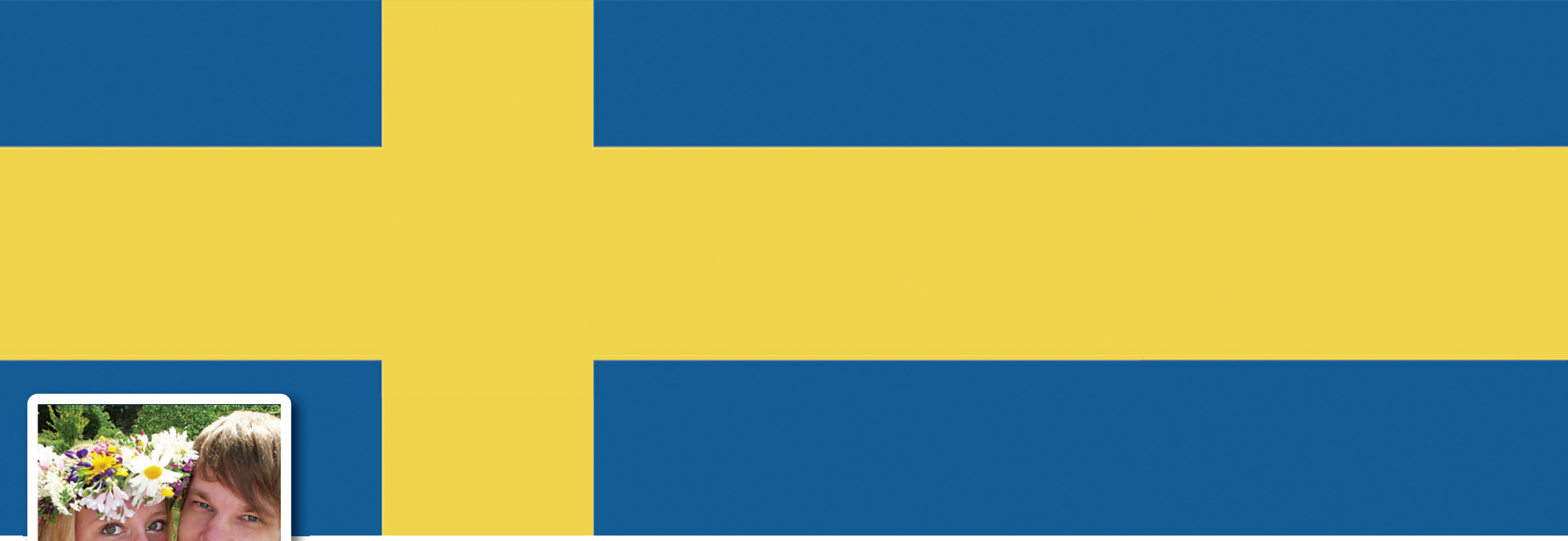


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From Sweden with Love

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Engaged: Patrik Sjöberg and Ashlee Davis

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FACEBOOK APP BRINGS COUPLE SEPARATED BY 4,340 MILES, ONE FROM SWEDEN, ONE FROM AMERICA, TOGETHER TO EASTERN

Status

Photo

Place

By STEPHEN HAUSER

progress@eku.edu

Patrik Sjöberg's journey to Eastern started with a mouse click. Specifically, his journey to America started with a Facebook app. Sjöberg's life was forever altered in August 2008, when he tagged a picture of a blonde haired and green-eyed girl, on the Facebook application Social Me.

Sjöberg, a 24-year-old freshman spent the first 22 years of his life growing up in Gavle, Sweden, in the suburb town of Valbo. The Internet was his only connection to America.

"A picture of a random person on Facebook would show up, and you could make up your own tag for them," Sjöberg said embarrassedly. "She then sent me a tag saying she was interested as well."

Ashley Marie Davis, 20, junior, from Fairfield, Ohio, was the girl behind the picture that caught Sjöberg's eye.

"He commented on my picture and for some reason I sent him a message; it was the first and only time I ever sent a strange dude a message over the Internet," Davis said.

One initial message spawned another message, and a couple months later, it progressed even further.

"We started talking on AOL instant messenger and then progressed to having video chats using Skype for a long time," Sjöberg said.

Once they seriously began talking, their number one objective was to find a way for Sjöberg to fly over to America.

"I never actually managed to find a job that would pay me well enough to buy a plane ticket," Sjöberg said.

After seeing how desperately their son wanted to fly over to America, his parents did something that blew his mind.

