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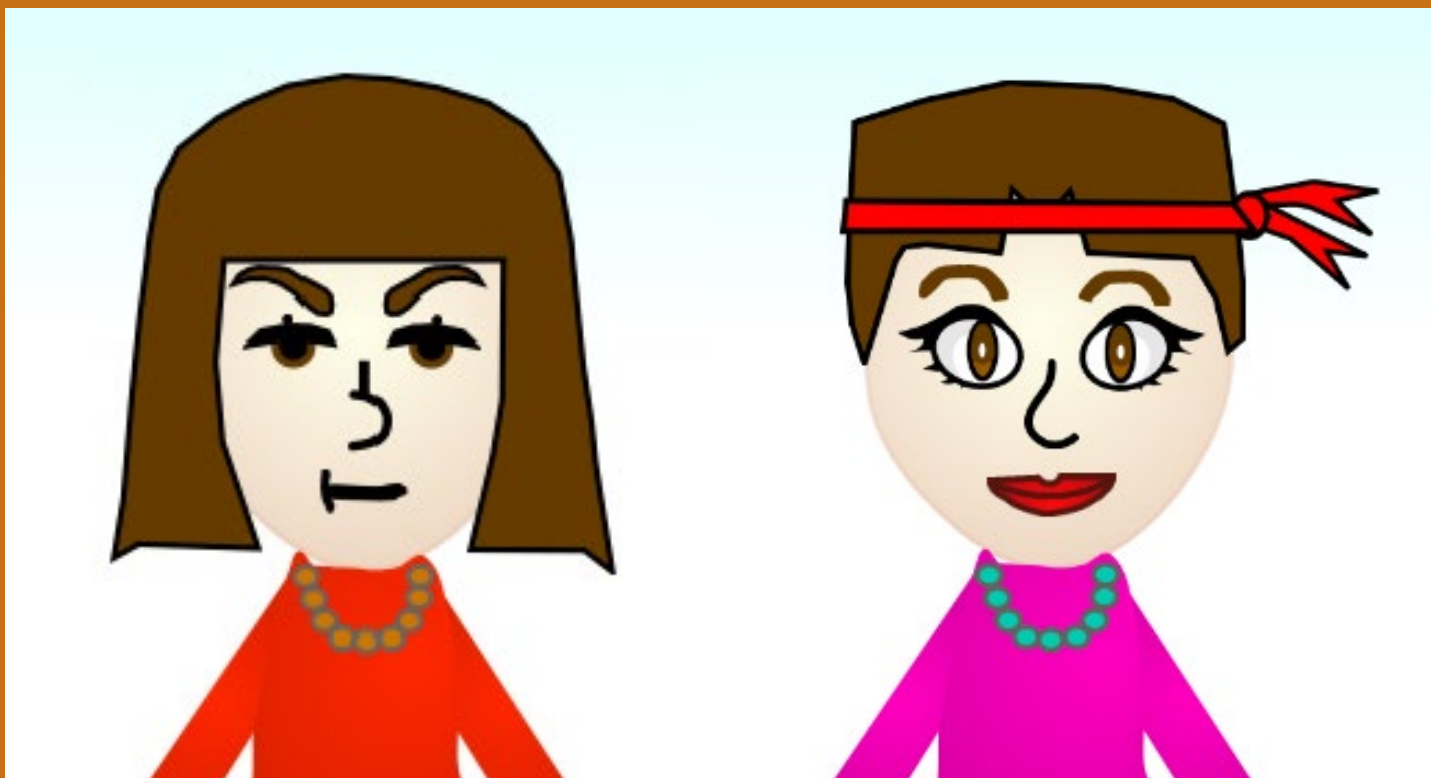


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Let's Throw It Back

Okay so our childhoods weren't... great. Like, they were fine. There are advantages to being older, is all we're saying! But even we catch ourselves wanting to be kids again every now and then. Well, until we think about it too hard. But there's something about having no responsibilities and only being worried about your immediate friendships that's so appealing.

Like, what if we wanted to stop worrying about how much cheese costs for one second? And remember how great it was to have no sense of how much money's worth? \$20 might as well have been \$20 million, let alone \$100. Because it turns out money is kinda expensive. You mean if we work for an hour at a shitty job, after tax, we'll still barely be able to afford bubble tea, or a lunch out? Damn. The same thing applies to our perception of time—a 30 minute car ride would feel like we were heading all the way out of town. Now, a whole month passes by like 30 minutes.

While you're still living in childhood, it's easy to get sucked into the small things. Getting a new toy? Amazing! Being able to watch your favourite TV show after school? Best news ever! Parents bought your favourite snack? Life is sweet. However, as children we are only so limited with our

worldviews, what we know, and what we pay attention to. One small good thing meant everything else was also good. Getting told off (to put it lightly) is all okay because we got that other thing that we really like—and that's really all that matters in the end, right? And because we were children, we were supposed to bounce back from anything good as new... right?

Childhood was also a time of relative innocence. Sure, maybe that's just because we're all perpetually online now, but we do miss lacking knowledge of systemic racism. At least, less thorough knowledge. We had a sense of it when kids made fun of our lunches, the way we spoke, and the way we look. But at least in childhood there was the loving arms of Poptropica and Wii Sports characters to catch us. The world would always resolve itself at the end of the 10 minutes of a *Spongebob* episode. Sure, kids were mean, but it did somehow seem easier to find the good stuff in all the mess. Maybe because everything was novel, and the world was still wonderful and mysterious. Now we've all done too many drugs and been fucked too much (by the universe that is, get your mind out of the gutter).

But for real, we remember a time when we really did believe that if you worked hard, you wouldn't face any obstacles. A time when girls were just as good as boys and that was it, end of story. Now, we have to deal with all the complicated, hard stuff about systemic inequality and pay gaps and policing of bodies. Y'know, concepts that are hard to understand until your frontal lobe is more developed. And on that note, if you're going to whinge more about the lack of "manly" content, please stop emailing us. Seriously, we can't take any more misogynist emails. Our tiny violin is getting tired.

But even if some of us are still acting like children, for the rest of us, that simple time was in the past, and we miss it. So, we've dedicated this issue to the past—how it shaped our present, and how it'll shape our future. Sit back, and time-travel with us.

XOXO

Arohanui

Flora Xie (she/her) and Naomii Seah (she/they).

Z Energy Lecture Disrupted by Climate Activists



JESSICA HOPKINS (SHE/HER)

Last week, a group of climate activists including UoA students disrupted Z Energy CEO Mike Bennett's lecture at the University of Auckland. Craccum's News Editor Jessica Hopkins was on the scene to watch it all go down, except for Z Energy's carbon emissions

The Business School recently invited the CEO of Z Energy, owned by Australian oil giant Ampol, to give a presentation about "transitioning to a low carbon future." Spoiler alert, it wasn't received well.

Members of Extinction Rebellion, supported by Fridays4Future Tāmaki Makaurau and 350 Aotearoa orchestrated a joint protest on 4 August, condemning the University for giving a platform to one of Aotearoa's biggest carbon producers.

Z Energy is the second worst climate polluter in the country according to the Environmental Protection Authority.

Around 30 protesters rose from their seats in the lecture theatre, and delivered a passionate chant accusing the CEO of greenwashing and calling him a "climate criminal."

Most of the protesters including UoA students left the lecture hall singing the activist song 'Which Side Are You On?' after being ordered to leave the University by event organisers.

Protest spokesperson Adam Currie criticised the University for removing the protestors from the lecture.

"The University tells us to be the critic and conscience of society, yet students are being expelled from the University premises for doing exactly that."

A few activists stormed the stage to display a large banner that said "just stop oil". Security arrived shortly after, and despite threats that they would be arrested, they continued protesting for the duration of the lecture.

Z Energy is the second worst climate polluter in the country according to the Environmental Protection Authority.

Some members of the audience told the activists to "grow up" and "shut up" with one older audience member singing 'So Long, Farewell' from *The Sound of Music*.

When one climate activist proclaimed, "What about your children?" the same audience member yelled "I don't have any fucking children."

Olivia Bird, a UoA student and member of Fridays for Future said in response to the audience members comment: "Believe me, I wish I could shut up and grow up peacefully, but the world that Z is creating does not allow me that privilege. That is why I am here."

The Business School told *Craccum* that it is important for students to "hear from all sides of the debate."

"Energy companies such as Z Energy have an important role to play in helping to create a low carbon future. As the promotion for the event asked: how does Z Energy move from being in the middle of the problem to being at the heart of the solution?"

Z Energy says they do not wish to comment on the matter.



Commoners Get Wealthy: Commonwealth Games



CHARLIE PARKER (SHE/HER)

This week *Craccum* is bringing you sports news, (yes, you read that correctly). The 2022 Commonwealth Games took place from 28 July 'til 8 August, with 72 nations/territories participating. New Zealand sent 223 athletes to Birmingham to compete in the games.

New Zealand finished fifth on the table with 49 medals including 20 gold medals, 12 silver medals, and 17 bronze medals. Cycling brought half of the gold medals home in track, mountain biking, and road biking. Cyclist Aaron Gate was awarded four of the ten cycling medals and was statistically the highest performing gold winning athlete. The other gold medals are as stands; five in swimming, three in squash, and two in athletics.

Coming in first at the Games was

Australia, who were also the winners in the last 2018 Games, with New Zealand just shy of their 178-medal total. Despite New Zealand losing out to their Oceanic rivals, the country performed significantly better than in 2018 where only 15 gold medals were won.

One of the outstanding performance stories from the Games was when Imogen Ayris, a University of Auckland student, who won Bronze in the pole vault category with a broken foot—though she didn't know it at the time. Jake, a Science student at the University, says, "It's amazing to see student athletes winning on an international stage. A lot of the time I forget that athletes are doing the same things I am, like cramming an assignment or waking up for a dreaded 8 am lab. It's insane they can balance it all, I have so much respect for them."



For a more in-depth look at University of Auckland athletes, next week *Craccum's* Features section will be bringing you a showcase of interviews with the student athletes who competed in the Games.

ILLUSTRATION BY MICHELLE TIANG

CONTRIBUTIONS WANTED!!!

KATE
&
UBUNTU



Always wanted to see your creative content - be it your own story, poems, drawings, etc - published in a magazine for students? Well now is your time! We are looking for contributors for 2 of our magazines being published in Semester Two.

First up we have Kate Magazine! Launching in Suffrage week, Kate is looking to share the thoughts, life, her-stories of our female-identifying students to the rest of the student body. For more information, or to submit your creative pieces, please email the Women Rights Officer Folau Tu'inukuafu at wro@ausa.org.nz

In addition, we have our first-ever International magazine looking to explore the diverse nature of our students who attend Waipapa Taumata Rau from all countries - onshore and offshore. Headed by our International Officer Varsha Ravi, we would love to see the colourful backgrounds of our International Students filling the pages of this new magazine. For more information, or to submit your never seen poetry, art pieces, stories, etc. please email Varsha at iso@ausa.org.nz.

We look forward to seeing your contributions!

It's Not All Sunshine and Rainbows: Homelessness in the LGBTQ+ Community



CHARLIE PARKER (SHE/HER)

"An Introduction to Rainbow Homelessness" is a knowledge brief made by *Making Space* in collaboration with RainbowYOUTH and Te Ngākau Kahukura that aims to create an inclusive knowledge basis for homelessness in the rainbow community, so that safe and effective housing services can be made.

The brief showed that Rainbow-identified participants in the YOUTH19 survey were 10% more likely to report housing deprivation, and that almost one in five trans or non-binary people have experienced homelessness. Māori were also overrepresented in houseless populations, and that people part of the Rainbow community were more likely to rent. The issue was listed in the report as being an international issue, with one referenced study stating that youth members of the Rainbow community being 120% more

likely to experience homelessness. New Zealand is currently lacking in comprehensive data on LGBTQ+ housing.

The brief discussed the factors that contribute to homelessness, listed as structural factors (homophobia), system failures (economy), and personal/relational factors (familial breakdown). Barriers to being able to get out of homelessness included welfare, employment, education, housing, and healthcare. One University of Auckland student who wishes to remain anonymous says, "Coming from a very religious family I always expected to get kicked out if my parents found out I was gay, and then just after I finished school my sister said she was going to tell them. I had to just leave the next day before she told them, I couch surfed for weeks until I had enough money to live somewhere."

Recommendations made by the brief included adopting an anti-discrimination policy, additional support for Rainbow Community, more confidentiality policies when dealing with sensitive personal information, and encouraging support staff to adopt and develop more inclusive and accessible environments. It also suggests a consistent review to the policies and strategies to ensure the LGBTQ+ community are receiving effective and consistent support.



Thursdays in Black Speak Against Return of Convicted Rapist



CHARLIE PARKER (SHE/HER)

CW: SEXUAL ASSAULT

On 5 August, the University of Auckland's Thursdays in Black campaign group announced they had submitted an open letter to the Department of Corrections regarding the mishandling of a convicted rapist returning to the University campus.

