

March 2024

Issue 2

Celtic Tablet

The Sound of Music

At Jerome: Sound
of Music, EROW,
Sports

Sports: The
Super Bowl

Tech: AI and
Mobile Games



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Letter from the *Advisor*

I'm writing this on February 29. Happy Leap Day! February is a short month, but packed with activities at Jerome and beyond. It's fun to reflect on these during this bonus day of February.

This month's cover features the work of Jerome's award-winning artist, Keira Ordonio. For the cover, Keira created a stunning acrylic painting on paper that features a representation of our own Alyssa Andresen in her iconic role as Maria Rainer in the school production of *The Sound of Music*. And Alyssa, (aka Maria Rainer), wrote our feature story addressing everything pertaining to the production of *The Sound of Music*. We are honored to have Keira on staff as our artist in residence, and we are proud of Alyssa's contributions in February to the stage and to the page.

Noah Huckaby wrote this month about the EROW program. EROW stands for Eversole Run Orchestra Workshop. Started by Mrs. Adair from Jerome, and



Mr. Twu from Eversole, EROW is a kind of mentor program between middle and high school orchestra students. Noah raves about the program as does our staff writer Shirley Gui. I'm grateful they brought the program to our attention.

Outside of Jerome High School, was a little event called the Super Bowl. Our writers Meadow Ahijevych, Lucie Glatz, and Bella Murphy wrote a series of pieces focused on facets of the Super Bowl that most interested them-Meadow with the exciting game "going into overtime" recap, Lucie focusing on the ever-entertaining ads, and Bella bringing us a play by play of the halftime show.

We are working to expand our "Sports Update" section, and this month bring

you exciting highlights from the world of fencing and cheer. The Dublin Jerome Fencing Team, which competes as part of the Dublin Fencing Club, competed in two recent tournaments, the Rocky River High School Invitational, and the Ann Chapman Invitational. Our fencers performed well and have their sights set on state level competitions later in March. Additionally, the Dublin Jerome Cheerleading Squad competed February 18 in the OCC Division Championships at Hilliard Bradley High School. The squad took home four titles and was named Overall Grand Champions in both traditional and gameday divisions. Great work athletes. Go Celts!

Finally, staff writers Bryleigh McQuillen and Shirley Gui grappled with questions and concerns involving technology, AI and gaming for this issue. Bryleigh considered the pros and cons of various aspects of technology and whether technology is making us stronger or weaker, better or worse. Shirley surveyed, reflected on, and analyzed classic mobile games, how we feel about them and whether or not current games are maintaining quality standards.

Finally, we leave you with poems by Caroline Simpson, Keira Ordonio and Aleah Soprano.

Spring is on the way Jerome. We hope you enjoy our offerings.



Sound of Music

By:Alyssa Andresen

This year the Jerome Theater Department's spring musical was the five Academy Award winning show, *The Sound of Music* by Richard Rogers and Oscar Hammerstein. The show was performed on February 22, 23, and the morning and evening of the 24th by the...

Sound of Music Cast

Maria Rainer Alyssa Andresen
Mother Abbess Ava Rogers
Sister Berthe Erica Raju
Sister Margaretta Molly Grimm
Sister Sophia Mia Gartner
Captain Georg von Trapp Brady Williams
Franz Owen Wise
Frau Schmidt Elizabeth Olms
Rolf Gruber Joseph Gagnon
Lisel von Trapp Elyse Janikian
Friedrich von Trapp Sophie Ordonio
Louisa von Trapp Sammi Berniger
Kurt von Trapp Roma Chitale
Brigitta von Trapp Lyra Marshall
Marta von Trapp Mia Chignoli
Gretl von Trapp Lydia Chignoli
Elsa Schraeder Adrienne Wise
Max Detweiler Dillon Crabtree
Herr Zeller Alex Vilkinofsky
Frau Zeller Charlotte Ware
Baron Elberfeld Donovan Koeven
Baroness Elberfeld Emily Petrill
Admiral von Schreiber Armaan Khan
Ursula Riley McClain

Nuns/Party Guests

Isabella Ahlum, Mia Gartner, Shaena Khouw, Hope Marshall, Riley McClain, Elizabeth Olms, Katie Perrault, Emily Petrill, Violet Snethkamp, Anna VanNorman, Charlotte Ware, Elsa Westover.

A New Postulant Violet Snethkamp

Hauptmann, soldier Ethan Strock
Ulrich, soldier Donovan Koeven
Steinhart, soldier Bennett Zamora
Lieutenant Vogel Matthew Eckleberry

For those who have not seen the movie, or heard of the musical, "The Sound of Music" is based on the true story and 1949 memoir of Maria von Trapp: "The Story of the Trapp Family Singers." It takes place in Austria on the eve of the Anschluss in 1938, when Nazi Germany annexed the neighboring country of Austria. Though set against the backdrop of this time period, the main plot revolves around Maria Rainer, a nun who becomes nanny to the seven children of an affluent Austrian Naval Captain: Liesl, Friedrich, Louisa, Kurt, Brigitta, Marta, and Gret. Maria then, "finds the life she was born to live," while bringing fun and music back into the somber von Trapp family home-a home that prior to Maria's arrival was marked by sadness. In the end realizing her love for the whole family, spoiler alert, Maria becomes wife to the Captain, and the family escapes to Switzerland.