"I knew how badly my son wanted to see Ashley, so I did the thing he least suspected," said stepfather Anders Sjöberg. "We gave Patrik \$2,000 to buy an plane ticket to fly to America."

Sjöberg was speechless by his parent's gift.

"Oh, I was more then surprised to be honest, I can't even begin to explain," Sjöberg said.

Sjöberg finally landed in Davis' arms in the middle of February 2010,

➤ SEE SWEDISH LOVE, PAGE B3



SONYA JOHNSON/PROGRESS

Richmond Bar Hopping



By STEPHANIE COLLINS

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Whiskey Barrel Bar and Dance

Every night is ladies' night at Richmond's newest bar located on East Main Street across from Saratoga Bar and Grill. Although it is distanced from downtown's main strip of bars, it has a large parking lot and unique atmosphere. From mason jars to the "mean" mechanical bull, owner J.D. Bowling promises the spacious bar has something to interest every guest.

"We're doing real well, weekends are bringing in about 400 people," Bowling said. "We have a little bit for everyone."

Taylor Pennie, 20, occupational therapy major from Versailles and server at Hanger's Restaurant, said she is a shot girl at Whiskey Barrel to generate extra income.

"The weekends are more busy, we're hoping our whiskey Wednesday nights will take off," Pennie said.

She added the bar is looking for local bands to play.

Whiskey Barrel has several TVs, pool tables and a dance floor you can actually move on. And let's not forget the bull, which is \$3 to ride but free to ladies on Thursday.

"Anyone that hasn't been here should definitely come ride that bull, it's a hell of a time," Pennie said.

The bar is open 4 p.m. to 1 a.m. Monday through Saturday and currently permits indoor smoking.



By TRISTAN MEIMAN

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The Copper Still

Once known as "Players," The Copper Still continues to offer great services and great deals for the college wallet. While still owned by the previous owner, The Copper Still has had some big improvements over the course of its change.

With a new bar top, hardwood floors and bourbon bar, this place has really come around to fit everyone's taste in liquor.

"We have over 60 bourbons and 12 beers on tap," said Casey Cooper, bartender at the Copper Still. "We have everything from drink specials, live music and for ladies that have been to Players before, actual stalls in the ladies room."

The Copper Still have specials such as Tuesday \$1 drafts, 50-cent Whiskey Wednesdays, Thursday two for one well drinks and Friday and Saturday fish-bowl Bacardi drinks.

Overall, this place has changed a lot since the days of Players. Even those who have had an emotional attachment to Players should rejoice in the improvements. From the extended liquor list to overall improvement of the atmosphere, this is the place to stop by and have a drink. Cheers.

Best Picture winner *The Artist* refreshingly old-fashioned

By KENNA TRENT
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As I sit in the movie theater waiting to watch the most talked about film of the year, *The Artist*, I was trying to decipher what language the two women behind me were speaking. It definitely wasn't English, but I couldn't figure out where they were from. Then, it hit me: for once in a very long time, it doesn't really matter that they do not speak English because the movie we were about to watch is silent. The idea of how many different people could come together over something so simple absolutely blew me away. And there you have it: this year's Academy Award winner for Best Picture, *The Artist*.

The Artist tells the story of silent film star George Valentin (Jean Dujardin) and aspiring actress Peppy Miller (Berenice Bejo). After they bump into each other at a film premiere, George becomes the catalyst to Peppy's career. However, when talking pictures come into play, Peppy's popularity grows just as quickly as George's demise. After being kicked out of his house by his wife and the stock market crash taking all of his fortune, George goes into a deep depression with only his faithful valet Clifton (James Cromwell) by his side. Luckily, Peppy is still on George's side, attempting to bring him back into the limelight.

The film introduces us to French actors Jean Dujardin and Berenice Bejo, who were sought after for *The Artist* after working together on a French takeoff of James Bond films. Though virtually unknown in the U.S., one could say that Dujardin and Bejo are the literal George and Peppy of France, thus, making them the absolute best choices for their roles.

Dujardin and Bejo both have faces made for silent film. That is to say, every movement they make is beautifully exaggerated. The story is told to simple perfection through the way they look, not necessarily by the amount of lip reading.