On 4 August, *Stuff* reported that the convicted rapist, who was serving a 12-month home detention sentence for the rape and sexual assault of five victims, was allowed to return to campus after only serving three months of the sentence. No consultation with the victims, the University, or other students the perpetrator poses a risk to, has been noted. The perpetrator is

allowed to attend all classes and study on campus. Thursdays in Black Branch Director, Vivien White, and the executive, told *Craccum* that "Risk assessment has to balance rehabilitative benefits against the public safety interest".

Thursdays in Black say the handling by the Department was "unacceptable" and "dangerous". They say that "It's always disheartening to see perpetrators' interests being given more power than the survivor and our University community's well-being". The Department has "leaned on" the current system of Victim Notification Register, which notifies victims and survivors about offenders to defend their actions; however, this is an opt-in

system that requires you to be a victim of a 'serious crime' and the submission of personal details.

The group also told *Craccum* that students have expressed frustration and disappointment regarding the issue but were not surprised at how it was handled. Thursdays in Black say that "At the end of the day, 12 months home detention is outrageous. This was simply a poor demonstration of justice for the five young victims who pressed charges and will face a lifetime of trauma." The group will be taking further action if the letter is not responded to.

Remastered or Reprobed?: Childhood Video Games get a Makeover



CHARLIE PARKER (SHE/HER)

Destroy All Humans! 2—Reprobed is not the first early 2000s game to be remastered, however the game has been met with excitement by many avid gamers with the release date of 30 August. Regardless of your feelings on the release, *Craccum* takes you through the ins and outs of how old games are being given new life.

The original *Destroy All Humans* series took the gaming world by storm, straying very far away from the classic alien games such as *Oddworld: Abe's Odyssey*, with a third person, open world approach. You can read the review of the original game on page 23. The remastered edition has been built from scratch in Unreal Engine 4 by the same creators who remastered the original *Destroy All Humans* in 2020. Remastered versions of games are described as an HD version of an original with minor technological improvements, keeping the playthrough and gameplay relatively the same. Alternatively, a remake is when an old game is redone with new elements, such as a new storyline or side missions, updated or extra DLC, graphics that are different to the original style. Both techniques are used to keep up with new and more popular consoles, and new design and software technologies.

The *Reprobed* remake includes all the original weapons and Meteor Shower feature, with the classic Cryptosporidium skins all available, and the DLC the same. However, the open world maps have been made larger and more open world, allowing players to explore Bay City, Takoshima, Albion, Tunguska, and the Moon. New skills can be attained by abducting humans from different countries and blending their DNA together. New skins have been added to the collection, and if the *Need for Speed* game franchise didn't fulfill your customisable vehicle needs, *Reprobed* allows you to change the paint job of your flying saucer.

The first game to ever be remade was *Mario Bros.*, switching the gameplay from an arcade platform to a Nintendo Entertainment System. Since this, hundreds of classics have been remade or remastered, such as numerous *Grand Theft Auto* games, all three *Jak and Daxter* games, and games like *The Last of Us* which saw a PlayStation 4 remastered edition released only a year after the original. The concept of remastering and remaking raise questions around how video games are preserved, and whether these concepts destroy or add to the integrity of the game. It's argued that the remastering of a game revitalises the classic games that have forefronted the industry. However, remaking a game may lead to substantial changes in plot, weaponry, and console control that may not give the nostalgic taste of the past. In contrast, the remaking of a game can give an entirely new experience, such as moving from an isometric perspective to first-person, which develops the person's attachment with the characters or the gameplay.

Demaking is also a concept becoming popular in the gaming community, which is the antithesis of a remake. Fans take a game that was originally made for a more modern console, for example a PS4, and they remake the game how they would imagine it would be played and showcased on an earlier console, such as a PS1. Instead of

adding a modern twist to the game as remaking does, the creator hopes to restore the nostalgic and traditional elements of video game technology to a contemporary storyline.

Further remake and remaster releases for the year include *Pac-Man World Re-Pac* a remake of the 1999 *Pac-Man World* to be released 26 August, *The Last of Us Part II* to be released on 2 September, and *Call of Duty: Modern Warfare II* to be released on 28 October.



2023 AUSA Elections: Meet the Candidates



JESSICA HOPKINS (SHE/HER)

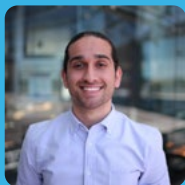
The nominees for the 2023 Auckland University Student Association (AUSA) Elections are in, and voting is open on AUSA's website from 15 August to 19 August. The elected executive advocate for student voice in University policy, control funding for hardship grants, run student spaces like Shads, and organise events on campus like O-Week.

Craccum asked our 12 candidates (~1 who didn't respond), why they should get your vote, and other important questions like their go-to Shads drink.

Alan Shaker (he/him)

Running for: President.

Studying: Fourth-year Bachelor of Arts in History and Politics / Bachelor of Science in Exercise Sciences.



Why should students vote for you? I've been the Education VP for the last two years and in that time I've seen AUSA grow from strength to strength. I've seen what needs to be done to make effective change, and I also know the areas in which AUSA needs to do better. I've got the experience, passion and skills to make sure students are put first.

Fun fact: I was born on the other side of the world in Norway.

Go-to Shads drink: Vodka Cranberry.

Do you read *Craccum*? Of course :)

Danico Vanwyck Castro Rico (he/him)

Running for: President, Welfare Vice-President, and Engagement Vice-President.

Studying: First-year LLB/BA, majoring in Law, Politics, and Philosophy.



Why should students vote for you? I'd like to enlighten and inaugurate you to your benefits if you vote for me. That I, myself, as a previous class representative from previous classes,

have acquired and refined. If you vote for me, I can promise you an ease of communication and approachability. I may or may not look intimidating to some, but the case will always be the same. If you vote for me, I can promise you honesty and truthfulness. I believe that these are the foundation of trust between us, peers. I'm an open book. And if you vote for me, I can promise you my commitment to helping others.

Fun fact: I sleep right next to my cat.

Go-to Shads drink: Never been to Shads, but open to trying new things.

Do you read *Craccum*? Not often, but occasionally when I get the chance to.

Ruisong Xue (Ray) (he/him)

Running for: President.

Studying: Masters in Mathematical Modelling and Engineering. 2022 is my final year, so if I'm elected, I will be working full-time for my AUSA role.



Why should students vote for you? Through my five years of university life, I saw a large number of students disconnected and under-represented by AUSA. Some of them even didn't know how AUSA could support us. My aim as the president is to consolidate our AUSA framework and develop better channels for students to raise their voices. Students should know more about what AUSA is working on. Their voices should also be collected more proactively instead of waiting for a certain matter to happen. Trust me, and we can certainly do better than this!

Fun fact: I like Chinese calligraphy very much and remember myself handwriting 500 bookmarks for our 2020 and 2021 Club Expos.

Go-to Shads drink: Will certainly grab a drink in Shads if I'm elected.

Do you read *Craccum*? Yes, especially for this issue! Joking aside, *Craccum* is a fantastic representation of students' life and thoughts. It is not only something very worth reading, but also super enjoyable to read.

Amol Kumar (he/him)

Running for: Treasurer-Secretary.

Studying: Fifth-year BCOM/BE(Hon), majoring in Finance, Economics, and Mechatronics Engineering.



Why should students vote for you?

I've been here for five years and have experienced a bit of everything; the \$100 Ubers, four-day benders, and four hours of sleep when you have four assignments due but still need to go to work. I'm finally at the stage where I have found myself and have the courage and power to give back and help others. I've been a part of two faculties, many clubs, had five different part-time jobs, and ran one of the largest University programmes, the Uniguides programme. I've talked to and tried to understand thousands of students with the one goal of improving their university experience. Joining AUSA is the next step in making this dream a reality. My [degree], combined with my understanding of the broad range of student needs, makes me the perfect candidate for this role.

Fun fact: I have matching pink butterfly earrings with my four-year-old niece.

Go-to Shads drink: Jager Bombs for sure bro.

Do you read *Craccum*? Hell yeah, I even got featured in their Fashion edition last year!

Mahek Nagar (she/her)

Running for: Education Vice-President, Women's Rights Officer, International Students Officer.



Studying: Second-year BSci, majoring in Psychology.

Why should students vote for you?

Because I understand how difficult it is to be a university student at times, and it does help when you have a person in

charge who gets that.

Fun fact: I have been on a personal mission to join every literary fandom there is since I was 11, and got my hands on Harry Potter (I don't discriminate between genres).

Go-to Shads Drink: The legal age for drinking in Mumbai is above 25 (I KNOW).

Do you read *Craccum*? Is anything other than an absolute yes an acceptable answer?

Qun Ma (Qun) (she/her)

Running for: Education Vice-President and Welfare Vice-President.



Studying: Third-year doctoral candidate in the Faculty of Education and Social Work.

Why should students vote for you? I truly understand it is critical to reach a balance between our studies and social life. Students like me would like to see the simplification of funding [and] logistical procedures that can speed up the delivery and wrap up of different academic and well-being projects. Also, we need to expand our funding resources to support more programmes growing and improving.

Go-to Shads drink: Sorry, I do not drink alcohol lol another fun fact. But I do wish to go to Shads to mingle with you guys.

Do you read *Craccum*? I haven't gotten a chance to read *Craccum* but I wish I could have done that.

Varsha Ravi (she/her)

Running for: Education Vice-President.



Studying: Fifth-year LLB/ BGlobalSt.

Why should students vote for you? I've got the AUSA experience needed for the role and I'm super passionate about advocacy.

Fun fact: My name means Rain!

Go-to Shads drink: Gin and Tonic or a classic Shads Jug.

Do you read *Craccum*? I am a *Craccum*

enthusiast! I save all the middle pages!

Folau Tu'inukuafe (she/her)

Running for: Engagement Vice-President.



Studying: BCom/ BSci majoring in Accounting, Innovation and Entrepreneurship, and Chemistry.

Why should students vote for you?

Students should vote for me because I work my butt off trying to engage as many students as possible. As a student that has been here for a few years, I know the importance of student culture and the role it plays in ensuring students are comfortable on campus. A happy student means happy grades!

Fun fact: I'm a dog mum to a (nearly) two-year-old Labra x Staffy named Athena and she's my actual life.

Go-to Shads drink: Odd Company.

Do you read *Craccum*? Yes of course!

Theo van de Klundert (they/them)

Running for: Queer Rights Officer.



Studying: Third year of a BA/ LLB, majoring in International Relations and Religious Studies.

Why should students vote for you? I am currently the incumbent Queer Rights Officer seeking reelection for 2023. Under my leadership, AUSA and the Queer Student Council have pushed for the hiring of a new Rainbow Student Advisor to meet national tertiary Rainbow support standards. I also re-designed Queer Space, which has seen new life return to the space after lockdown. A vote for me is knowing that the QRO will always have your back. I passionately believe that the meaning of equity in student politics is about empowering students to make positive change.

Go-to Shads drink: Definitely a G and T, call me bland.

Do you read *Craccum*? I do read *Craccum* and have been a contributor.

Layba Zubair (she/her)

Running for: Women's Rights Officer.

Studying: First-year LLB/BA, majoring in Psychology and Education.

Why should students vote for you? I don't want to persuade anyone to vote for me by listing the titles to my name, or the achievements that I have [but] if there is anything I'm good at it's taking action. Uni should be a place that is safe for anyone who identifies as a woman, and I can assure you as WRO, I'll commit to making that a reality. Instead of focusing only on my own goals, I want to put the students' voice first, and make sure that I fulfil those needs.

Fun fact: I'm a huge Harry Potter fan and my biggest flex to date is that I worked for MuggleNet, a Harry Potter fansite.

Go-to Shads drink: I haven't been to Shads yet, but I do like sweet things.

Do you read *Craccum*? Duh, what kind of an Arts student would I be if I didn't?

Kelly Misiti (she/her)

Running for: Postgraduate Student Officer



Studying: Third-year doctoral candidate researching the teaching practices and policies of refugee background English language learners.

Why should students vote for you?

Students should vote for me for this position, given my experience as a former Vice President of the Postgraduate Students' Association (PGSA) and the current AUSA Postgraduate Officer. This year I have worked hard to advocate for the fees-free Masters extension and collaboratively design a memorandum of understanding between AUSA and PGSA. I chaired a monthly subcommittee with multiple postgraduates from cross-faculty student associations, spoke at many consult groups on behalf of postgraduate rights at the University, and worked with various postgraduate student support advisors across different faculties.

Fun fact: I'm working towards my divemaster training this summer and love anything water related!

Go-to Shads drink: An ice cold beer.

Do you read *Craccum*? Yes.

The Real Cost of Snapchat Filters

How Snapchat paved the way for Tiktok's plastic surgery movement

GRACE WELLIK (SHE/HER)

CW: BODY DYSMORPHIA, MENTAL ILLNESS, SOCIETAL RACISM, COSMETIC SURGERY

From using the dog filter at the age of 10 to founding first-year halls' group chats, Snapchat has been a major player in the online social life of our generation. This isn't a coincidence. Snapchat was founded by a group of students, so naturally, we're the perfect group of people to become obsessed with it. However, when I look at my time using Snapchat, I don't see a happy collection of memories. In fact, I don't really see myself. All I can see are the eye-catching filters that defined my 2010s.