The whole cast, crew and orchestral pit worked everyday starting December 7th; including three non highschoolers playing Brigitta, Marta and Gretl: Lyra Marshall in sixth grade, Mia Chignoli, in fourth grade, and Lydia Chignoli, in first grade. There were long hours, lots of quick costume changes, makeup, and mics, which made it a lot to juggle. However it ended up coming together beautifully with the coordination of the director Mr Horst, tech director, Mr Hahn, pit conductor, Mr. Stevens, vocal direction of Mr Pytel, and of course the efforts of the cast and crew members.

For the many who did not get the chance to see the show, the set, built by the tech crew and Mr Hahn, included a grand, railed staircase leading to a balcony for the inside of the house; attached to a gazebo and two french doors leading to a terrace. The famous mountains of Austria were presented by a backdrop that truly made the hills "come alive." Outside of the show itself, upon entering the theatre, patrons are greeted by props and decorations created by Mrs. Thompson's Modern World history classes. With all of the technical aspects, it isn't highlighted enough how crucial and important the technicians are through costume/makeup crew, sound crew, lights, cue callers, and deck crew that makes sure everything goes smoothly backstage.

Through being in the show, I have gotten to see behind the scenes and watch as everybody has grown into their characters and created the show, and to me it is such a fun and memorable experience. I have my own biases though, so I decided to talk to some of the other cast and crew members about their own reflections while rehearsing and performing.

A few of the cast members that I talked to included Brady Williams, Adrienne Wise, and Sammi Berniger. The first question I asked was what the actors did in preparation for the show, Adrienne replied, "What I found the most helpful, and I used, was running lines with my younger brother to memorize them all. I also took voice lessons to improve my singing!"

My next question, especially for those who did not see it, of course had to be what their favorite parts of the shows were. Along with how graduating Seniors feel about their drama club experience coming to a close. Brady replied, "My favorite scene in the show was when Maria and Captain admitted their feelings for each other and sing "Something Good." It is one of my favorite songs and a sweet moment between the two characters! I cannot believe that it was my last spring musical! I've done 15 shows at Jerome and it is very sad to see it come to an end. Through the experience though, the cast really becomes your friends and feels like a family, so I would 100% recommend that people audition for any of the shows!"

Next I asked Sammi the same question, "My favorite scene is the opening of Act two when the kids are goofing around with Max. I love that the kids get to have fun and come up with their own character choices for each of their roles. I also love near the end of the scene when Maria returns because I get to run to give her a hug; overall it is a very happy and fun moment with the rest of the von Trapp family."

Finally, both Sammi and Adrienne had similar feelings now that the show has closed, "The Sound of Music has been one of my favorite shows I've ever been a part of, and I'm so grateful for the experience. I am really sad that it is ending because this cast and crew have really bonded."

"I agree, one of my favorite parts of the show was getting to hang out with the people who have become my best friends backstage. We always have so much fun during and after the shows," Adrienne added.

"Yes. I am so proud of the group and the work they've all put in, and it was amazing to bond with the other kids in the family, and how that helped connect our character's bonds too!" Sammi concluded.

While I cannot help but agree that the best parts of the shows are the bonds you build with the cast and crew, there is another person I interviewed that is not thanked enough, Lila Alix. She was the stage manager, and we would not be able to run the show and bring together all sides of it so smoothly without her. She had similar responses and feelings on the show ending, and agreed that it is an incredibly fun experience, full of laughter, also adding that the company is filled with so many dedicated people and that it is amazing to see the actors let loose and what they come up with.

I then asked how she has managed her time throughout the process, and what was the most difficult part to navigate. "As the stage manager, my job is to put the show in the best position possible. The hardest part is that I have to make a lot of difficult, on the fly decisions sometimes. A couple of weeks ago I had to have a hard conversation with a member of the company that didn't go so well. I was explaining the situation to our director, Mr. Horst, and I was pretty nervous I had said the wrong thing in the conversation. When I had finished, he gave me his coffee mug and we "cheered" over how I handled the situation. I'm extremely thankful that I have Mr. Horst and Mr. Hahn, our technical director, as a supporter and guide."

Truly, throughout all of the long days and nights of rehearsals, it really did come together in the end with the hard work of all those involved; and like these four said, and like the whole cast and crew would agree, it really was all worth it for the experience.





EROW

By: Noah Huckaby

It is said that music is universal, and it is certainly true here in Dublin. Dublin Jerome High School and Eversole Run Middle School have come together to foster student interest in music. The program known as EROW or The Eversole Run Orchestra Workshop was started by the Jerome Orchestra Director Mrs. Adair and the Eversole Orchestra Director Mr. Twu in the fall of 2022. Our team interviewed Mr. Twu and asked him why he started the Eversole Run Orchestra Workshop. He said, "In starting the Eversole Run orchestra program three years ago, I wanted to create a culture centered around Musicianship, Perseverance, and Camaraderie. This was an idea that, knowing our strengths in orchestra in the district, I believed I could create an opportunity that would help students at all levels in their musicianship, persevere through their studies with each other, and build a community by tying Jerome and Eversole Run together. Also, as my students go to the high school, EROW could provide a sense of community to the multitude of thoughts through the 8th to 9th grade transition."