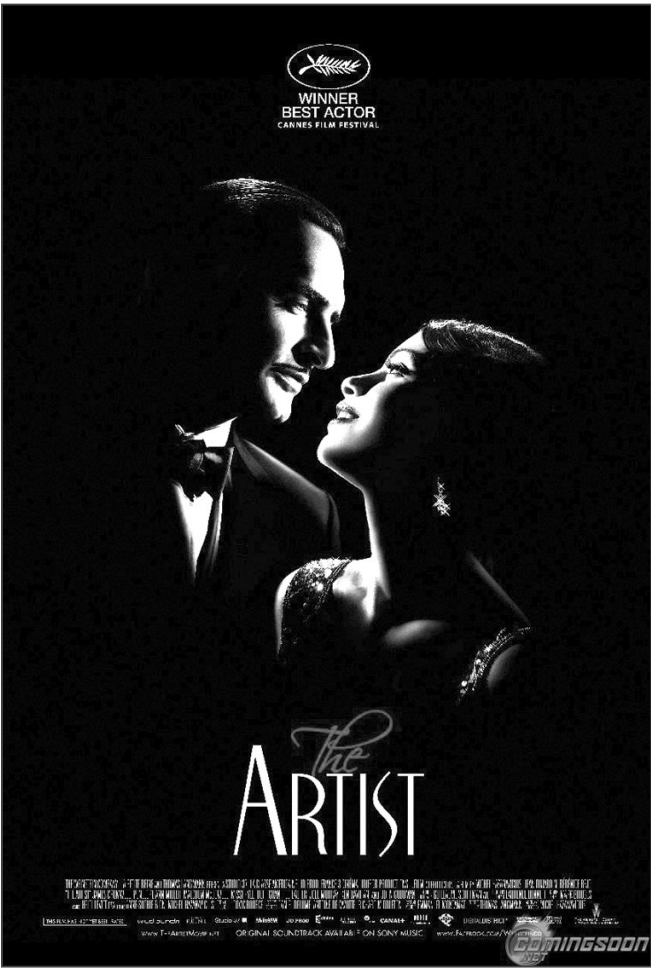
But, I mean, that is the point of silent film, right? Basically, Dujardin was the best actor this year without question, and Bejo deserved her nod for supporting actress.

On top of that, the story is everything that you want to see in a movie. You will laugh, cry, be scared only momentarily and feel the drama exactly as it is meant to be felt. It is traditional and classic both in style and in screenplay.

And in case you were hoping that this is all a joke and somewhere in this film there is actually someone talking; you are in luck. Sound is used twice in the entirety of the film for the dramatic effect of the situation, not for the benefit of the audience. Don't worry; the rest of the film is thoroughly silent with intertitles for the somewhat complicated portions of dialogue.

Now, I know what you're thinking: People get bored watching a movie in black and white. Why would you want to watch a silent film, as well? Possibly because the movie is set in the 1920s, it wasn't made in the 1920s. If you are concerned about the films "watchability," it is not terribly boring because of how it's filmed. In fact, it is even more interesting because it is a modern film made in an old fashioned way. Don't get it twisted—this is not your great-great grandmother's film.

Instead, I would suggest going to see *The Artist* with an open mind. It doesn't have CGI or animation, and it certainly wasn't shot in 3D. However, when was the last time you saw something this simple? *The Artist* is an absolute treat in a style we may not see again for a long time. Take this opportunity to watch actors do more than dialogue, and filmmakers step away from computer generated characters and green screens to produce something beautiful. This is the movie of the year.



COURTESY OF IMP AWARDS

Verdict: A

Kingdoms of Amalur: Reckoning takes innovative risks that pay off in gameplay

By MICHAEL EMERSON
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In this day and age, it's quite rare to find an original idea. Video games are well into their fifth, sixth or even thirteenth installments when people should be starving for something fresh and new.

That's where the new game, *Kingdoms of Amalur: Reckoning*, comes in and decides to break the post-holiday lull with major innovation. You play a character that *you* create and choose between four different races, which are just different forms of humans and elves. Your character has been resurrected by a dwarven invention called the "Well of Souls," and while everyone else in the world must live to know their destiny, you have no destiny and have the ability to change the fate of others around you.

The first thing you notice when you boot this game up is its beautiful and colorful art direction coupled with the *World of Warcraft/Fable*-style character design. While the musical score is lackluster, the subtle bird chirps and wind howls will immerse you as you play through each newly discovered area. You start the game as clueless and lost as your character, but soon pick up on the situation and begin to hold your own against the main enemy known as the Tuatha.

The negatives in this game are obvious, but do not hinder you from enjoying the game itself. The voice acting is decent and the characters themselves are expressive, but that doesn't keep you from thanking the developers for giving players the option to skip some of the dialogue.