To be clear, I'm not anti-social media. In fact, I post almost daily content on my public Instagram, and I'll happily get into a debate with a boomer about why social media isn't the reason their kid is on SSRIs. But I can't deny the effect that Snapchat and its successors have had on the mental and physical health of my peers and me.

Snapchat was the first social media app to have realistic filters. Despite their colourful, often extreme look, the base of all of the classic Snapchat filters is a face-altering, "perfecting" effect—an effect that took the world by storm. Snapchat created a new kind of insecurity for its users. Until Snapchat, people could only compare

themselves to others. But Snapchat standardised beauty in a new way. It allowed us to see what we would look like with flawless skin, bigger, brighter eyes, and a skinnier face. Where other media could only project beauty standards onto its consumers, Snapchat had curated a list of things wrong with YOU.

When I first started using Snapchat, one of the first things I noticed was how different I looked in filters and how 'normal' the filtered look was. My jaw was too wide and lacked definition, my skin wasn't smooth enough, my eyes were too small and dark, and my cheeks were too chubby. In fact, I couldn't find a single photo that I had taken of myself between the ages of 11 and 14 without a filter or some form of editing in my iCloud storage. And I'm not alone. Almost every student I talked to felt Snapchat had affected their body image. One told me, "I remember being little and not really having an opinion on how I looked. I was satisfied and didn't really care. I feel like my self-image has changed a lot, very negatively. I compare [my] real self with my filtered version and get frustrated and it makes me sad, always unsatisfied."

This sense of a lack of self-worth and beauty is so common it has its own medical label. The American Medical Association of Facial Plastic Surgery Journal calls it 'Snapchat Dysphoria'. In the 2010s, many plastic surgeons found themselves in a peculiar position. Clients would come to them asking for surgery to make them look more like they do in Snapchat filters. Filters encouraged people to set unattainable appearance goals in the name of seeing what could be. Surgeons also saw a rise in clients of colour asking for surgeries to make them fit into white, European beauty standards. Requests for double eyelid surgery, nasal rhinoplasty, and skin

However, when I look at my time using Snapchat, I don't see a happy collection of memories. In fact, I don't really see myself. All I can see are the eye-catching filters that defined my 2010s.



lightening procedures all increased as Snapchat gained more users.

A UoA student I spoke to recalled seeing a popular Asian influencer posting about getting double eyelid surgery after years of advocating that Asian features are beautiful: "I felt

betrayed, and it wasn't her fault... I just felt like if she saw herself as more beautiful when she didn't look like me, then I wasn't beautiful."

This change in self-image comes from a change in mental health and is more damaging than one might think. Psychiatrists have found direct links between Snapchat filters and Body Dysmorphic Disorder (a type of Obsessive Compulsive Disorder that affects body image). This is especially concerning as OCD is a form of neurodivergency, meaning that people who develop it incur physical changes in their neural pathways. Snapchat is literally changing its users' brain chemistry.

We know that Snapchat has adverse effects. However, its user base is declining. So, does this really impact current social media users? In short, yes, and it's worse than it seems. Snapchat embedded filters into their platform, but the effect didn't stop with them. Filters, and more recently AR, are a staple in all major social media platforms, from Facebook to TikTok. Technological advances make it easier than ever to create an incredibly realistic filter.

Tiktok and Instagram Reels have both normalised the use of filters to the point where it is weird to not use one. One UoA student shared, "It can definitely mess up the way you see yourself, since the filters change your face so much. They also create so much dissatisfaction about the way your natural face looks [...] filters destroy the way a lot of users see themselves and set many standards that are completely unattainable, both regarding beauty and productivity, where everyone seems to be always happy, always flawless and productive, living a perfect life." For a lot of social media users, it isn't just about how one looks. To not look like the filtered version of yourself is to be an outsider in the world of social media. If you don't look good enough, you're not good enough.

This is especially concerning when considering how personalised Tiktok and Instagram algorithms are. With a hint of insecurity, these apps can give you personalised content on where to get lip fillers and BBLs (Brazilian Butt Lifts). In fact, the BBL hashtag has 6.3

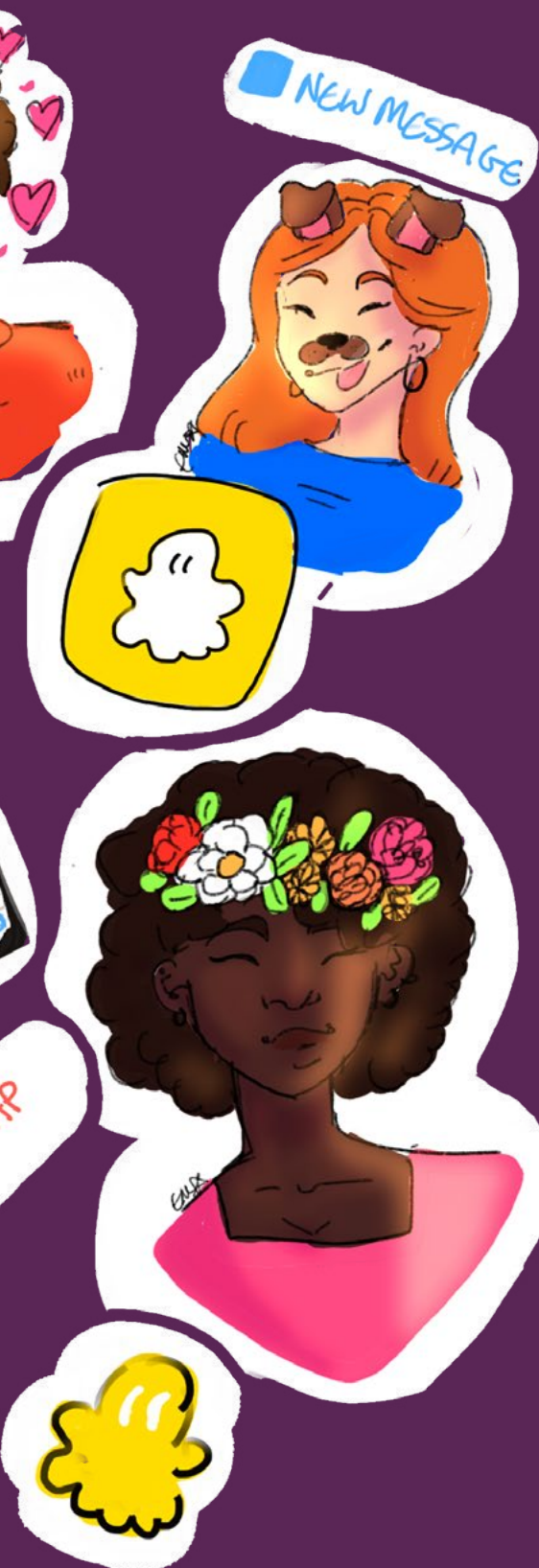
Where other media could only project beauty standards onto its consumers, Snapchat had curated a list of things wrong with YOU.

BILLION views on Tiktok. Because why stress about what you look like when you can have the perfect body with a little botox and silicone?

According to the British Association of Aesthetic Plastic Surgeons, in the last few years, searches for cosmetic procedures have gone up by 138% and are continuing to increase. This isn't isolated to Britain or the US. Many of the students I talked to expressed that they have considered or received cosmetic procedures because they view themselves physically unworthy compared to those they followed on social media. One student said, "I obsess a lot about the way I look, compare too much, think too much about the way I 'should' be and I don't even know how to start accepting myself for who I am."

Social media has created an environment where we move away from true self-love and acceptance and toward seeing ourselves as a commodity. When we derive our worth from looking good enough, being conventionally beautiful, and having an aesthetically pleasing life, happiness is no longer a value, no matter how hard we try to convince ourselves otherwise. Instead, the goal becomes to create a life that others believe is worthy, important, and beautiful. We start to sell this image of ourselves in which we are unattainably perfect, and then we have to keep up with that image, never letting the mask slip.

Looking perfect becomes a crucial part of our identity. So much so that we start to sacrifice our happiness, relationships, financial security, and health. Snapchat and society tell us that if we become a little bit prettier, a little bit thinner, a little bit more conventional, we will finally be happy.



My Mum Killed my Tamagotchi and I Still Cry About It

Looking at the "Tamagotchi effect" and the impact of our connections with virtual characters



GRACE BURTON-MCKEICH (SHE/HER)

Imagine the gentle click-clacking of cheap plastic and the shrill giggle of eight-year-old girls. Around their necks are brightly coloured lanyards miraculously bearing the weight of multiple... Tamagotchi—the toy I could sniff out in any Warehouse or Toyworld and the root cause of (probably) my first encounter with the negative consequences of addiction.

Being the rebel I was, I took my Tamagotchi to school one day, knowing full well that I wasn't allowed to. But I had to risk it. My Tamagotchi needed my constant love and affection. I had successfully kept it hidden in my pocket all day until I handed my mum

my pants at my after-school netball game. Absolute. Idiot. Anyway, my Tamagotchi was promptly confiscated.

Tell me why I missed that three-pixel egg-like creature with a pout I don't think even the Kylie Lip Challenge could replicate like I would my actual family. Tell me why I needed a mental health day from primary school when my mum broke the news that my tama had gone to Tamagotchi heaven after a week of neglect. (Of course, my sorrow had no effect on her ice-cold heart, and off to school I went).

It turns out there's a studied phenomenon that explains my relationship with digital beings and conveniently allows me to disregard my obsessive tendencies—the "Tamagotchi effect". The Tamagotchi effect describes the tendency for people to form emotional connections with virtual creatures, from a tama to a Katsuma or a Nintendog.¹ According to Frude,² the Tamagotchi effect isn't novel but an iteration of animism, whereby people attribute sentience to inanimate objects.³

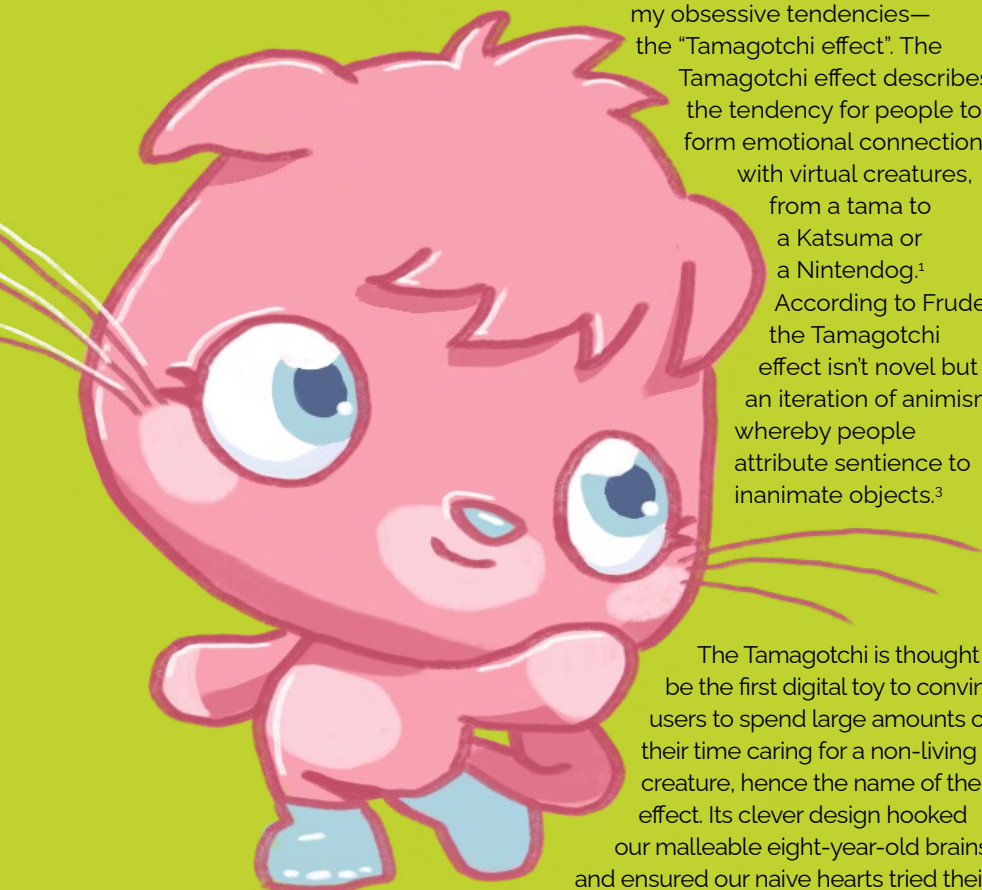
The Tamagotchi is thought to be the first digital toy to convince users to spend large amounts of their time caring for a non-living creature, hence the name of the effect. Its clever design hooked our malleable eight-year-old brains and ensured our naive hearts tried their darndest to keep that thing from "dying".