Many of the orchestra students at Jerome volunteer to tutor Eversole students. One such student is junior Ethan Liu, a talented cellist who participates in the Chamber Orchestra and is the Co-Principle Cellist. When asked how the program has benefited his music skills he stated, "By allowing us to tutor kids it improves our capacity for patience a lot more. We learn to work through tough issues with the kids and really learn how to stay patient and calm when trying to teach them."

Some others who have participated in the program have also noted its connection benefits saying, "Orchestra has been one of the main ways I have connected with upperclassmen and learned about different school opportunities and classes. Through EROW, I have also gotten the opportunity to advise underclassmen and middle schoolers." EROW has helped many students with their music and helped connect them with other students. Shirley Gui, a freshman and a staff member of the Celtic Tablet also participated in EROW. When our team asked her what her experience with the



The 2022-2023 EROW Program

program was she replied, "The first high schooler I worked with at EROW became "my" EROW person. His name is Max Masri, and he is currently a senior at Jerome and a first violin in chamber orchestra. As someone who didn't, doesn't, and will likely never take private lessons for violin, EROW was my one-on-one time with someone more experienced than me that could help me improve. Max pointed things out to me and taught me things that my orchestra teacher simply didn't have the time to do. I got the benefit of private lessons for the cheap price of my time after school."

It is clear that a music help program like EROW is of great importance and benefit to students here in Dublin. With so many dedicated musicians, it can become easy to feel overwhelmed, but with the EROW program, young musicians can flourish under the knowledge and talent of Jerome's tutors.



Super Bowl LVIII:

Game Summary

On Sunday, February 11, the Kansas City Chiefs secured their fourth Super Bowl Championship title after beating the San Francisco 49ers 25-22 in overtime. The game started slow with a score of 0-0 at the end of the first quarter and several turnovers from each side; however, 49ers kicker Jake Moody not only got the 49ers their first points in the second quarter, but he broke a Super Bowl record. Moody kicked a 55-yard field goal, beating the previous record for the longest field goal in Super Bowl history of 54 yards completed by former Buffalo Bills kicker Steve Christie in Super Bowl XXXVIII (28). To add to Moody's record-breaking kick, the 49ers scored a touchdown, which put them up 10-0 late in the second quarter. The Chiefs responded with a field goal by kicker Harrison Butker, making the half-time score 10-3.

To start the second half, the Chiefs got the ball. On the opening drive, the Chiefs quarterback Patrick Mahomes threw an interception, but the 49ers failed to convert the interception into any points. The score remained the same until Butker kicked a 57-yard field goal for the Chiefs, breaking Moody's record of the longest field goal set just one quarter earlier.



The once-longest field goal in Super Bowl history stood for 30 years before being broken twice in Super Bowl LVIII. Adding to the excitement, the Chiefs took their first lead of the game with a score of 13-10 after a touchdown from Marquez Valdes-Scantling. Going into the fourth quarter it was still either team's game. Right off the bat, the 49ers scored a touchdown. Despite Moody's prior outstanding kick, he missed the extra point, leaving it a 3-point game. The Chiefs managed to tie the score with a field goal, but the 49ers hit one of their own, which kept the 3-point difference. With less than two minutes on the clock, the Chiefs either had to score a touchdown or punt a field goal to keep their hopes of winning the Super Bowl alive. Thanks to Butker, they got the 3 points needed to tie the game and sent it into overtime.

Super Bowl LVIII:

Game Summary

In 58 Super Bowls, there has only been one other game that went into overtime. No one predicted that the low-scoring first half would turn into a thrilling game full of record-breaking kicks; however, it wasn't over yet. The 49ers were granted the ball to begin overtime. They were unable to score a touchdown but they captured the lead with a field goal from Moody. Just over seven minutes remained in overtime, and similar to the end of the fourth quarter, the Chiefs had to respond with a field goal or a touchdown of their own. As the time ticked down, the Chiefs progressed down the field. With about two and half minutes remaining, they got within field goal range, but a big rush by Mahomes put the Chiefs just 13 yards from victory. The Chiefs tight end, Travis Kelce, caught a pass from Mahomes and went down at the 3-yard line. The ten seconds on the clock meant that the Chiefs only had time for one more play. It was do or die.

The ball was snapped to Mahomes, and as he scanned for an open teammate, he spotted wide receiver Mecole Hardman Jr.. Viewers held their breath as Mahomes threw the determining pass of the Super Bowl champion. Time seemed to stand still, and then ... Hardman connected with the ball and went straight for the endzone. Six points were added to the Chief's score, leaving the 49ers down three with no time left on the clock. The team rushed to Hardman as red, yellow, and white confetti burst into the air. The Chiefs pulled off their first back-to-back Super Bowl win. Despite trailing the majority of the game, the Chiefs overcame setbacks and scored at just the right time to crown themselves the champions of Super Bowl LVIII.