Written by R.A. Salvatore, the lore and universe seem refreshing from other fantasy stories enough to warrant a listen, but the lack of engaging characters makes for a pretty basic plot nonetheless.

Although the story and presentation needs more work, the real highlight of the game is its deep and extremely satisfying gameplay. Never has any other game blended third person action with stapled role-playing elements in such a creative, deep, yet simplified way. There are three skill trees you can level up: Might - Physical, sword and shield, Finesse - Stealth and long range; and Magic- Spells and staves. Of course, you can level up in various trees and become a mixture of different skills in order to collect different fate cards that are determined by your

preferred skill enhancements. This is only improved by the immense variety in weapons and armor sets that range from steel swords and knight armor, to flaming chakrams and wizard robes. The customization factor is increased after you choose and name the weapons and armor you create, which adds a ton of chances for your imagination to go wild.

To say this game has replay value would be an understatement, between the differing classes, weapons and different factions to pledge your loyalty to. If you were to play this game and do every side quest and faction arc, you would experience more than two hundred plus hours of content worth every penny you might spend. Don't let this game pass you by, and even if you don't like the role-playing genre I would whole-heartedly recommend this title just to see how games can be made with a risk and still succeed.

Verdict: B+

Gotham City Impostors a delightfully wacky multiplayer shooter experience

By TRISTAN MEIMAN
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Gotham City Impostors is the game Batman fans have been waiting for. Not only does this revolve around the Batman world, but it is the first to throw in a first-person-shooter perspective as well. Music to my ears.

I know what some of you Batman fan boys and girls are thinking. "Holy Lee Harvey Oswald Batman! You never use guns!" And you know what? You'd be right. Which is why you do not play as the caped crusader, but rather a group of devoted Batman followers like those seen in *The Dark Knight*.

The plot of this game is non-existent at best. The only sure-fire plot point is that Batman has left Gotham city to take care of an unknown situation. So with Batman gone, a bunch of regular Joes with firearms and homemade gadgets have taken it upon themselves to fight crime, while a group of devoted Joker followers have decided to wreak havoc in the Bats absence.

But there is more to this game than just its basic simple plot. Each character has different, class-based features, mainly in relation to their size. For example, characters with a larger build are slower, but have more health. Lighter characters are faster, making them harder targets, but they suffer in health, and carrying heavier weapons will significantly slow them down. Everyone is special in his or her own way.

Just like Batman or the Joker, the gadgets help make the hero...or villain. Your gadgets include the following:

- Glider Rig: Allows you to fly around map and attack from above.
- Grapple Gun: Lets you fire a zip line that gets you from point A to point B in style. Also makes a handy weapon.
- Rollerskates: Helps you move around with speed. Warning: rough terrain will slow you down.
- Spring Boots: Charge your boots and leap great distances in a single bound.
- Inflatable Insoles: Lets you double-jump. Enough said.
- Targeting Goggles: Spots out enemies for your team to seek and destroy.
- Ninja Smoke Bomb: Get out of tricky situations and become nearly invisible to the enemy. Remember you are just *nearly* invisible.

And those are just your gadgets. You still have the vast selection of support items that give you grenades, boomerangs and so on. Fun Facts give your character certain perks and abilities, and this description is still scratching the surface. There are so many varieties of guns you can use, costumes for your characters and game variants it is almost overwhelming. But with all of this customization at your fingertips, the possibilities are endless.

It's simple and easy to pick up. I have played my share of FPS's, but never in my life have I played a FPS that was so easy to learn and so much fun. Sure, when I play *Call of Duty* or *Battlefield* I will generally throw out a few curse words and pray to some random deity to rain down some form of bad luck on my enemy; however, that was never the case when I played *Gotham City Impostors*.

I never worry about my Kill Death Ratio when I play. When I die, I usually respond with a chuckle by the smart-ass comment given by the in-game character. Humor is perhaps the game's strongest selling point. With this game being vast in customization, high in replayability, and just overall a good time, I cannot recommend this game highly enough. You can pick this up on the PC or PS3 for \$15 U.S. or 1200 Microsoft points for the Xbox 360.

Verdict: A-



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Rapper/rocker Kid Cudi releases new experimental album WZRD

By JABRIL POWER
progress@eku.edu



The Man on the Moon, The Wizard, Scott Mescudi; this man goes by many names, but most just know him as Kid Cudi. He's been described as a singer or even a rapper, but he's expressed that he doesn't really obtain any fulfillment from "rapping" anymore and now enjoys singing and learning the guitar.