The Tamagotchi effect describes the tendency for people to form emotional connections with virtual creatures, from a tama to a Katsuma or a Nintendog

The portability of the Tamagotchi and its need for near-constant attention—if it wasn't on pause—made it almost impossible not to become attached to.^{1,4} Later versions of Tamagotchi allowed people with the toy the chance to have their tama interact with their friend's. Jenny* recounted:

"When I think of Tamagotchi, I think of connections. I particularly enjoyed the arranged marriage feature (not because I'm Asian). It was where two tamas get to marry each other after reaching a high enough friendship level. I recall the good times of disentangling my tama from various love triangles amongst friends. It was the only portable screen that I could hide behind and yet bond with people. It wasn't surprising to see a virtual increase in friendship being translated into real life. Looking back, I think that's what made those pixels so special and addictive to me."

Lawton argues that the appearance of the character is another factor playing into the phenomenon.¹ They say that even though a tama is clearly not like any living creature, it bears physical similarities to them. For example, some have bird-like beaks or dog-like ears. These features blur the line between what is virtual and what is real—their





odd familiarity makes it easier to connect with. Furthermore, because the Tamagotchi was marketed as a "lovable pet", and many people had (at least) one, forming such an emotional bond with a machine wasn't seen as strange.

Many who grew up in the era of virtual characters with retrospectively laughable graphics have experienced some form of the Tamagotchi effect. Take Daniel's* account, for example:

"When I was seven, I created, still to this day, one of my favourite characters, in RuneScape, a medieval themed role-playing game. The character allowed me to fulfil my life-long dream of becoming a wizard-chef. Over the next three years, we completed many dangerous quests, learned to navigate different social sphere's, studied the game's version of a trade centre, built a house, and served the best outfits. I grew incredibly attached to this character who was a part of my daily routine. In a sense, I viewed this bunch of pixels as a version of myself I wanted to be. My most 'wtf' memory was the in-game sugar baby service I started. All I did was follow paying customers for an hour, saying "I love you", taking their payment then blocking them. My fraudulent business venture and my character came to an end as a disgruntled customer reported me, and I was permanently banned for scamming. After about a week of mourning, I created a new account."

Daniel's projection of himself onto his character is another manifestation of the effect.

When a person dictates what their character does, the player's sense of self inevitably becomes tied to whether or not they are a "good" caretaker.¹ In the case of a tama, the amount of care and attention you gave it increased its lifespan and the chance of it growing "bigger, healthier and more beautiful".⁵ At the same

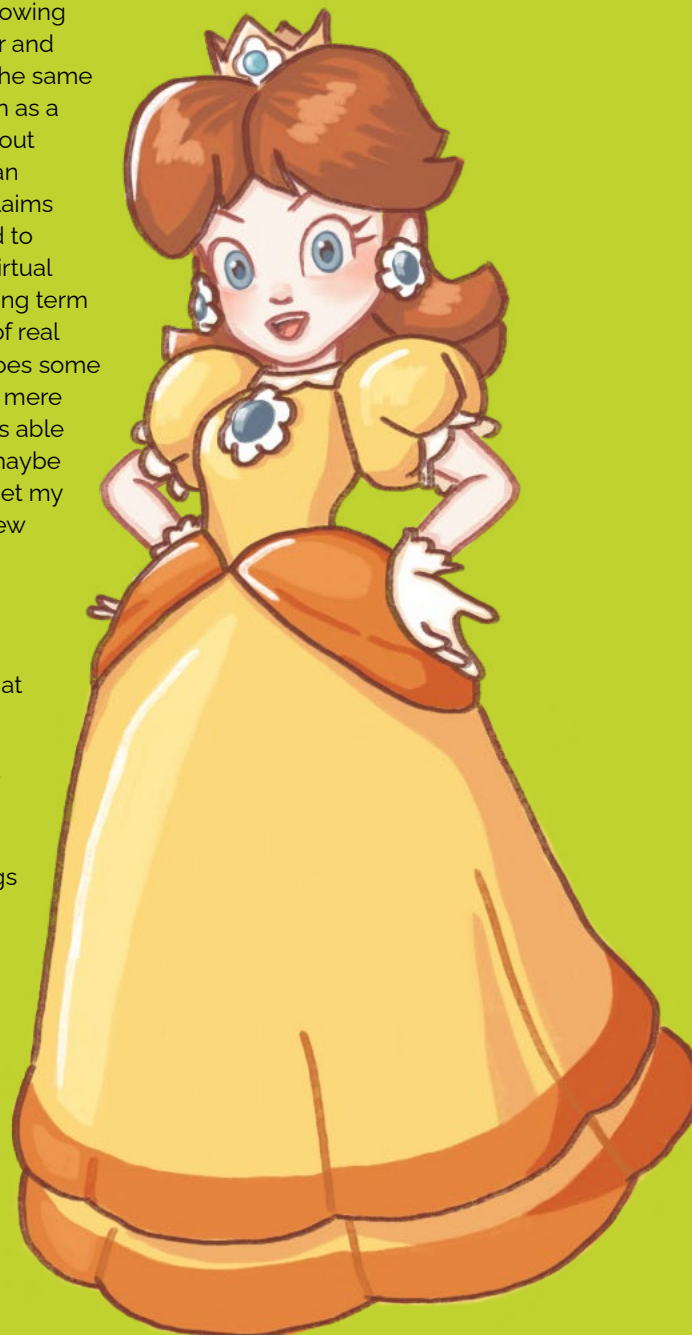
time, allowing yourself, even as a wee kiddo, to care deeply about some pixels is much safer than caring for a real pet. Chang claims that "we can project our need to care and be cared for onto [virtual characters] without fearing long term commitments or the weight of real dependency".⁶ I guess that goes some way to explaining why after a mere week of mourning, Daniel was able to start fresh and why, after maybe half a day of sulking, I just reset my Tamagotchi and hatched a new tama.

The fact that I still smile whenever I think about my Tamagotchi days suggests that I still feel some attachment to the toy. Whether that's because it's a happy memory or because I loved my tamas more than I love my family is yet to be revealed. My feelings towards virtual characters have definitely waned as I've gotten older—*Sims* didn't have quite so strong a hold on my 13-year-old self. I guess that's part of growing up and getting a firmer handle on reality. But if someone gave me a Tamagotchi tomorrow, you best believe I'm taking that thing with me to lectures.

*NAMES HAVE BEEN CHANGED FOR PRIVACY REASONS

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Cool Maths Games is Still Cool

Flash may be dead but the internet games of our youth live on



ARELA JIANG (HE/HIM)

Everyone that wasn't a complete fucking nerd in school knows about Cool Maths Games at coolmathsgames.com. First launched in the early days of the internet in 1997, Cool Maths Games is an online library of kids games. The site claims to be "where logic & thinking meet fun & games", hosting games that "have been carefully selected to be both fun to play and mentally stimulating". I call bullshit. There's nothing mentally stimulating about these games unless you count the mental stress of being too late to switch screens just as your teacher walks by.

During the first lockdown, I would hop back on Cool Maths Games and try to drop out of the wacky world outside. I don't know why, but the soothing effects of nostalgia hit me as hard as I'd hoped. So many hours I'd wasted on yet another game as I tapped into the comforts of childhood.

Cool Maths Games remains an icon of the 2000s, and the worthy recipient for the Nobel Peace Prize for contributions

This game is basically the old-fashioned way of getting serotonin before TikTok and BeReal melted our brains.

to education. As an homage, I decided to revisit the goodies, just to make sure they're still good.

Run

Run is such a staple of illicit gaming time. *Run* is as minimalist as it gets—just an elephant, four walls, and an endless void to fall into. Your objective is to hop, sprint, and jump your way over holes to the end of a four-sided tunnel. Vertigo-prone readers beware, because the gimmick is whenever you run into a wall the tunnel tilts 90° and the wall becomes your new floor. There are 50 levels to the game (not that I've ever reached the end) and two follow up games creatively named *Run 2* and *Run 3*.

Let's put it this way, *Run* still holds up. It was still actually challenging despite me being 10 years older than when I last played, but way more satisfying cause I wasn't rage quitting at the second respawn. That old feeling of addiction returned, until slowly but surely, I'd played 'til level 24 and got my friends hooked back on it—consensus seemed to be "I hate it, but I can't stop". This game is basically the old-fashioned way of getting serotonin before TikTok and BeReal melted our brains. Points to *Run* for keeping the alien elephant non-binary.

The controls were still as laggy as we remembered (totally unrelated to our coordination problems) and the graphics were still garbage. But *Fireboy and Watergirl* live to kick our asses another day.

Fireboy and Watergirl

Fireboy and Watergirl was for the cool kids who had friends that actually wanted to hang out with you—or a sibling that put up with you. The *Fireboy and Watergirl* series has five games: Forest Temple, Light Temple, Ice Temple, Crystal Temple, and Elements, each containing too many levels for me to get through as a kid. You control Fireboy and Watergirl simultaneously to solve puzzles and collect diamonds whilst avoiding green goo and other suspicious substances as you explore each temple.

My coordination is still so shit I had to enlist a flatmate for this one. With my unwilling volunteer, we were the unbeatable Watergirl and Fireboy—holding up the gender binary one gem at a time. We proceeded to run into walls, fall into goo, and get





stuck beneath boxes. Needless to say, we unanimously decided to give up on the sixth level. The controls were still as laggy as we remembered (totally unrelated to our coordination problems) and the graphics were still garbage. But *Fireboy and Watergirl* live to kick our asses another day.

Poptropica

Credit where credit is due—*Poptropica* did actually teach me something. Except that something was that you can still bully someone even if the multiplayer chat function is pre-written—please stop stalking me Prickly Diamond. *Poptropica* is an adventure game where you control a customisable floating-headed, floating-fisted character and problem-solve through different islands.

RIP Obnoxious Toes, you will be missed. Turns out my childhood account

If I had returned to the *Papa Louie* franchise when I was going through my 2017 social justice warrior phase, it might've just turned me into a full-fledged commie.

died, so I had to make a new one. The multiplayer chat is still pretty primal—alas, they're still committed to 'Child Internet Safety'. Grow up! Just let me call a child a cunt! The best part of the game has always been playing solo, exploring weird worlds like *Diary of a Wimpy Kid* and *24 Carrot Island*—and it's still a buzz to run around. Even playing the tutorial, making my character do back-breaking parkour chasing after the mouse, took me back to endless hours trying to solve an island's mysteries. *Poptropica* used to be fully free back in the old days, but now you have to pay \$24.79 to play the first (and top tier imo) islands. Get your bag I guess, Big *Poptropica*.

The *Papa Louie* series

The *Papa Louie* franchise has many games to its name, from the classic *Papa's Burgeria* to the questionable choice of *Papa's Sushiria*. You're put in charge of an entire restaurant: that means taking customers' orders, making them, then receiving a tip based on your performance. Like working at any food outlet, your food burns, customers get pissy, and you're left juggling 50 tasks praying for closing time.

This game was my first real taste of working for the man: serving a bunch of cunty customers who all happen to go for smoko at exactly the same time. For my replay, I settled for the OG, *Papa's Burgeria*—where all the burgers kinda look good except the mayo you spurt onto the digital pattie looks like cum. Honestly, I appreciate this game way more than when I did as a kid—it's not far from the realities of hospo: you're anxious the whole time, customers have a rage when you take a bit too long on the 20 ingredient monstrosity they ordered, you get paid like shit. If I had returned to the *Papa Louie* franchise when I was going through my 2017 social justice warrior phase, it might've just turned me into a full-fledged commie. *Papa Louie* is committing straight up human rights violations. Even now, all that's running through my head as I play this is how many labour laws are being broken (how TF am I the only staff member on shift???) and the fact that health and safety would not treat my

Perusing the finest selection of Adobe Flash Player games for a precious hour of pixelated fun—that was the school of life. It takes a smart kid to not get nabbed or narked on while you spam the spacebar, very obviously not doing maths.

establishment kindly (you couldn't pay me to eat off that grill...).

For me and many of my classmates, it became a reflex to jump on coolmathsgames.com whenever we were let loose in computer class. We'd never even attempt whatever legit educational task they'd tried tricking us into doing. I'm sorry to break it to you Mrs. Anderson from Year Five maths, but mathletics.com was definitely a front for my illegal gamer time. Not even the warm fuzzies of alleviating famine through freerice.com could turn me to the light side of learning. Perusing the finest selection of Adobe Flash Player games for a precious hour of pixelated fun—that was the school of life. It takes a smart kid to not get nabbed or narked on while you spam the spacebar, very obviously not doing maths.



Grinding Since Day 3285

Childhood jobs: traumatising or character developing?



GRACE BURTON-MCKEICH (SHE/HER)

Every time I carry a mildly heavy bag on my shoulder, it sends shivers down my spine. When I see the pamphlets soaking in my flat's letter box, it triggers a surge of emotions from dread to misery.

When I was nine, my family picked up not one but two pamphlet runs. My parents framed it in a way that was supposed to make me feel grateful that they had found a way for me to earn some pocket money. Don't get me wrong, I'm very thankful that the worst parts of my childhood are paper runs. However, their "earning pocket money" message was a straight-up scam that I bought for the five years of paper-running—I didn't see a cent of that approximately \$1.50 an hour paycheck. I stopped asking after a while since their response was always along the same lines—"do you want to keep doing x after-school activity?" In reality, I just didn't understand that my parents were doing far more good with that money than I would have—I mean, I was dreaming about the day when I would finally have enough cash to buy some sparkly Heelys.