Super Bowl LVIII:

The Ads

The Super Bowl ads have a reputation for being the most funny and entertaining advertisements on television, so it's no surprise companies will pay more than a pretty penny to get their display on air. With over 123 million viewers the Super Bowl is a great way for businesses to reach a wide audience at one time, but for ridiculous amounts of money. The high demand for 30 second advertisement spots makes the game the costliest advertising venue on television. Although expensive for companies, viewers of the Super Bowl find great entertainment in the advertisements, and many tune into the game for that reason only. Super Bowl LVIII took place this past February 11th, with a heap of amusing advertisements. The number one ad according to spectators of the game was Tina Fey books whoever she wants to be for Booking.com. The ad showcased Tina Fey as multiple body doubles in different vacation locations. Not only did the advertisement get the purpose of Booking.com across, it also gave the audience a laugh. The highest rated ads seemed to be the ones who represented familiar faces, including top rated celebrities and athletes.



In DON'T FORGET UBER EATS, figures such as Jennifer Anniston, Jelly Roll, USHER, and David Schwimmer make an appearance to remind viewers of the multi-purposes of Uber Eats. Super Bowl LVIII also had a variety of two-part ads where an advertisements storyline would carry over into another commercial by the company later in the game. The best ones included Dunkin Donuts, The DunKings and e.l.f cosmetics, In e.l.f we Trust. This technique was a smart move on the corporation's part, making sure the audience does not forget their name by being on screen twice, while also keeping the ads' story going.

Usher's Halftime Performance

This 2024 Super Bowl Sunday was infused with an energy and electricity that only one who wields countless talents, undeniable humbleness, and years of experience could provide. After years of waiting, America finally received the gift of a Superbowl Halftime performance from none other than the R&B icon, Usher. Through his performance, Usher brought the excitement, spirit, and feeling of togetherness that American Football is known to relay. The announcement of his performance came as a shock to some, as Usher has made efforts to contain his self- image and strayed from the public in recent years. Not only had his image been shadowed, but his music production had slowed as well. Usher released a legacy romance album titled COMING HOME just two days prior to his Superbowl showcase (a wise choice of timing). It is important to note the eight year gap between this album's release and the album that came before, *Hard II Love*, released in 2016. Despite the gaps in production and whatnot, Usher came to the Superbowl 58

Halftime Show to perform with an agenda of proving critics and haters incorrect, and that is exactly what he did.

The second quarter comes to a close. Advertisements pertaining to the purpose of anticipating viewers at home seem to last forever. Then, the screen transitions to a field of lights coming to dim, and fans settle into a quiet cheer. The camera quickly captures dancers on a field wearing intricate outfits in acrobatic poses. A quick zoom in on Usher shows him sitting on a geometric throne center-field. As he rises off his seat, he delivers soft vocals and moves synchronized with each dancer who was part of the performance. 'Caught up' plays, taking a new shape with added marching band sounds, intertwining Usher's image with the classic football picture. This theme lasts throughout the entirety of the performance.

"They said I wouldn't make it. They said I wouldn't be here today. But I am. Hey

Usher's Halftime Performance



TIMOTHY A. CLARY/AFP VIA GETTY

"They said I wouldn't make it. They said I wouldn't be here today. But I am. Hey mama. We made it," Usher says, staring directly into the camera, connecting with those viewing from home. This motivating quote hooks the audience and launches Usher into the rest of his performance. With the help of a jazz style marching band, Usher performs 'U Dont Have to Call', 'Superstar', and 'Love In This Club' using unique dance moves to captivate America. 'Love In This Club' slows, and Usher half moonwalks his way cross-stage, revealing none other than Alicia Keys. Perched on a red piano stool, wearing an outfit of red entirety, Alicia

transitions into the opening keys of 'If I Ain't Got You' playing off of a matching futuristic red piano. Usher and Alicia join together bringing smooth and harmonious vocals for the performance of 'My Boo', demonstrating their great chemistry. will.i.am appears as a DJ figure, introducing Usher to lead into 'Confessions, Pt II'. Usher then continues without Alicia, singing a plethora of songs exemplifying the slow rhythmic style he is known for. It was not until H.E.R appeared with an electric guitar, captivating the audience and bringing the energy which was deluded back to the crowd and performance. will.i.am reappears for a quick rap solo, and dancers zoom out on roller skates, Usher doing the same following them. This began to really excite the audience. 'Omg' plays and will.i.am serves as both a DJ, and performer. As the camera shifts, 'Turn Down for What' begins to play, showing Lil Jon jumping in a trample of hyped fans. The song ends and immediately the first note of the most awaited and anticipated song of the evening, 'Yeah!' plays.

Super Bowl LVIII: Usher's Halftime Performance

By: Bella Murphy



H.E.R., Ludacris, Usher, Jermaine Dupri and will.i.am perform onstage during the Apple Music Super Bowl LVIII Halftime Show at Allegiant Stadium on Feb. 11, 2024 in Las Vegas. Kevin Mazur/Getty Images for Roc Nation

'Yeah!' begins playing the single beginning notes, slightly slowed for anticipation and eagerness. Usher is feeling his confidence, in a sparkly electric black and blue outfit. He immediately jumps into a hip hop routine, perfectly in sync with the other dancers on stage. Ludacris appears for his solo and the crowd goes wild. Lil Jon joins him, as they both gravitate towards Usher. The marching band sounds are brought back and the entire stadium radiates energy, electricity, excitement,

and togetherness. 'Yeah!' sadly comes to a close, immediately transitioning into 'Get Low', still carrying so much passion. 'Get Low' ends on a great note of all the best feelings, and the performers gather around Usher center-stage, forming a sort of huddle. As the music fades, the group chants with full togetherness, "Yeah! Yeah! Yeah!", mirroring an accomplished and proud football team. Advertisements resume, and the third quarter begins.

