

VOGUE OF HOGE

ACADEMIC RELIEF AND WITHDRAWS

Author: Aaiswarya Gopinadam

The Spring Semester is almost over, and with it, comes the end of the school year. Freshmen engineering students generally take difficult classes which may end up affecting them academically and mentally. At this point, some students may be struggling with their grades, and feeling like failing their classes and hurting their GPA is inevitable. Fortunately, Virginia Tech has some measures in place to assist students in situations such as this.

Academic Withdraws:

Students are given three withdraws, or W grades, for their entire academic journey at Virginia Tech. When a withdrawal is used, a student's transcript will show the letter W instead of a P/F or an A-F letter grade. While using one of your three withdraws will mean that you have to retake the class, it can be a helpful way to have a second chance while not affecting your GPA. Some students find it beneficial to take difficult classes at a community college over the summer, especially if their grade is not where they hope it will be at this point in the semester.



Academic Relief:

Academic Relief is a means of essentially expunging a semester from your transcript, and it is processed through either Cook Counseling or the SSD office at VT. This is also a process that requires those classes to be retaken. Academic relief should be taken in situations where extenuating circumstances have prevented students from succeeding in their classes such as health conditions, the unexpected death of a loved one, or other factors that may weigh on a student's mental health. To apply for academic relief, you can contact either Cook Counseling or the SSD department, as mentioned, and look into options to begin the application.

Please note that it is helpful to discuss any academic decisions with your General Engineering advisor before proceeding! I wish you the best of luck in wrapping up the semester and hope that you can make the academic decisions that are best for you!

UPCOMING EVENTS:

POETRY PRODUCTION-4/10

ROOM TWO CLEAN UP-4/11

SHREK MOVIE NIGHT-4/14

GALIPATIA PROGRAMMING


CONTEST-4/15

HOW TO RUN A DND ONESHOT

Author: Jared Duffy

Interested in learning more about the nerdiest genre of games, the tabletop RPGs? Hey, it's okay, we're all engineering students! There are a few things you should do before you jump in to give everyone the best time.

Find media to keep you inspired. There are enough podcasts with real, live games to keep you occupied for a lifetime. Try out a few episodes from different play groups, see what style of game you like best, and draw inspiration from it! Your game can be as dead serious or as rule-bendingly absurd as you like! Note that the most common system in use today is Dungeons and Dragons 5th Edition, which is what most games today are played in.




See if you can be a player in a different session! The best way to learn is by doing. This will help you see things from the perspective of the player. As a Dungeon Master (DM), it's important to remember that while you run the story, your goal is to make the players have fun in it.

Plan out your session. Take notes about the major cities, non-player characters, enemies, and encounters! One of the most fun parts about planning is to create the scene for your final boss, affectionately called the "Big Bad Evil Guy" (BBEG) almost universally. If you're feeling intense, you can make a flowchart for what possible player choices could lead to different outcomes. Don't forget your stat blocks, and have fun with your game!

HISTORY JOKES AND PUNS

Author: Sara Grammar

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1. Why were the early days of history called the dark ages?
 - a. Because there were so many knights.
 2. How was the Roman Empire cut in half?
 - a. With a pair of Caesars.
 3. How did Louis XIV feel after completing the Palace of Versailles?
 - a. Baroque.
 4. Two wrongs don't make a right, but two Wrights did make an airplane.
 5. Did you hear the one about the liberty bell?
 - a. Yeah, it cracked me up too.
 6. Who made King Arthur's round table?
 - a. Sir-Cumference.
 7. Who invented fractions?
 - a. Henry the 1/8th
 8. The Vikings had an initiative tradition where a child had to participate in a raid to become a full man. As they say, it takes a pillage to raise a child!