In reality, I just didn't understand that my parents were doing far more good with that money than I would have—I mean, I was dreaming about the day when I would finally have enough cash to buy some sparkly Heelys.

It's not even the pamphlets run's lack of profitability that activates my stress response. It's the fact that twice a week, we spent hours folding the pamphlets together. Then an equal amount of time walking the equivalent of a marathon with an elevation gain of approximately Mt Everest while carrying those plastic red-checked bags brimming with pamphlets. I'm pretty sure I've permanently damaged the nerves in my shoulder as a result. Because my parents worked full-time, we were often out delivering the pamphlets at night, and for someone who was scared of the dark, I spent the majority of the run praying something wasn't going to snatch me into the bushes.

Nothing about this scenario is actually traumatic, but it's fun to be dramatic about it. Looking back, delivering pamphlets did teach me a lot—resilience and the fact that I can push my body further than I think, to name a couple. It also was capital bonding time; my mum and I got through about six seasons of *Grey's Anatomy* folding those things. Even though my dad probably wished he didn't have to listen to me moan about how many more houses we had left, I liked that we were a team.

So, where do *Craccum* readers' and Editors' childhood job experiences sit on the spectrum of trauma to character development?

Readers

Beatrix*: It was embarrassing doing a paper round; I became the weird girl at school 'cause of it.

Phillip*: [It was] character developing because I learned about self-responsibility and working to a





Because my parents worked full-time, we were often out delivering the pamphlets at night, and for someone who was scared of the dark, I spent the majority of the run praying something wasn't going to snatch me into the bushes.

deadline.

Alyssa*: Traumatizing! I was 11 doing my paper run when I got catcalled every time I walked up an ally

Katherine*: [It was] character developing (worked at an olive grove) because I was surrounded by nature and inspirational women.

Steven*: [It was] character developing because I got used to having to do something I didn't want to in the short term, in order to get things I wanted in the long term.

Editors

Gabbie: Traumatizing, but I guess both. I started working every summer when I was nine, doing things like filing at my dad's firm or waiting tables at my uncle's restaurant. It was kinda lame. I never had a 'normal' summer, but I guess it always made me eager to work hard and save.

Nancy: When I was a wee lad, I had a paper run that paid me \$13.50 a week. At the time, I thought I was getting a steal of a deal because I didn't get pocket money growing up, so I was willing to walk 5 km every week, putting newspapers in the letterboxes of four streets. This took me roughly

two hours, maybe one hour 45 minutes if I Sonic the Hedgehog-ed it. So really, I was getting ripped off, being paid \$6.75 an hour for very sweaty labour and black inky hands. I do remember one time I got \$40 because the company shoved so many pamphlets in the newspapers that I had to get my parents to drop them off in bundles on each street corner because they were way too heavy. Did I think the job taught me important ~life lessons~ about hard work and being a girlboss? Probably. I found my next job to be such a breeze in comparison, despite it being at an op shop, where I had to scrub old dirty shoes that likely were contaminated with Athlete's Foot. I was so desperate for spending money that no amount of foot fungus or heavy paper-cut-inducing pamphlets could stand in my way of giving my (child) labour up for pennies.

All in all, childhood jobs have the great potential of teaching us things that better prepare us for the real world. What? From exploitation and the importance of written contracts to how to ball on a budget, who wouldn't sign their child up for a paper run?

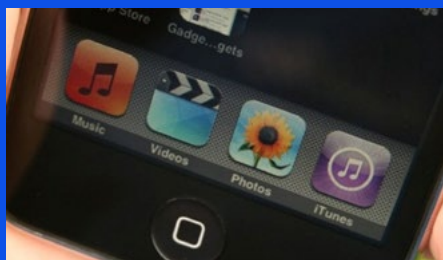
*STUDENTS' NAMES HAVE BEEN CHANGED FOR PRIVACY REASONS

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PHOTOGRAPHER: FLORA XIE (@floraescent)
MODELS: MARLIES GOUBITZ, MARIAM HAERI, JALA HITCHEN, AND
MAIRÄTEA MOHI
MODELS WEARING BAOBEI LABEL, MS MEMO, VINTAGE VAMP, AND
THEIR OWN THRIFTED AND SECOND HAND CLOTHING
SHOT AT STUDIO EAST





TECH

IPOD TOUCH (2ND GEN)



MADELINE CRUTCHLEY
(SHE/HER)

The moment I had saved up enough pocket and babysitting money to get an iPod touch was truly life changing. It was slim, slick, and shiny, and my inner magpie was instantly obsessed. Touchscreens, at this point, still seemed like a future technology, something to be used in a science fiction film I wasn't old enough to understand. My little fingers got tapping, and I sailed across the internet, searching for all soon-to-be teen delights; fanfiction, Tumblr GIFS, and British YouTube creators.

Now, what I value about this humble device is a bit more simple. My barely charging, cracked iPod holds endless forgotten photos and videos from my years at high school. There are moments that I'd completely forgotten about in this camera roll, which I might not have remembered without it. Of course, there are plenty of embarrassing snaps, but there are also selfies with friends I don't see very much, and sweet exchanges over my Notes apps. Though it might not have been the purpose of the device at the time, my iPod touch is now a diary of my teen years.

The sweetest and most mortifying device of my life.



TECH

NOKIA E63



NAOMII SEAH
(SHE/THEY)

According to Google, the Nokia E63 is a "budget smartphone"... okay. But then I got to thinking, it really was, wasn't it. The phones with the complete, tiny QWERTY keyboards were commonly known as "Blackberries". For the first time, you could load internet webpages correctly, although they were really tiny and hard to read. Imagine: internet access from your phone! Who knew the nightmare it'd develop into later.

I had fond memories of learning to type ultra fast as a kid on this thing, so I was excited to dig it out. Honestly, my texting fingers were primed on these stupid, tiny keys. But when I charged it up I was chagrined to find that none of my sim cards fit the phone anymore, so I was never able to reboot it all the way. *God, is this phone really that old?* I thought, only to realise: yes, yes it is. Over a decade old, to be precise. But *okay, who cares*, I thought. The real attraction is the keypad. Is it as awesome as I remember? Sadly no. My fingers, no longer child-size, prevented me from using the tiny keypad correctly. I tried typing, but kept pressing multiple keys. Without autocorrect, that would get really annoying really quickly.

Still indestructible.



VIDEOGAME

SIMS 4

DEV. MAXIS (2014)



FLORA XIE
(SHE/HER)

Any time I think about the *Sims* games, I think back to my primary school days, where I'd go over to a friend's house and we'd play *Sims 3* together for hours on end. Now I'm not really one for video games (or any computer-based game really), but *Sims* will always have a soft spot in my heart. What I love most about this game is getting to build my own property. Call me a girl, but I love to play house—especially when I don't have to go out and work and earn money to get whatever I want. The motherlode cheat code is something I wish I had in real life.

As much as I enjoyed the old school aesthetic of *Sims 3*, the more modern character design in *Sims 4* creates a more cartoony look that I vibe with, and it offers a much wider range of character creation features to toggle with. The best part about the game is that I can just return to it at any point in my life and just have a good time chilling out with my Sims. Every couple of years I'll have a *Sims* phase and that shit slaps every time.

Ooh be gah!



VIDEOGAME

DESTROY ALL HUMANS! 2

DEV. PANDEMIC STUDIOS
(2006)



CHARLIE PARKER
(SHE/HER)

In 2006 Pandemic Studios released a video game following on from *Destroy All Humans!*, the quirkiest of alien games, called *Destroy All Humans! 2*. The action-adventure game set in 1969 follows the protagonist, Cryptosporidium-138 (or Crypto), the genetically engineered clone of Cryptosporidium-137 from the former game. With the gameplay consisting of 23 missions across six different map locations, the storyline can get a little messy—Crypto fights against the KGB who wish to destroy his spaceship and then discovers he's not the only extraterrestrial on Earth.

In the memorably humorous game, which was probably not appropriate for six-year-old me to be playing, Abducto Beamed us into a wonderful world of funky weapons, out of this world jokes, and stealth scenes where you ran down the middle of an open road. It managed to make some witty political remarks too, such as "Prison Island? Are the KGB holed up in Australia?", whilst capturing the fun of entering the 70s with Crypto forcing his host bodies to dance to psychedelic music.

With an 8/10 average rating on IGN, it's easy to understand why it's a cult classic for many young video game players.

A 7/10 from me, the first one was still better.



VIDEOGAME

SSX 3

DEV. EA CANADA (2003)



TASMAN CLARK
(HE/HIM)

I can't take it anymore. This absurd snowboarding masterpiece from 2003 has topped the one thing humans are designed to enjoy the most: sex. I've been playing this game for the past 20 years, and once again my love affair has kicked off over the past few weeks. Rather than feeling the touch of another soul, I want to feel the freshly powdered snow beneath my digital board become carved as I pull a BS Backflip 360 Kort Martial to Late Stalefish Fischerspooner Monster Trick.

An open world, personalisation focused, stat building game is stupidly innovative for 2003. Only few, if any, had any modern designs like this. A dynamic soundtrack that reacts to what's on screen and a skill ceiling so high that after 1000s of hours and 20 years, I am still learning new techniques to this day.

The visuals, from snow cutting deep to a jacket flapping in the wind, look better than most games today. I can not express more to anyone reading this: pick up this game. There's a reason Playboy gave this game a 100% rating; even Hugh Hefner preferred this to coitus.

SSX ruined my sex life and I've never been happier.

Craccum's Top 10 Nostalgic Hits From the 2010s

CRACCUM EDITORIAL TEAM

- 1. Super Bass**
Nicki Minaj
- 2. Airplanes**
B.o.B
- 3. Umbrella**
Rihanna
- 4. Like A G6**
Far East Movement,
The Cataracs,
DEV
- 5. Kiss Me Thru The Phone**
Soulja Boy,
Sammie
- 6. Single Ladies**
Beyoncé
- 7. Waka Waka (This Time for Africa)**
Shakira
- 8. Forget You**
Ceelo Green
- 9. Angel**
Shaggy
- 10. DJ Got Us Fallin' In Love**
Usher (feat.
Pitbull)



How Māori and Pasifika artists are continuing the tradition of sampling by using music from a shared childhood



OMNI ARONA NGĀPUHI, NGĀTI WAI, AITUTAKI (HE/HIM)

Contemporary music has indulged in a pastiche imitation of traditional hip-hop sampling. Much like Te Ao Māori and the Pacific world, hip-hop treasures the past, and the art of sampling is one such example. Sampling, a digital process in which pre-recorded sounds are incorporated into the sonic fabric of a new song, has been a practice and tradition within hip-hop since its formation in 1973. Hip-hopers would sample either obscure sounds to create something original that had never been heard or the music that they heard growing up. Albums like De La Soul's *3 Feet High and Rising* and DJ Shadow's *Endtroducing* looted from decades of recorded music to create sonically layered masterpieces made up of obscure samples. Producers like Madlib and J Dilla would seek out obscure records to sample from while others like The Notorious B.I.G. provide us with a prominent example of childhood sampling on his track 'Hypnotize'. Biggie's samples reuses the lyrics and rhythm of 'La Di Da Di' by

Slick Rick in the chorus of 'Hypnotize' that accentuates his ability as a lyricist while also evolving the sound into something different and original.

Sampling has since made its way into the pop and capitalist music world. Record labels and producers now use the act of sampling to cash in on nostalgia. Records like 'Mr Clean' and 'Betty (Get Money)' by Yung Gravy or 'Wild Thoughts' by DJ Khalid are great examples of this. While incredibly catchy (I am guilty of liking these tracks), nothing new

is added and the resulting product is cheap, pastiche, and bland. To sample in a way that's honest and creative, you have to add something new,

something fresh. When we add or evolve something within a sample that is significant and original, we merge our musical journey with the original piece of music. We take the things that we love, and we build on them allowing us as artists to become a part of the evolution of the music we love. These sounds become extensions of ourselves.



Artists sample music because they hear something in that music that speaks to them, so much so that they want to inject themselves into the narrative of that music, and nowadays we find ourselves surrounded by technology that makes it easy for us to do so. In an era of pastiche sampling, Māori and Pacific youth now find themselves returning to this hip hop tradition by sampling the music of a shared Polynesian childhood, linking their work to esteemed songs of our past.

UK Drill has shown a heavy use of samples to evoke the same emotions as they did when they heard it as kids. Hip hop is a young man's game, and the music these kids choose to sample is becoming more and more contemporary. A1 x J1 sample 'The Nights' by Avicii on their track 'Coming for You'; Tion Wayne samples the La Roux track 'In For The Kill' on his track 'IFTK', and Liilz samples The Wanted track 'Glad You Came' on his track 'Glad U Came'. There are endless examples but the key

Inspired by the Drill scenes of Chicago and South London, Polynesian artists from Western Sydney have reprocessed this blueprint to originate a sound unique to this side of the Pacific. Australian group ONEFOUR is credited with the creation of Aussie Drill. ONEFOUR share space with UK Driller Headie One on the track 'Ain't it Different', a track that samples 'Butterfly' by Crazy Town. It is no coincidence that these boys chose to remix a track that got to #4 on the Australian charts and #2 on the NZ Charts when it came out in 2000. A track that would've been released during their formative years.