Fencing

Sports



Rocky River

The Dublin Jerome Fencing team went to the 2024 Rocky River High School Invitational on February 22nd as a part of the Dublin Fencing Club. The fencers who went include junior Noah Huckaby and sophomores Grace Wood and Varsha Balasubramani.

Wood fenced in the Junior Womens Épée bracket and placed 5th over all with Tessa Lavi from Western Reserve Academy taking 1st place and Ava Palfi also from Western Reserve placing 2nd.

Balasubramani fenced in the Junior Women's Saber bracket and placed 5th with Allie Tamaro from Cleveland Fencing Academy placing 1st and Constanza Arriagada from Dublin Coffman High School placing 2nd.

Huckaby fenced in the Junior Men's Saber Bracket and won bronze with Chun Chan from Western Reserve Academy taking 1st place and Haruto Fukuhara from Dublin Coffman High School placing 2nd.

Overall, it was a fantastic tournament with each of the Jerome fencers performing above and beyond in each of their bouts. Each of these athletes will compete in the upcoming 2024 Ohio High School State Championship on March 16th at Upper Arlington High School.



Credit: Grace Wood



Credit: Grace Wood



Credit: Grace Wood

Fencing

Ann Chapman

The Dublin Jerome Fencing team went to the 2024 Ann Chapman Invitational on March 3rd as a part of the Dublin Fencing Club. The fencers who went include juniors Agasthya Prabhakar and Sai Chutkay and sophomores Grace Wood, Sophie Ordonio, and Varsha Balasubramani.

Prabhakar and Chutkay competed in the Junior Men's Epee. Prabhakar fenced well and took first place, winning his D24 rating. Chutkay placed fourth with Elliot Wang from Columbus International Fencing Club taking second place and Quincy Liu placing third.

Both Wood and Ordonio fenced in the Junior Women's Epee. Wood placed fourth and Ordonio placed sixth overall. Ava Palfi and Tessa Lavi both from Western Reserve Academy got first and second place respectively.

Balasubramani fenced in the Junior Women's Saber. She placed third with Kathryn Dunn from Two Ravens Fencing School placing first and Allie Tamaro from Cleveland Fencing Academy East placing second.

Everyone who fenced did extremely well and fenced to the best of their ability. Our team wishes them luck at the Ohio State Championship later this month.



Credit: Agasthya Prabhakar



Credit: Grace Wood



Credit: Grace Wood

Cheerleading

On February 18th 2024, the Dublin Jerome Cheerleading squad competed in the Ohio Capital Conference division championships at Hilliard Bradley high school. The girls took on teams in the central Ohio area, and under the instruction of coach Carla Crawford, they dominated the competition. The squad took home four titles, named champions of the Building, Non-Building, Building Gameday, and Non-tumbling, Non-building division.



On top of that, Jerome was titled Overall Grand Champions of the competition in both the traditional and gameday divisions. Current Jerome senior Annie Herceg reflects on the team's accomplishments from the weekend: "I think OCCs was a great test of our team's hard work and ability to come together. We were able to perform five strong routines back to back, and learned what we have to work on for our upcoming state competition." The squad takes on states on March 3rd at Big Walnut high school, and hopes for yet another successful competition!



The Path of Tech—A Strength or Weakness?

Bryleigh McQuillen

Technological advancement has blown off the charts throughout the past 20 years. But are these advancements meaningful? Being vigilant will help us have open minds about the potential negative and positive impacts of technology. Technological advancement spiked in the late 1800s and consisted mainly of weapons. Nowadays, technology influences our daily lives. Types of technology in our generation have negatively impacted the kids of Gen Alpha, in addition to replacing meaningful jobs with Artificial Intelligence. But tech doesn't have to be all negative, because helpful devices are also being created to improve mental and physical health.



Gen Alpha & AI

On the negative side of AI, technology is influencing kids in a substandard way. This influence has deceived parents into buying entertainment for their kids, not realizing the harm it does to the child. Kids can't stand to be separated from their iPads, Phones, VRs, PlayStations, and Xboxes. Society has even defined the meaning of Gen Alpha, saying it "will lead a 100% digital world". Gen Alpha's are referred to as "iPad kids" because of their frequent screen time. The parent's job is to entertain, help, and educate. But this generation has found a way to teach and entertain children with AI. Getting children addicted to AI in their early life may result in kids losing their imagination. Those who are overloaded with screen time start to become more angry and demanding. Kids who engage in two or more hours daily are more likely to experience behavioral problems and have poorer vocabulary. Not only is their education depleting, but their mood and health are as well.

Research has shown that screen time leads to a lack of sleep, anxiety, and depression.

AI Replacing Jobs

AI has been updated to create paintings, drawings, and write essays. Artists, photographers, and authors all have lives dependent on their drawing, photography, and writing jobs. Buying an art piece created by AI takes the meaning of the piece away, but also the meaning of the artist. If Artificial intelligence keeps updating in the future, will there be any reason for artists at all? Taking the work out of an art piece might benefit time standards, but the feeling of accomplishment will be drowned out.