With two "hip-hop" albums out and a rock album with Dot Da Genius titled *WZRD*, he seems to have garnered some of the most loyal fans in the music community. No matter what Cudi does, no matter how strange or how abstract, his fans are willing to support him throughout it all. It seems as though Kid Cudi has personally touched youth with his music about depression, night terrors, drug problems and, most importantly, just being himself.

Ben Breedlove, a teenager who suffered from heart complications last year, died on Christmas day leaving behind two videos quietly telling how Kid Cudi gave him complete inner peace. Kid Cudi responded to the videos after the teen's passing, saying that he "broke down" and was touched by the videos.

He truly influences and inspires fans with his music. Kid Cudi has provided some of the most enjoyable experimental sounds I've heard in years. It is similar to An-

dre 3000 in the sense that he'll sing his ass off in the booth, maybe even off-key, has no boundaries and just puts every piece of himself into the music. He's one of the few artists that seems like he does his music on his own time, how he wants it. And because of that, he's generated so many fans all over the world that will buy his music, no matter if he makes a rock album, a hip-hop album or whatever. I've bought his first two albums, and I'm looking forward to purchasing *WZRD*. The psychedelic sound is nothing to sleep on.

The first album, *The Man on the Moon Part I*, is more on the pop side, in my opinion. And while it has a very upbeat sound, the lyrics are dark at times and show a struggling artist just trying to make music; it's a great album.

The second album, *Part II*, however, is even darker and shows the most depressing moments of being a stoner and just being alone. Cudi on the second installment allows people to hear the voice from someone who was so often used to being "alone" and being "trapped" in his own mind. I find the second album to be the far more mature installment of the series.

The most recent album is by the band he formed titled *WZRD*. This album may be defined as a "rock" album. But, truth be told, Cudi is so off in his own world that he's already had this sound in his previous works before, so to me, this is just another Cudi album, which is not a bad thing. He provides amazing production, memorable melodies and a fantastic composition overall. It's definitely something I'm adding to the CD collection.

Forget your thoughts on Cudi if all you've heard is "Day

N Nite" and pick up *WZRD*; it's just good music. If you liked Andre 3000's "The Love Below," or even Frank Ocean's "Nostalgia," you'll love Kid Cudi and *WZRD*.



COURTESY OF GOOD MUSIC

SWEDISH LOVE

CONTINUED FROM B1

when he stayed with her for two weeks. Despite being in America for only fourteen days, Sjoberg was surprised by the little things Americans were doing for him.

"People over here are so friendly towards foreigners, and the simple things like people holding the door for you and saying thank you," Sjoberg said.

Sjoberg said his second visit to America, three months later, would be for a much longer stay.

He spent the next seven months living with the Davis family. While living in the Davis household, Sjoberg would experience a lot of things for the first time in his life.

One of the newest things that Sjoberg would experience would be going to church with the Davis family.

"It was a pretty cool experience to see what a real religious Christian family lived like," Sjoberg said. "A lot of people call themselves Christians, but I don't think they go to church in Sweden."

The Proposal and Engagement Life

On the afternoon of June 11, 2010, Sjoberg brought Davis to her favorite park in Fairfield, Ohio.

"The park is my favorite place to go and relax, and to just get away from it all," Davis said.

While at the park, they decided to play a game that they used to play when they were first trying to get to know each other. The game involved taking turns asking each other random questions for the other person to answer.

"His last question that day was will you marry me," Davis said. "He pulled out the ring, and I about heeled over."

Since they have been engaged, the two of them have had to work on one main issue: Sjoberg's lack of emotional expression because of his childhood upbringing.

In June 2011, Davis and Sjoberg made the 4,340-mile journey back to his homeland of Sweden. Davis did not have any expectations for the trip. However, she desperately wanted to make a good impression in front of his friends and family.

Davis said she was intimidated about meeting Sjoberg's family.

"They were there when we got off the plane, and I gave them a hug right away," Davis said. "I was so afraid I would talk too fast, or say something they wouldn't understand, or just say something downright stupid. I'm pretty sure I looked like an idiot because I hadn't slept for like 24 hours, but somehow they ended up loving me anyway."

The most intense experience that Davis encountered throughout the trip was when she met Sjoberg's biological father.

"He was a man of few words and rarely spoke to me or in English," Davis said. "I thought he hated me, but apparently that was just how he was. He ended up inviting Patrik and I over for dinner one night and it was very nice."

Despite for being engaged over a year, they have not yet started making wedding plans.

"We won't be getting married until after both of us have graduated from school, that way we can afford the wedding," Sjoberg said.

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