Perhaps my favourite example of nostalgic sampling in a way that is true to the craft, is on the track '6 to The World' by Aussie Drill collective HP Boyz. The crew sampled Gregory

Abbotts 'Shake You Down', a track that is famous amongst Māori and Pacific Islanders and might as well be New Zealand's national anthem. The track featured on *Wicked Waitas Vol 1.* and is synonymous with garage parties. It's the first time 'Shake You Down' had been sampled in 17 years.

Across the Tasman, New Zealand has its own examples of more contemporary sampling. Church & AP sample Adeaze's 'Memory Lane' on the track 'Church On A Sunday' and made it all the more nostalgic with lyrics that discuss shared experiences amongst 2000s Polynesians.

The subculture of Sirening also provides examples of sampling more contemporary music, albeit in a very raw way. The corresponding genre of Siren Jamz has led many Pacific youth sampling songs like Usher's 'My Boo', '#Beautiful' by Mariah Carey, and TLC's 'No Scrubs'. Because Sirening is still an emerging subculture that is still evolving in the way people express it, the aptitude and ability for these artists to sample with skill is still developing. A good example are the remixes made by NZ's very own IWA. PROD. Tracks like 'Yp 2Pac Kingston' mix UB40's 'Kingston Town' and overlaps 2Pac's verse from 'Hit 'Em Up' as well as verses from Australian drill rappers.

In a landscape of social media and music where so many artists and songs feel engineered specifically to become money machines, there is something genuine in the sampling done by these young Polynesian artists,

and it's something that can only be understood if you are also Māori or Polynesian. The remix culture that exists within the Siren scene is covert, partly to preserve a beat trading ethos and partly to avoid the copyright issues prevalent within modern sampling.

For me, the intersections between hip hop music and Polynesian ways of knowing are so clear. Sampling allows us to connect the history of music, weaving familiar sounds in new ways, and becoming part of an ever-evolving musical tapestry. Something that can also be said about concepts such as whakapapa. It is something these young brown artists relate to, weaving their pasts with their presents, whether they know it or not.

Laurn Hill once said that "My art exists because it has a will to exist, like hip-hop, sampling is anti-bourgeois and a form of protest against oppressive structures" and that couldn't be more applicable to the structures in place within Aotearoa. That goes for healthcare and justice systems, tertiary education institutions, employment, and housing. So, it is no surprise to me that Māori and Pasifika participate in this movements,

Music evokes so many feelings in us, memories, nostalgia, things that are connected to our past. Songs really are like a form of time travel. These young Polynesians join the musical history of the songs that had been formative for them alongside everyone else who had been connected with it. To sample and change the genre of a piece of music and deliver it in a new, innovative way is as creative and innovative as it gets. I encourage you to listen to some of the music mentioned in this article and experience the musical journey of these songs' formative and nostalgic tracks.





Re-reading Jacqueline Wilson

Everybody brace yourselves



MADELEINE CRUTCHLEY (SHE/HER)

CW: DISORDERED EATING

By the fifth year of primary school, I was an avid browser of the school library, favouring reading in comfy chairs over scraping my knees at lunchtime. There was a quiet corner at the back where I would crouch, eagerly eyeing over shelves heaving with *Goosebumps*, Andy Griffiths, and Jacqueline Wilson books. While I did enjoy the spooks of R.L. Stine, and the gross-out gags of *Just Disgusting*, my nine-year-old self was most hypnotised by the Nick Sharratt covers of Wilson's books.

Though the covers of Jacqueline Wilson's have this bright, childlike appeal, darker themes are a mainstay of her works. In perhaps her most famous, *The Story of Tracy Beaker* (which has been adapted into a TV show, play, and video game since its release in 1991), the titular Tracy lives in a children's residential care home, and grew up facing parental neglect and domestic abuse. These issues are centred in plenty of Wilson's other stories, as well as illness, divorce, grief,

mental health, alcoholism, poverty, and many others. Her novels are largely narrated from the perspective of young girls, from about the ages of nine to 16.

While I was in the early half of this age range, I would power through Jacqueline Wilson books as fast as I could. The few copies I have now, sitting on a dusty bookshelf, and packed away in boxes, are dog-eared, crinkled, and stained. *Lola Rose*, *Little Darlings*, *Clean Break*, *Double Act*, and *The Longest Whale Song* would often keep me up under the covers late at night. I would rifle through them, even when I had come to know certain passages by heart.

Reading back over *Girls Under Pressure*, in all honesty, stirs feelings of horror in me.

At that point in my very young life, I think Jacqueline Wilson's books were some of the first tastes of complexity—her books had young characters that would endure and survive misery, form close connections to others, and deal with crippling social pressures. As she introduced me to stories that went beyond happily-ever-after, I came to understand that maybe life was more complicated than some of my other favourite books and movies would suggest. However, I was also a little shocked by some of the content.

Some of the work I was most keen on from Wilson, were the books in the *Girls...* series. These novels were targeted towards a slightly older audience, of tweens and teenagers, but I got my grubby little nine-year-old hands on them at my primary school library. By age 10, I was firm friends with the stars of the series, teenage

Though the covers of Jacqueline Wilson's have this bright, childlike appeal, darker themes are a mainstay of her works.

besties Ellie (who was arty), Magda (glamorous and cheeky), and Nadine (goth and supportive). I was so excited to follow them; *In Love*, *Under Pressure*, *Out Late*, and *In Tears*. These books were a bit of a peek into the mysterious and exciting teenage years, and I remember feeling a real closeness and admiration of these girls. *Under Pressure* was the instalment I owned, and read over and over again. Now, daring to open the book is much more difficult than it once was.

Girls Under Pressure is narrated by Ellie, who Wilson describes in the foreword as an "ordinary comfy girl size" (yikes). After accidentally accompanying her friends Magda and Nadine to a modelling competition at their local mall, and being called "fat" by some anonymous bystander, Ellie starts to show signs of disordered eating. The novel follows her struggle with disordered eating, and the way anti-fatness and diet cultures affect her relationships, alienate her from her family, and change her self-perception.

And Wilson is not restrained in her depiction—within fifty pages Ellie is making herself vomit after binge eating. She makes vivid descriptions of Ellie's obsessions over her body and food, delves into disturbing thought patterns, and highlights specific dietary/exercise misinformation that Ellie consumes and follows. There's also the inclusion of another character Zoë, who ends

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up in hospital due to heart failure from anorexia. After visiting Zoë in hospital, at the conclusion of the book, Ellie comes to her final realisation and addresses her disordered eating. She says "I don't want to end up one of those sad sick girls in Zoë's ward. I'm going to eat what I want, when I want." Ellie draws a celebratory self-portrait and declares that she is a "new powerful artistic talented" version of herself before the story ends. The morals are more than a little complicated.

Reading back over *Girls Under Pressure*, in all honesty, stirs feelings of horror in me. I recognise myths about food and exercise I've carried with me since being young, and see my own obsessive thinking reflected in Ellie's streams of self-consciousness. I think, having a bit more context for these issues, and reading over what potentially was an introduction to these illnesses and cultures, I'm disturbed by what I consumed at such a young age.

Of course, part of this is how the book, by today's standards, lacks a lot of much needed nuance. Anti-fatness, diet cultures, and oppressive expectations of feminine presentation are loud, insistent contexts within *Girls Under Pressure*, but none of that is really addressed through Ellie's journey. Throughout so much of the book, Ellie obsesses over her own appearance, as well as the appearances of other girls and women (including portraits

Most pressingly, Zoë's story is so tragic and hopeless, and the representation of disordered eating lacks clarity and insight (Ellie's ability to overcome the illness within about 15 pages feels hollow and upsetting).

of women in museums, and her own teachers). The damage of Ellie's focus on normative beauty standards is never wholly addressed. Most pressingly, Zoë's story is so tragic and hopeless, and the representation of disordered eating lacks clarity and insight (Ellie's ability to overcome the illness within about 15 pages feels hollow and upsetting).

However, Wilson's work here is sympathetic to these illnesses and the experience of young people. As an introduction, *Girls Under Pressure* likely allowed for (some) younger readers to start to grasp complicated issues from a place that felt relatable, providing a new vocabulary for difficult discussion. It's also likely that this story was a reckless introduction to disordered eating and body image issues for others, stirring confusion and

The books that sit on library shelves, and are easily accessible to young readers, shape the issues they become interested in and face themselves.

complicated feelings about their own bodies (especially due to the use of loaded terms like normal, fat, thin, etc.).

I think that the tensions of *Girls Under Pressure* are representative of the place that Jacqueline Wilson's work holds more broadly. She writes about difficult issues that children and teenagers might face (or might need to develop empathy for), while also oversimplifying and lacking resolutions that address all the contexts she engages with. She brings harmful ideologies and social contexts into view, while not quite unpacking these in complete clarity.

Perhaps the reason these books were and are so readable, for nine-year-old me and nine-year-old others, is Wilson's focus on intense social problems. She dealt with tougher

It's also likely that this story was a reckless introduction to disordered eating and body image issues for others, stirring confusion and complicated feelings about their own bodies (especially due to the use of loaded terms like normal, fat, thin, etc.).

subject matter, from the perspective of characters who felt familiar, and revealed the flaws within our social contexts that we were just beginning to grapple with.

While re-reading Jacqueline Wilson can be painful, and raises confusing, conflicting feelings, there's real value to be found in unpacking the narrative that we consumed as children. The books that sit on library shelves, and are easily accessible to young readers, shape the issues they become interested in and face themselves. Perhaps, the best lesson to take from Wilson's work is that children are interested in stories about hardship.

I'm glad those heaving shelves held these books in my primary school library, with a vocabulary I would start to use a few years down the road. However, I wish that the books had felt a little safer, and done more work to develop understanding for kids. Hopefully, we continue to develop complexity in our stories, for the kids in libraries today who need them.

Tumblr Fangirling Our Way Into Journalism

An ode to the boy band fandoms of the 2010s



NANCY GUO (SHE/HER) AND GABBIE DE BARON (SHE/HER)

On 25 March 2015, One Direction announced Zayn Malik was leaving the band.

Time came to a startling halt. Birds stopped chirping. Traffic stopped moving. The only sound that could be heard for miles was the violent sobbing and anguish of Directioners. This crisis was so serious that even 5SOS fans lowered their defences in the Twitter fanwars out of respect. Society, civilisation, humanity, as we knew it would never be the same again.

The boy band fandom was truly an icon in our adolescence, and a



cornerstone of 2010s culture more broadly. Although at the time we were both immersed in our 'not like other girls' phase, and we acted like we couldn't care less on the outside, but deep down, we were avid readers of

One Direction fanfiction, and hopelessly in love with Zayn (and the other boys). Okay can we just say that that man was criminally underrated. Who else could hit that high note in "You & I" like he did? While his departure was devastating, one thing boy bands taught us was that acceptance and support were the most important things when it

came to supporting your favourite musicians. As for the indefinite hiatus of the OT4, we're still patiently waiting for the reunion...

Loving One Direction and other boy bands was a whole culture. Fans expressed their love through a variety of creative mediums, making GIFS, edits, forums, etc. All these internet subcultures formed communities, uniting people in their love for the smol beans of One Direction, Panic! At The Disco, The 1975, The Neighbourhood, 5 Seconds of Summer, and other bands that amassed huge and dedicated followings. Gabbie had a Tumblr blog, just for fantasising what it would be like being "one of the boys" in these bands. Everyone had the same fantasy, it may



This explosion of literature truly catered to everyone's tastes. For those with more vanilla preferences, there was the run-of-the-mill Stockholm Syndrome plots, where Y/N falls in love with her kidnapper, the blue-orbed, Niall Horan.

not all be the same tropes but we were all experiencing the same yearning in different expressions. This relatability formed communities that made your hopelessness feel not-so-lame, but

understood. People would reblog and comment on all of the things you created, and it was encouraging, and ego-fuelling.

These bonds also extended beyond the internet. At concerts, people would meet up with their internet best friends, or create new friendship groups with other fans who were also camping out. The common

ground of being a fan of Panic! At The Disco or Arctic Monkeys instantly removed the 'stranger' barrier, which is honestly refreshing to experience in your teenage/young adult years, given

All these internet subcultures formed communities, uniting people in their love for the smol beans of One Direction, Panic! At The Disco, The 1975, The Neighbourhood, 5 Seconds of Summer, and other bands that amassed huge and dedicated followings.

how isolating that stage of life can be.

Perhaps one of the boy band fandom's greatest legacies was its creation of an entirely new genre of fanfiction.