Advancement In Health Tech

Due to the increase in tech in hospitals, doctors and surgeons are using more and more tech for health reasons. This has both a positive and negative impact on the doctors and patients. Doctor's and surgeon's jobs have gotten way easier. Because of technology, we know more about germs and viruses.

Vaccines have improved greatly over the years, stopping viruses and making it less common for a deadly disease to infect others. This is all thanks to technology and the research behind germs. Although the patients are receiving greater treatment, technology may alleviate work overload. Their jobs could continue to get easier until technology consumes the hospital so much that even the meaning of doctors or surgeons, might begin to fade. What would this science fiction medical world look like? Technology might advance as time passes, and doctors' and surgeons' jobs could become less crucial due to AI advancement.

Space Technology

Another positive of AI and technology includes researching topics that are beyond human reach—for example, space exploration and ocean exploration. We have created machines and tools to help us understand the universe much better. A giant telescope like the James Webb telescope (JWST) has discovered several black holes.

Each one has been recorded to weigh about 1 billion solar masses dating to 800 million years after the Big Bang. We have sent many things into space including Voyager 1, a space rover currently the farthest spacecraft from Earth at about 15 billion miles (24 billion kilometers) away.

In comparison, its twin Voyager 2 has traveled more than 12 billion miles (20 billion kilometers) from our planet. The two Voyagers have taken several fascinating pictures of the planets in our solar system, continuing to travel even farther. If we keep improving, we may be the aliens to arrive on a habitable planet. With improved technology, we can also travel to deep parts of the ocean. Due to the immense amount of pressure, it can be very dangerous to travel at the bottom of the ocean. But with more improvements, we just might in the future.

Technology has grown exponentially over the years. Creating interesting products that help us learn more about the universe, the ocean, and ourselves.

Tech can also have negative impacts on people such as children. It's vital to assess both the positive and negative impacts of things around the universe. What do you think about the path of tech? Is it a strength for the world, or is it a weakness?



Left to Their Own Devices Shirley Gui



Pictured above are the mobile games Plants vs. Zombies™, Jetpack Joyride, Subway Surfers, Fruit Ninja®, Temple Run, Cut the Rope, and Geometry Dash Lite as they appear in the App Store.

We are and have been in a new age of technology. Computers used to take up an entire room, and since then, screens have gotten smaller and smaller— so small they can fit in your pocket. Devices like the iPad and iPhone have become integral to daily life; they are integral to your kids' daily lives; and similar, likely more advanced devices, will be integral to your kids' kids' daily lives. And so on. Boredom is a mainstay of childhood. Sports, clubs, playdates, and homework only take up so much time while you're that young— and so children are often left to their own devices, literally, for usually hours a day; sometimes entire days, if it's a weekend or a break. What kind of content are children these days consuming while their parents are busy or resting?

The effect of video games on children has consistently been a hot topic. However, most children have more access to mobile games than they do video games— a child is more likely to have frequent access to an

iPad or similar device rather than a whole computer or gaming console. Mobile games today are vastly different from how they were just ten years ago, and they will undoubtedly continue to evolve as technology and society's ways evolve. Popular mobile games from the 2000s and 2010s include *Angry Birds*, *Plants vs. Zombies™*, *Cut the Rope*, *Subway Surfers*, *Where's My Water*, and *Geometry Dash*. Many mobile games from that era are still reputable names and are still occasionally played today by the teens and adults that played them when they were younger. Digital games are often blamed for wasting time that a child could spend learning or honing a useful skill, for not requiring any effort and therefore hindering the child's development, and for being addictive, among other things. Still, mobile games from the 2000s and 2010s in particular seem to be a fond staple of the childhoods of the older Generation Z. And even Gen Z is worried about the kinds of mobile games being exposed to future generations.

An anonymous survey was conducted on the topic of mobile games towards people born after the year 2000.

92.9% of respondents had access to mobile games in their elementary school and/or middle school years. That 92.9% was then asked to list as many mobile games as they can remember from that time. The top 10 games mentioned were:

