right. This is a fun and quick game to play that doesn't need a large group for it to be fun. The more you play, the better you'll get at playing cards at the right time in order to survive

until the final round.

Skull

Skull is a strategic bluffing game that supports 3-6 players. During play, players will place their discs facedown, which conceal either a flower or a skull. The goal of the game is to succeed in two challenges. This happens when you can successfully flip over discs to reveal only flowers. Once you flip over enough flowers from your and your opponents disc stacks to match the number that was bid during that round, you successfully completed the challenge. However, if you flip over a skull at any time you lose the challenge. The trick to this game is to get into the other players heads while being able to maintain your poker face.

Codenames

For larger groups, Codenames is a great game that can support 4-8 players. While this game requires the most physical space to play, it can also be the most amusing. In Codenames two teams compete against each other to see who can give the best one-word clues that can be correlated to multiple words on the board. The teammates of each teams clue giver will then try to correctly guess which words the clue giver was trying to get them to choose. The team that gets all of their words first wins.