This explosion of literature truly

catered to everyone's tastes. For those with more vanilla preferences, there was the run-of-the-mill Stockholm Syndrome plots, where Y/N falls in love with her kidnapper,

the blue-orbed, Niall

Horan. Or, the classic trope of being adopted by Harry Styles, with his mop of chocolate curls, after Y/N's parents mysteriously die in a sudden car crash.

For those with spicier tastes,

the fandom had a never-ending supply of, to put it more gently,

'creative' smut.

Whether you're

after a fiery love triangle

between Oprah Winfrey, Louis

Tomlinson and Harry Styles,

or you're in the mood for a

romantic tale where Y/N finds out they're

first cousins with Luke

Hemmings, and the two

get married anyway, the fangirls

have got your every desire covered.

The only limitations standing in their

The only limitations standing in their way of crafting post-postmodern works of literature were Wattpad's content guidelines and Tumblr's censorship rules.



way of crafting post-postmodern works of literature were Wattpad's content guidelines and Tumblr's censorship rules.

Even if you had a short attention span that prevented you from perusing fanfiction.net 'til 2 am, you could still satisfy your wild fantasies with 'Imagines': short descriptive passages usually written in second-person, accompanied by a completely

out-of-context and grainy GIF/photo. Common imagines featured Y/N eating carrots with Louis, waking up and finding out that your kidney donor was Zayn, running away from spoons with Liam, and various scenarios where One Direction members nibble away at your ear.

The thing is, the world of fanfiction and imagines weren't just for angsty horny teenagers, many successful authors got their start in the humble tabs of Wattpad.

Anna Todd, author of *After*, a Harry Styles inspired fanfic, blew up and was published into a novel.

Obviously, the characters' names were changed for legal reasons—we assume—but Anna made a wholeass pentalogy, and later, also a series of film adaptations. While we're no *After* fangirls, you can't discredit the power of fanfiction.

However, the boy band fandom wasn't all sunshine and rainbows. Some fans were also straight-up bullies. This side of the fandom was called Twitter. It's universally known that Twitter stans are the worst breed. There would always be discussions of Niall's teeth or Louis's kid being fake (babes, his son is real, stfu!). Not to mention the weird

Common imagines featured Y/N eating carrots with Louis, waking up and finding out that your kidney donor was Zayn, running away from spoons with Liam, and various scenarios where One Direction members nibble away at your ear.

and problematic shipping of group members—we're looking at you Larry stans. Within the indie band sphere, fans also heavily romanticised mental illness, and pretentiously looked down upon pop music lovers, or anyone who didn't appreciate the poetry genius of Matty Healy's lyrics.

It's 2022, and as society we've finally collectively recognised that it's not cool or edgy to shit on boy bands anymore. These fandoms gave us, and many other adolescents, powerful creative outlets. From our humble beginnings as Wattpad writers of fanfiction with 30k views, and Tumblr bloggers of Picsart edits, we proudly owe a big part of our drive, and personalities, to being fangirls in the age of the 2010s boy band renaissance.



ARONA = IN THE = ARENA

Each week, our resident sports columnist Omni Arona tries to justify wasting his life watching sport and tells you who's been shit



OMNI ARONA NGĀPUHI, NGĀTI WAI, AITUTAKI (HE/HIM)

This past week, *Craccum* received a letter asking us to provide more sports content for the "underrepresented male population of the University". So now you, the reader, get to read this manly piece about manly men doing manly men things. MORE MAN!!

Harry Maguire is shit

The Premier League started up last week, with an Arsenal win over the mighty Crystal Palace.

The big shock of the week was Man United losing their season opener against Brighton giving the seagulls their first ever win at Old Trafford. This comes after their worst ever season in the prem last year. I managed to catch the end of the game, and can I just ask that Man U continue to start McTominay and Fred? Because it's honestly the funniest thing ever. I feel sorry for Harry Maguire. Whenever Man U struggle, I think about all the lads in my year who loved the reflected glory of their team winning every week. I hope they're all miserable. I do think Ten Hag is a good coach and hope he fixes that club. I don't even hate Man United (Chelsea fans can go fuck themselves though).

The other shock of the week was Liverpool drawing with recently promoted side Fulham. Mitrovic looks to carry on his championship form with two goals against one of the best sides in Europe. Credit to Fulham, they played well and we should all expect Liverpool to improve in their form across the rest of the season.

As a Tottenham fan, it's getting to

the point where our last trophy win is becoming nostalgic. But we looked dominant after a 4-1 win over Southampton. Conte has the team playing well and with it being a world cup year, who knows what could happen (Big 'Waka Waka'—Shakira vibes over here). That being said, Spurs are winning the quadruple COYS.

The All Blacks are also shit

So, the All Blacks have been getting pounded as of late. I'm sick of rugby so I'm moving on.

The Manley Sea Eagles Players are also shit (and homophobic)

Seven Eagles players stood down after the club announced that they'd be wearing a pride jersey featuring rainbow stripes and trim would be worn as a one-off. The players cited religious beliefs as their reason for the refusal.

Three players have reportedly backflipped on this decision. This also comes after Sea Eagles Legend Ian Roberts came out as openly gay, the first Rugby League player to do so. "This breaks my heart" said Roberts to the Daily Telegraph. "I can promise you every young kid on the Northern beaches (Manly) who is dealing with their sexuality would have heard about this."

Religion doesn't excuse being a bad person. Religion doesn't excuse homophobia.

Fucking embarrassing.

Bill Russell is Not shit

Now here is someone who isn't shit. Quite the opposite actually.

NBA legend and political activist, Bill Russell passed away at the end of last month. Russell lived a cinematic life. He is the most successful in North American sports history, winning 11 NBA titles with the Boston Celtics from 1956 to 1969, the most of any player ever (Lebron has four, Michael Jordan has six). The award for the most valuable player of the NBA finals is named the Bill Russell NBA Finals Most Valuable Player Award.

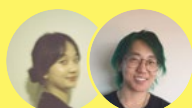
But his greatest success is arguably his work off the court. Bill Russell faced immeasurable hate being the first Black superstar in the NBA. Because of his staunch anti-racist advocacy, the FBI kept a file on Bill Russell, whom they described as "an arrogant ***** who won't sign autographs for white children".

He was active in the Black Power movement and stood tall alongside Martin Luther King Jr., Jim Brown, Kareem Abdul-Jabbar, and Muhammad Ali at the Black Economic Union.

Bill Russell, the greatest champion in all of team sports, passed away at his home in Washington, on July 31 at the age of 88.

Are u there, Diary?

Exposing real (and pseudo) diary entries from our younger selves' burn books.



NANCY GUO (SHE/HER) AND ARELA JIANG (HE/HIM)

Being a tween was serious business. It was hard work balancing road patrol, keeping your enemy list up-to-date, giving meanie boys Chinese burns, while also earning gold Mathletics certificates. For this Nostalgia Issue, we've busted the locks of our old journals, and published REAL diary excerpts (and satire entries written in the tween spirit) to relive some of these memories.

Disclaimer: we have changed the names featured in the real entries to be respectful of our innocent victims.

2008

Dear Diary,

Welcum to your life! and mine! I cunt wait 2 write in you evry day and tell you evrything about me and everything going on

Im a year 4 now so im basically a teenageer and its gonna be so kool and fun and im not gonna be next to stupid Kathy in room 6 anymore.

Dear Diary,

Gues what Diary! I had to sit next to weird Kathy in class again even

tho she said she was going to Loss Angileese to be a movie star. Shes a liar and She dosent wash her hands cause her hands were still dry after she went to the bathroom in math class. EW



Dear Diary,

Soooo much homework >:(i dont get why they give us soooo much. its like they dont know we've got stuff to do after school! Me and Aroha

are going to Angel's house to play sims after school tomorrow and then ive got piano practice but I have to practice my 7 times tables for maths and for english we have to read this poem and say how it made us feel. its so dumb

Knee how Diary,

That's how you say Hello Diary in Chinese! I learnt that from Chen-Kee. Hes nice but he speaks kinda funny cause his family moved to Auckland from Chirstchurch which dad said is really far away.

Chen-Kee brought chicken crimpys shapes for lunch today and everyone laughed at him cause everyone knows pizza is the best flavor. I dunns what they eat in Chirstchurch but i would leave to if i had to eat chicken crimpys.

Dear Diary,

School is so hard and i hate it when dad wakes me up at 8 for road patrol.

Dear Diary,

We had speech competition at school today and i came 3rd Lila came 2nd and Kathy came 1st. Lila told me she

only came 2nd because her mum told her Kathys mum and Mr Cho sleep in the same bed when Kathys dad goes to the Beehive for work. I dunno how them sleeping couldve made Kathy win so she totallyyyy cheated.

Dear Diary [Sally's early pick up],

Today at 2'o clock Sally's pov can't come out! So her mum got ringed and she picked sally up at 2'o clock

Dear Diary,

Today I was terribly MAD at Jim! Do you know why? Because He was like toatally crazy! He actaly did it on purpose! he was kicking, punching me diary HE'S A MEANING! ps. ms. paul made me sit next to him

Dear Diary,

I wish Jim could stop hiting me and saying you're not the boss of me My sister is 14 so she's in charge of you!

Dear Diary,

Totally un fair! Howcome I'm the Only one who has Homework on weekends and Holidays? This is totally unfair! Every time I see this Greedy, Nasty, girl Named Sally (who I hate the most) she doest have homework. Except Wedendays and Thursdays and Saturdays.

Dear Diary [Secerts],

Sarah is so Nosy and annoying! Ben thinks chinese people are dumb. My mathletics password is Luck22

Dear Diary [Secert],

Georgia hates God because Georgia

wanted God to make her come 1st or 2nd or 3rd in the cross country.

2013

Dear Diary,

OMG! The Hunger Games movie is THRILLING! It is the best movie EVER! I'm definetly on Team Peeta and not Team Gale as Peeta is so cute! Yes, I kinda do have a little crush on Peeta, actually a huge one. I've even changed my profile pic to him!



Dear Diary,

OMG!! I'm a COUNCILLOR and my badge looks so C-O-O-L! Sadly, Sean or Catherine aren't either! Boohoo for them but yay! for me!

Dear Diary,

Oh yea, throughout the week Cheese YOU KNOW WHO was kinda creeping me out. In SSR he sorta stares and draws his fingers on his desk and I caught him staring one or two times, like full on. Then on Friday

I has to sit next to him during area assembly, awkward. I mean Cheese isn't a bad guy, he's fine, like he's not punk/goth, smokes, plays PSP constantly. But THAT DOES NOT MEAN I LIKE HIM!!! OK ??? - That's with extra emphasis.

Dear Diary,

I have huge news—Walter TALKED TO ME! OMG! For Once! (OK maybe not for the first time but it was probably the 1st time in Term 2) During music rotation WALTER stood right next to me! Barely 3 cm apart! Then his friend was like "Hey [REDACTED], why are you drawing on your book?" and I said "cuz I can". I KNOW! I SHOULD HAVE SAID SOMETHING MORE WITTYER THAN THAT. Then Walter's like "naughty..." and I went pink. God! At least he doesn't think I am a goody goody 2 shoes, which I sorta am.

2022

Dear Diary,

Arela: Reading this back is my ninth circle of hell.

Dear Diary,

Nancy: Not a lot has changed. I'm still painfully melodramatic, on Team Peeta, and have something against punk/goth dudes who smoke and play PlayStation games.

I would like to sincerely apologise to the people who were put on my younger self's enemy lists. Hope y'all are doing well and have not found yourselves expelled, or sent to a poo dungeon. But, fuck you Ms Paul for making me sit next to Jim.

It's us, Nancy & Arela.



Dance Moves to Bring Back to the Dance Floor

Reject modernity, embrace tradition



GABBIE DE BARON (SHE/HER), MICHELLE TIANG (SHE/HER), FLORA XIE (SHE/HER), AND NAOMII SEAH (SHE/THEY)

Childhood movies, games, and songs aren't the only things we're nostalgic for—after countless lockdowns and a still ongoing pandemic, we've missed having a good boogie on the dance floor and we're sure you have too. Of course, for some of you who are just getting back into the clubbing scene, it can be a bit daunting to figure out what you need to do to stay hip with the kids. But why go through the trouble of learning new moves when you can just revert back to the old moves we all know and love? With this list of sweet moves, we'll have you back on the dance floor cutting shapes like it's the 2010s again.

Krumping

When we googled "crumping" we experienced a rude awakening. It turns out that it's actually "krumping" and it refers to a whole style of dance, not just one move. Quick, someone tell our nine-year-old selves that we were doing it wrong at the school dance. Some of the young ones might have missed out on this, as it was already gone by the time our ancient asses were in Intermediate. But NZ style krumping involves popping a shallow squat, bending your elbows out, and then pumping your fists quickly toward your chest while you move your whole spine in an approximation of cat-cow. Injuries are common with this one, so watch out.

Let flossing bring you back to simpler times when your biggest concern was nailing this dance for your next school assembly.