1. *Angry Birds*

2. *Temple Run*

3. *Fruit Ninja®*

4. *Subway Surfers*

5. *Cut the Rope*
6. *Jetpack Joyride*

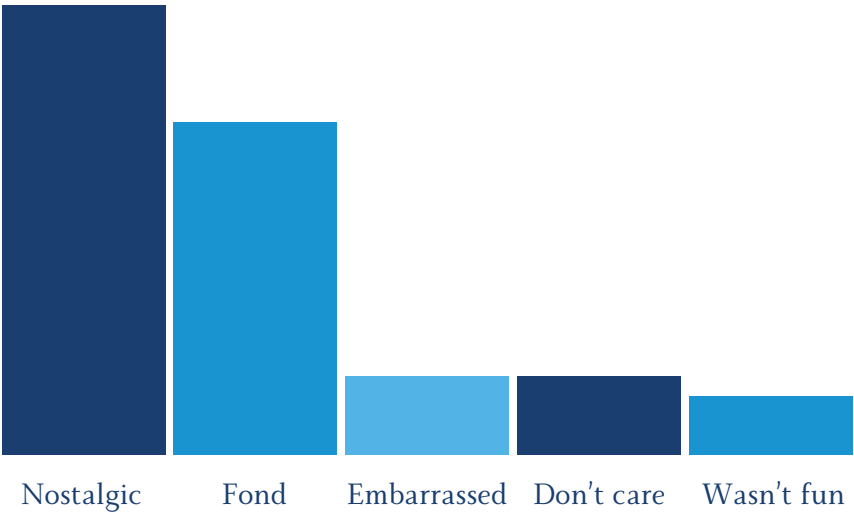
7. *Plants vs. Zombies™*

8. *Minecraft*

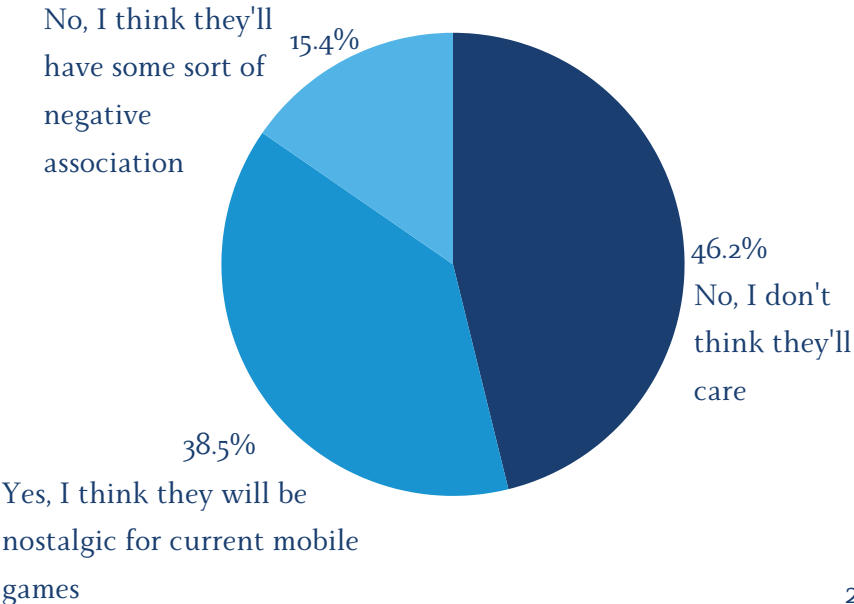
9. *Candy Crush Saga*

10. *Flappy Bird*

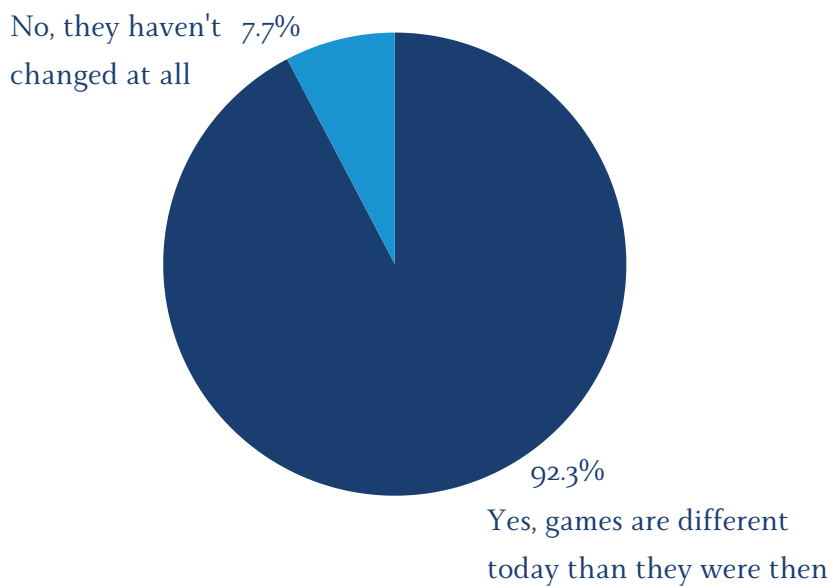
Respondents were asked how they felt about the mobile games they enjoyed as kids. They were able to select multiple options. 88.5% said they were nostalgic. 65.4% said they were fond. 15.4% said they were embarrassed. Another 15.4% said they don't care. 11.5% said that looking back, those games weren't even that fun.



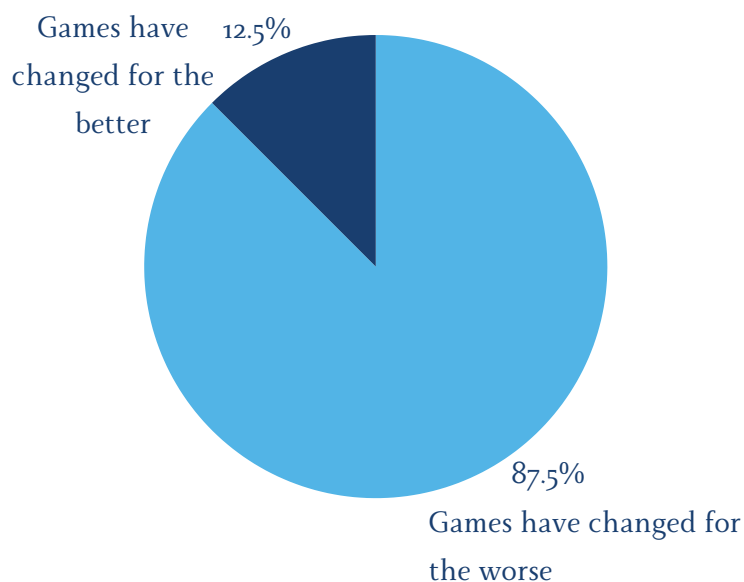
Respondents were also asked if they think children will look back fondly on the mobile games of today. 46.2% said that they don't think kids will care, 38.5% said that they think kids will be nostalgic for current mobile games, and 15.4% said that they think kids will have some sort of negative association with current mobile games.



