



by ADRIENNE ALVARADO

Adrienne's Avenue: In support of playtime

It's a running joke between my friends and I that we never hang out. On the rare occasion that there is a party or a dance, we might carpool, but otherwise about once a week we make plans that always seem to fall through.

If you are reading this and think that I sound like a loser, first, you're right: I am a loser who claims to prefer napping to being around other teenagers. However, if you, a Chadwick student, seriously think that you have a bumping social life...then good for you.

Yes, my friends and I are seniors, and right now that does honestly suck.

With the foreboding progress grades, college supplements and

work for classes that we really didn't think would be that hard, it is difficult to have the time, let alone the energy, to do all of the other things stated on our activities lists.

But I am a senior. I've been waiting for this year since kindergarten. I should be enjoying it as I have always imagined that I would. The thing is, though, I'm not.

When I talk to my friends, we all complain about how all we do is study and sleep. And at least for me, right now I'm getting pretty fed up with devoting 75% of my weekend to homework and college apps and getting C's on tests in return.

You know "how all work and

no play makes Jack a dull boy"? Well, all work and little sleep makes me miserable, and just like in *The Shining*, it's starting to drive me insane.

I really don't want to be chasing people around through a maze with an axe when our next big social event rolls around, but sometimes it feels like there's no time for play.

I can't say that I'm pulling all-nighters and literally running out of hours in the day to finish my work (I do prioritize my sleep above most everything else in my life), but, regardless, I'm tired.

So why am I tired even if I get at least nine hours of sleep per night?

I think the answer lies in that in the first two weeks of school, I actually went off-campus with my friends and we did more than talk about just how stressed we felt.

I sat around after school, went to the football games, and chased my friends because I wanted to. For a few hours, I was actually thinking about something other than the fact that I really should have been working: I played.

I've certainly let loose and had stress-free fun more recently, but I think I need to have a little bit more fun than I have been allowing myself. No, I shouldn't be allowing myself to play—I should just play when I feel like it.

Yes, working hard and do-

ing well will get me into college, but what good does getting into college do if I'm a depressed, stressed-out, anti-social kid with a great work ethic? In my opinion, I don't think that I would be reaching my full potential.

At the end of the day, I think that I would be doing myself a great disservice to write off the power of playtime.

Instead of canceling our plans, my friends and I should maybe try next time to actually go to the movies on a Friday night, or maybe us seniors shouldn't put off our class bonding because we're tired and need to work. I think a break for play will help us all in the long run.



by DAVID DING

The Ding Report: League of Legends



A crowd of more than 40,000 filled the Seoul World Cup Stadium to witness the League of Legends title showcase.

Why is it that the Staples Center can be sold out in an hour and a half to a bunch of gamers? Why is it that someone would be willing to travel a few thousand miles to watch people play a video game for three hours?

Welcome to the world of League of Legends...the game that is making history.

Five years ago, co-founders Brandon Beck and Marc Merrill of Los Angeles released the beta version of League of Legends, a high-paced multiplayer online battle arena (MOBA). Like all MOBAs, League of Legends contains a map or "arena" where two teams of five people battle it out. This map, referred to as "Summoner's Rift," is mirrored across the middle, so each side has a fair advantage.

Players control a champion of their choosing to battle it out on the Rift. There are currently 121 unique champions available, with one being released every few weeks. Each champion has its own unique set of skills, which players control using a mouse and keyboard.

Summoner's Rift contains three paths where players can

travel: a bottom path, middle path and top path. These paths contain three turrets--towers of fortification--each that are generally too powerful for teams to destroy themselves; they must fight them with minions. Each team has minions, weak fighters that spawn every 30 seconds and are common to both sides.

Minions are mindless creatures that basically don't stop till they're dead. Teams utilize these minions to absorb the high damage that enemy turrets deal out, enabling teams to destroy the enemy turrets while these turrets are distracted by the minions. The end goal is to destroy the enemy team's nexus.

Teams must destroy at least five turrets to damage the nexus, but most teams destroy more because turrets provide a lot of gold on death.

Gold is obtained from killing enemy champions, minions, neutral creatures and enemy structures. Gold can be used to purchase items that provide either defensive or offensive bonuses, depending on the player.

The general trend is that the team with more gold is more likely to win. The winning team progresses in its ranking, while the losing team loses rank. The top teams and players have the opportunity to go big.

League of Legends has one of the most popular competitive scenes compared to other games. Every competitive League of Legend region--North America, Europe, Korea, China and Southeast Asia--has a different structure to their competitive scenes. North America and Europe have two splits per year: summer and spring. Each split is a round-robin between eight teams, where all teams play a total of 30 games for 10 weeks.

At the end of the spring split, the top five teams are guaranteed to continue playing, but the bottom three have to play the top teams not in this scene to fight for the spot. The summer split is exactly the same, but the top three teams qualify to compete in the League of Legends World Championship.

The top three teams from every region and two international

wild-card teams from regions not listed above compete to determine the best League of Legends team in the world. The first World Championship, in 2011, included about 100 live spectators, mainly employees, and approximately 100,000 online viewers.

Just three years later, last month, those numbers would increase to more than 40,000 spectators inside the Seoul World Cup Stadium, plus an online audience that is expected to be announced as having exceeded last year's total of 32 million. The League of Legends scene constantly updates, mainly because every six months new professional teams emerge. A spot to compete "with the pros" is always up for grabs, meaning that no current pro player has a stable job.

The competitive scene is slowly becoming more and more like a real sport's. Team structure and stability becomes ever more essential. Billion-dollar companies such as Samsung, SK Telecom and Coca-Cola are sponsoring teams. Currently, the minimum required for a team to succeed, besides the players, is a manager and a gaming house.

Typically, most teams add coaches for individual improvement, analysts to watch replays of

games, even therapists to manage the pressure to succeed. Organizations control these teams and constantly look for improvements.

Top players have been offered million-dollar contracts. A player's spot on a team can easily be lost because a better player is available.

One can only imagine the stress on players when not only their team's spot in the competitive scene could be lost, but also their own positions. Teams usually have 40-hour practice weeks, with some reaching 80 hours.

League's competitive scene is not something to be taken lightly. League of Legends is creating the image of eSports as a whole, and the scene is only going to become more competitive every year.

Personally, I am part of the top 1% of North American players. Pros are generally among the top 1,000 players, or 0.01%. Unlike other sports, players can compare themselves to the rest of the world at the click of a button.

Teams are having less and less trouble finding mechanically strong players, which just adds more stress to current pros. But then again, the benefits of being pro are never ending.

Can you imagine making a million dollars a year playing video games?



Imagine Dragons' Dan Reynolds performs at the 2014 World Championship.