The Shuffle

Ah, this move is synonymous with the LMFAO era of music, may it rest in peace. We can still hear that incredibly irritating electronic hook stuck in our heads if we concentrate. Let's be real, this one has given us nothing but worn-out sneakers and eardrum-splitting squeak noises across floors. But one positive is that if you're shuffling, you'll already be slowly backing out of whatever social situation you're in. Once you've shuffled back far enough, you can run out of the door and away from the people who saw you do that.

Flossing

Are you always on the lookout for free ways to boost dopamine? Let flossing bring you back to simpler times when your biggest concern was nailing this dance for your next school assembly. You should think of dancing—not oral hygiene—when someone says flossing. It's not excessively erotic nor complicated, just innocent and happy. Try it again, and you'll soon be unironically flossing your worries away on the dance floor.

The Dougie

So, a bit of a flex: Gabbie learned the dougie at a Justin Bieber concert. During his My World 2.0 tour in 2010, he had this little segment with the Jabbawockeez teaching a bunch of teen girls how to dougie. Looking back, it is so much easier to learn the move on TikTok from a grandad than a whole professional dance crew on stage. It's actually such a cool looking move, because it just looks like the music flows through your body, and you don't need much coordination, you just need to know how to go low enough... and it doesn't take up too much space on the dance floor.

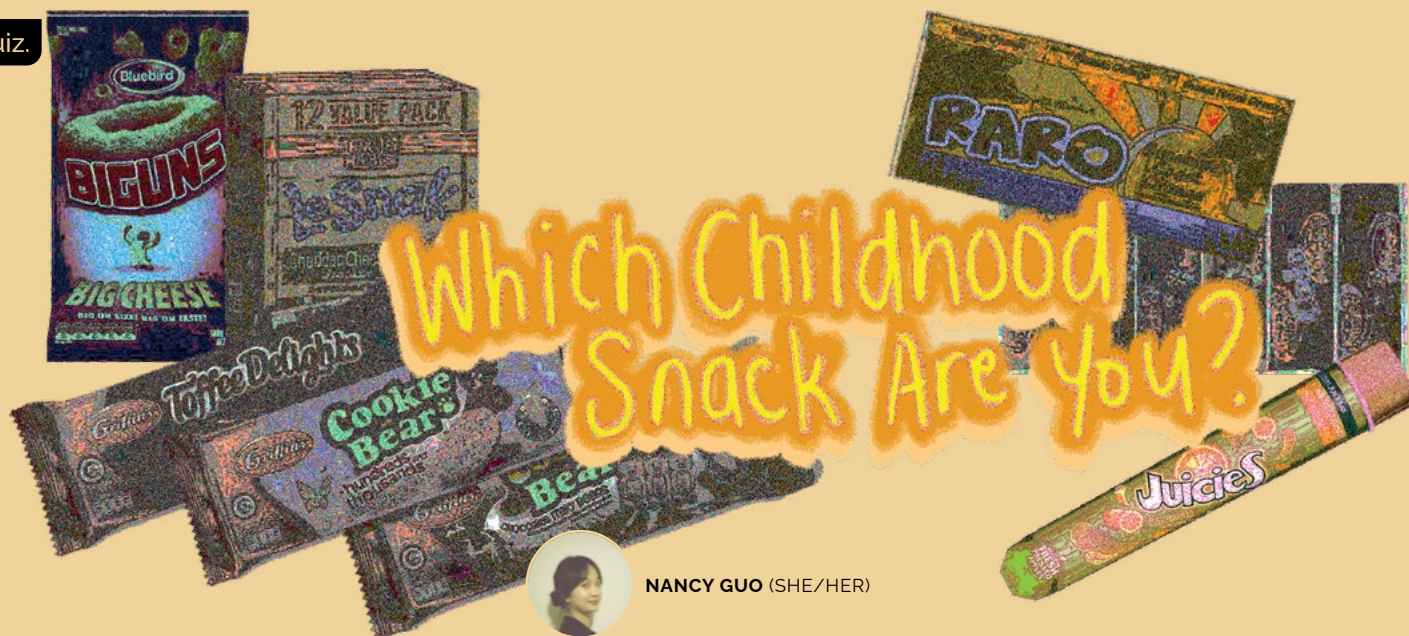
With this list of sweet moves, we'll have you back on the dance floor cutting shapes like it's the 2010s again.

The Hoedown Throwdown

Say what you will, but this is such a bop. Yes, it's a song, but Miley Cyrus popularised the song and dance simultaneously! She's so slay. This is the dance that taught us coordination. Plus, you only really dance this in the duration of the song, so there's no awkward fade of not knowing when to stop, or change dance moves. There's an obvious stop, and after you do this you can opt out of other numbers, because this was a whole sequence. All the it-baes do it.

The Sprinkler

This move will throw you back to the good ol' primary school days, when we did the sprinkler on the dance floor of the school disco for the shifts'n'gigs and Le Snak was still a thing. If you're a DJ, you might do this on the regular since the move looks pretty similar to clutching a headphone to one ear and spinning a disk with your other hand. If you wanna be subtle about it, that's the way to do it. We wouldn't recommend going too hard on this move though, you might end up accidentally pulling something in your neck.



NANCY GUO (SHE/HER)

Tragedy has struck. It's Term One and you've forgotten your hat at home, what do you do?

- a) No hat, no play! If I don't have the appropriate sun protection, I'm staying in the shade. Sun safety comes first.
- b) I make all my friends, who remembered their hats, stay in the shade and hangout with me.
- c) Neither the absence of a hat, nor a teacher on duty, will stop me from basking in the sun! Just like Lana Del Rey once said—I am fucking crazy, but I am free.
- d) Obviously, I'd big-brain this by stealing a hat from the lost property box. You can't be scared of catching nits, if you're the super-spreader.
- e) I hide in the bathrooms and cry my lunchtime away.

It's time for SSR. What are you reading?

- a) Whatever the teacher recommended.
- b) Smutty Wattpad fanfiction on my iPod.
- c) *The Guinness Book of World Records*. I just want to gawk at the lady with the really long fingernails.
- d) *The Diary of a Wimpy Kid* or *Captain Underpants*. The more drawings a book has, the better.
- e) The work of Socrates. Or Plato, if I'm in the mood for some light reading.

What song are you busting mad moves to at the school disco?

- a) 'Just the Way You Are'—Bruno Mars
- b) 'Good Girls'—5 Seconds of Summer
- c) 'Crazy Frog'—Axel F
- d) 'Party Rock Anthem'—LMFAO
- e) 'Skinny Love'—Bon Iver

What do you and your mates do after school?

- a) We attend our extracurricular activities. How else are we becoming prefects?
- b) We're going home to play Club Penguin and Papa's Games.
- c) Hitting up the dairy to buy those 50 cent bags of lollies, of course. Or a frozen coke from Maccas, if it's a Friday.
- d) BK WITH THE BOYS!!!
- e) What mates?

When did you feel the most cool at school?

- a) When I won my gold Athletics award, or when I became a head student.
- b) When I was picked to be a Jump Jam leader.
- c) When I broke my arm and everyone got to sign my cast.
- d) When I came first in cross country.
- e) When I became a student librarian.

Mostly As: Tiny Teddies

With your lack of artificial colours and preservatives, you're the type of person that everybody, and their mum, loves. You're so adorable that kids mutilate your cute little limbs every morning tea, beheading all of your buddies with delight.

Mostly Bs: Le Snak

Le sigh :(Oui are all miserables that you've recently been discontinued and cancelled from the supermarket shelves. Sure, no one knows how you passed nutritional guidelines, or what ingredients were used to make that gloopy and artificial-yellow cheese, but mysteriousness is always sexy and le yum!

Mostly Cs: Raro

You're just like Raro, the crack cocaine for children. Hyper. Messy. Sugary. But hey, you're also super popular and valuable. You're THE commodity every kid wanted to snort during morning tea.

Mostly Ds: Fruit Strings

People consider you the life of the party, or more accurately the life of the lunchtime. Kids use you as a jump rope, cowboy lasso, necklace, whip... providing hours of sticky, gooey fun. But, you aren't without breaking points. Eventually, you snap and are begrudgingly eaten, along with the copious amounts of dust and bacteria you've gathered during your recess adventures.

Mostly Es: Juicies

Real. Fruit. Simple. What you see is what you get, and you never try to be someone you're not. Even though you can be cold as ice, and the haters think you're a frigid bitch, but people still slurp you up!

ANSWERS

2010 memes

PUZZLES

G J L E I N A L N M A D X E B M A R A H
 G M M O B O B E G N O P S G N I K C O M
 D N E I R F Y O B D E T C A R T S I D H
 F S B A Q M H U H N G R U M P Y C A T T
 S T E E Y A U A R T H U R S F I S T Q E
 N P T H W F M D A T B O I P U K G T L E
 D I C Y H O T L I N E B L I N G E N B T
 A M Y C A P E P E T H E F R O G M I U E
 R A S X T S M O O R V M O O R V N Y X H
 K T B N A D S U N I Q M Z A X G I L I T
 K H A S R O L N O K B S T S G I A U N P
 E L R T E P S E O A W M A K R C R O V P
 R A K A T E B J R I O X T L P V B Y C A
 M D R N H D D D D R N O T V T O Y Y U E
 I Y M D O I B P F J M I L Q Q B X H V N
 T V D I S T F X A E V Y M F M U A W A O
 G D E O E E E W T M G T G J K V L E H B
 J V Z O K L C O A H V O C Y Z R A Y P S
 D X A P A C P U F I G Y D O W E G D T E
 S I D E E Y E C H L O E J I W C G L T P

DOGE
 ALEXFROMTARGET
 VROOMVROOM
 HARAMBE
 MATHLADY
 HOTLINEBLING
 DISTRACTEDBOYFRIEND
 MOCKINGSpongeBob
 YEET
 GRUMPYCAT
 DARKKERMIT
 DAZEDMRKRABS
 SALTBAE
 WHATARETHOSE
 TIDEPODS
 MINIONS
 PEPETHEFROG
 BONEAPPHTHETEETH
 DATBOI
 ARTHURSFIST
 GALAXYBRAIN
 SIDEYECHLOE
 ANDIOOP
 DAMNDANIEL
 WHYYOUPLYIN

wordhunt

sudoku

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7					4	6		
2		4			7			
	1	5		3		2	6	
6						4		

HOROSCOPES

This week, Polly Prophet is taking us back to where all of our character-building started—the 2010s YA Fiction universe. Rather than doing the usual, consulting the stars type shit, Polly has instead drawn unhinged inspirational advice, from the pages of literature that shaped our generation.

ARIES

"If we burn, you burn with us"—Katniss Everdeen, The Hunger Games. The agenda for this week is sweet, sweet, revenge. Just like our girl on fire, you're prepared to unleash wrath on anyone that double-crosses you.



CANCER

"The rules of capitalisation are so unfair to words in the middle of a sentence"—Margo Roth Spiegleman, Paper Towns. That's some deep shit right there. Expect to be in the depths of pretentiousness this week.



LIBRA

"Sometimes I feel like I'm stuck on a ferris wheel. One minute I'm on top of the world, the next I'm at rock bottom"—Blue, Love, Simon. Get ready for another rollercoaster of a week. But don't worry, your cheesy happy ending is coming.



CAPRICORN

"You are the shuckiest shuck faced shuck in the world"—Minho, The Maze Runner. Minho has spoken. The stars have refused to comment.



TAURUS

"Beautiful? This is the skin of a killer, Bella"—Edward Cullen, Twilight. Sigh. This naive world will never understand your thirst for bland and boring protagonists. You're the epitome of 'weird flex, but okay'. So, don't be surprised if no one wants to be around you this week.



LEO

"Yer a wizard Harry"—Rubeus Hagrid, Harry Potter and the Philosopher's Stone. We get it, you're the chosen one. Now, don't let this announcement get to your head. Humility is also a magical quality to possess.



SCORPIO

"You never get me. That's the whole point"—Alaska Young, Looking for Alaska. No one understands you, and nobody will, probably ever. Keep up the usual brooding and air of mystery, it's the only thing you've got going for you.



AQUARIUS

"It's a metaphor, see: you put the killing thing right between your teeth, but you don't give it the power to do it's killing"—Augustus Waters, The Fault in Our Stars. This week, you're feeling extra edgy and philosophical. Keep it up manic pixie dream people.



GEMINI

"I am Divergent. And I can't be controlled"—Tris Prior, Divergent. Your quirky, pick-me, 'I'm not like other girls' energy is extra loud this week. Stay home, avoid interacting with civilisation.



VIRGO

"Okay? Okay"—Augustus Waters and Hazel Grace Lancaster, The Fault in Our Stars. Virgos are notorious for being people of few words, and that's perfectly okay. The universe wants you to STFU.



SAGITTARIUS

"Bella! Where the hell have you been, loca?"—Jacob Black, Twilight. Jacob is voicing exactly what the rest of us have been wondering. Locas, it's time to stop being flakey, and actually respond to your texts.



PISCES

"We accept the love we think we deserve"—Mr. Anderson, The Perks of Being a Wallflower. You're the friend that never learns from life's red flags, always going back to the same toxic people again and again. But, we see your attempts to improve. Keep it up!





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