When asked if they think mobile games today are different from the mobile games they grew up with, **92.3%** of respondents said they think that mobile games are different now, and **7.7%** said that mobile games haven't changed at all.



Of the respondents that said that mobile games have changed, **87.5%** believe that they've changed negatively, and **12.5%** believe that they've changed for the better.



Among the short answer responses from people that think mobile games have changed for the worse, there was a distinct concern for the quality, intention, and appropriateness of the current mobile game market:

"I think that it is evident from current ads for mobile games that developers are much more focused nowadays on generating profit from their games. I think that mobile games have, for this reason, lost a lot of the soul that they had when I played them as a child."

"Ads seem like they only market towards young children so they can convince kids to make microtransactions. Older games are also still enjoyable for adults/teens, but new games do not seem like they will be nostalgic or enjoyable for the children who played them once they grow up."

Other popular opinions included saying that current games are low-quality, designed

for low attention spans, filled with ads, low-effort, and addicting. Keep in mind that these responses are mostly from people only a couple years older than the target demographic for current mobile games.

There was also a particular concern with feeling that the content the games advertise is not age-appropriate for the target audience. Several respondents stated that they found new mobile game ads to be frequently sexual— **“New mobile ads seem more sexual, such as having a half-naked woman in the ad, or like they are projecting a fetish, such as stink lines, etc.”** A common theme of these ads is that they tend to be brightly colored and cartoonish in style, with equally cartoonish music/sound effects, so it is clear that they are marketed towards kids. This tends to be true of most advertisements marketed towards kids, but it is important to note in this particular context due to the simultaneously inappropriate nature of the ads.

If you have a young child in your life that spends a lot of time on their device— be it a kid, niece, nephew, or sibling— ask them to sit next to you for a little bit while they play. They will probably be playing one of

those exact mobile games or doing something that will eventually show them an ad of that nature. These ads are real, and children are seeing them tens of times a day.

There has always been the argument that digital games are detrimental to skill development. And sure, kids could be learning to sculpt or fold origami or make comic books instead of playing mobile games, but it has become a fact of life that most American kids would rather be on a device. There is simply often so much more to do at their fingertips that they can access without having to ask a parent to buy something or drive them somewhere. Mobile games are here to stay.

Not all mobile games are bad. Many older ones are still around, and there's a plethora of new ones that utilize modern development to create intricate, enrapturing games. But those kinds of games majorly aren't being advertised on the same level as these dime-a-dozen, rescue-the-girl, only-people-with-200-IQ-can-solve kind of games.

The concern with mobile games is only one result of rapidly advancing technology. Technology is becoming more and more

interwoven with daily life— it's a little terrifying, actually. With the rise of artificial intelligence, smaller and more powerful devices, machines that are very nearly human... it's important to make sure your kids remember there is a whole world offscreen. Make your kids play outside, or build a pillow fort, or teach them some obscure and complex card game from your youth, or even just let them be bored. Kids can be pretty creative creatures when their minds aren't being rotted by absurd puzzle games that allegedly only 0.005% can solve.

"Games now are very fast paced and many are based around looks or violence."

"I remember the days when ads were the same as the game and also not so sexual and badly made."

"It's all games that are for people with low attention spans and they are just filled with ads too."

"The games are stupid and there is no point to them."

"Low, low quality."

"Everything is just ads and half-baked 'skills' a.k.a. just pulling a lever to get through a level then deal with 30 second ads whenever you click something."

"They just kinda suck 😞."

"The new generations will be iPad kids. They have a lot of access to everything so they will see all games as insignificant."

"They're either more addicting or not as fun as they used to be."

"Games back in the days were better."

"Mobile game ads are stupid."

Anam

Poems

A Sky Frozen In Time

I looked at the stars,
And she looked back at me.
She was preparing food
For the ritual of the gods

I looked at the stars,
And she looked back at me.
In the temple of Athena
Praying for the gift of wisdom

I looked at the stars
And she looked back at me.
Sailing on her longship,
Preparing herself for battle

I looked at the stars
And she looked back at me
Stepped out on a terrace, away from the ball
Long, flowing gown behind her.

I looked at the stars
And the stars looked back at me.
5 girls staring at the same night
All from different moments of eternity.

A sky frozen in time.

History.

A book smells like time,
like a hundred years preserved
in ink and paper.
- Keira Ordonio

Abbey Road

This is my ode to Abbey Road,
Your songs a secret little code.
My favorite song, Here Comes the Sun,
Make me want to jump and run.
Come Together has a fun beat,
And makes me want to tap my feet.
Last but not least, Octopus's Garden,
After Her Majesty's final pardon.
-Aleah Soprano

Haiku

Flowers like a plague
Drier than I imagine
Watch for allergies
-Caroline Simpson