

Sticks & Stones and Sports Team Names by Richard Estrada

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I am impressed with the article of Richard Estrada, “The Stick and Stone and Sports Team Name.” his arguments are true since sports teams should not be allowed to use some of the names related to their ethnicity and mascots. His claim is that teams like the Braves, Seminoles, the Indians, and the Redskins should be allowed to change the names of their teams and the mascots, despite their popularity or the way the team has established itself. This is because they are degrading the Native Americans. The stereotypes that accompany the mascots, like the “tomahawk chops and the war chants,” are dehumanizing and single out the Native Americans, and they are setting them aside for the rest of the community to prosper. Hence, there is “Nobody likes to be trivialized or deprived of his or her dignity,” and thus Estrada asserts that allowing the mascots based on ethnicity may lead to the promotion of trivialization. Thus, what makes matters worse, based on the Estrada article, is that those mascots are targeting the least politically powerful ethnic groups in the nation. A possible example of a team that is based on a minority ethnic group is the “New York Jews,” and this cannot be tolerated in the society of our nation. Therefore, in conclusion, it is important for the natives to be treated with simple dignity like other people.

Examples and anecdotes are used to illustrate the truth in certain situations clearly. Therefore, Estrada has used anecdotes and examples in “Stick and Stone and Sports Names” to create persuasion and caution. In the second paragraph, he says, “A young fan could easily forget that in a game where men were men, the teams they played on were not invariably named after animals. Among others, the Packers, the Steelers, and the distant 49ers were cases in point.” The author makes use of this anecdote to let the audience into his past. He uses the Washington redskin, Cleveland Indians as examples to illustrate the majority ethnic group in the nation, while the “New York Jews” as an example of the minority ethnic group in Native America. Both the anecdote and the examples used in the article are used to reinforce the writer’s argument of the writer by providing evidence.

Refutation is the moment when the speaker argues against the opposing viewpoint or an argument. For instance, it’s known that ethnic group leaders are inclined to cry wolf in alleging racial insensitivity, but no one should overlook political insensitivity to avoid the accusation of hypersensitivity and political correctness. Estrada also made use of conceding, which implies acknowledgment of the argument, and thus, he admits that “the real world is different from the world of sports entertainment.”

Repetition of words is a major strategy for the production of emphasis, clarity, emotional effects, and the amplification of the literature. The repetition can be done based on the same word or a synonym

of the word. In “Sticks and Stones and Sports Team Names,” many words have been repeated to create emphasis and the amplitude of the essay. For instance, in the second paragraph, “Daddy,” which is the synonym of “father,” in paragraph eight, is used with the effect of increasing the amplitude. On the other hand, “Redskins” has been used in a lot of aspects of the article to create emphasis on ethnic perspective (ESTRADA).

Working at McDonald’s

What Etzioni has pointed out is very true. In real-life situations, it’s very difficult for the teenagers who are working at McDonald’s to get higher wages in better jobs since the teenagers have been involved in school dropout and working for low wages for the rest of their lives, including deviant acts of society like crimes and heists. It’s clear that most teenagers working at McDonald’s and other similar food restaurants don’t have the creativity and the skills, and thus, they need to follow a similar routine every day. This makes the teenagers act like dull beings, not creative individuals, instead of innovative and creative people found in real life.

When you relate the teenager’s job in a restaurant to a specific job in the future, the author relates them to the low-wage jobs, this very true in real life. Therefore, Etzioni makes sense the moment she says that despite the wages of the teenagers being nice, the jobs themselves have greater disadvantages since they mess with the child’s schooling, and the chances of getting an education are dominated by jobs. Also, the critique of the way consumerism has become the habit of a lot of teenagers is right since most young people dwell on trends and fashions, hence wasting a lot of money that they have earned in their jobs. In conclusion, according to Etzioni, it’s important for teenagers to study instead of working part-time since they will be able to get time for a job based on their skills and knowledge.

After reading the first seven paragraphs, I realized that many of the American high school students have part-time jobs. At first, it is seen to be a good opportunity since the students can gain work experience, and also, the children will have the freedom to be independent of their parents. However, he thinks that a lot of part-time jobs can lead to reduced school attendance and also skew the teenagers’ values. Therefore, the writer appeals to the teenagers themselves that it’s essential to have a balance between the quest for income and the need for continuous growth, and to pursue other endeavors that don’t pay off instantly. Thus, they should go back to school and study.

To support the ideas, Etzioni uses the facts and findings from Ivan Charper and Bryan Fraser concerning teenage jobs. He makes use of the studies to prove the point that part-time jobs for students lead to the acquisition of early experience and skills. He also uses V. Harrell’s research to criticize that part-time employment can lead to poor school attendance, no career ladder, poor marketing skills, school dropout, and an increased number of people with low skills.

In the “Working at McDonald’s story, the writer illustrates several cues. The first one is syntactic

cueing, which involves using the structural clue to figure out the word, like “has” instead of “as” in the eighth paragraph. The second one is the graphic cues which involve using the visual clue to figure out the word. For example, in the third paragraph, Etzioni wrote: “productive youngsters” instead of “productive young stars” (Etzioni). These strategies are effective in the reinforcement of the memory of the topic is illustrated.

In the eighth paragraph, the writer made use of the syntactic cues when he wrote “has” instead of “as” while aiming at the provision of examples of the skills that can be acquired after being employed. Some of the experiences gained include a food preservation machine and a cash register. In the sixteenth paragraph, he makes use of the graphic cues when he writes “loose pot party” instead of “loose spot party.” Some of the shortcomings of the supervision include leaning toward the teaching of wrong compliance, shared alienation, and blind obedience. Therefore, from the research, Etzioni interprets that it’s essential for the students to create a balance between the quest for income that is needed to keep growing and going to school.

Why privacy Matters Even If You Have “Nothing to hide.”

Privacy is the ability to seclude oneself or a group of people, or even the intent to hold back information selectively. In different nations, different laws have been set aside to preserve privacy, and Daniel Solove also supports the same, despite some people arguing that there is nothing to hide in their lives. Therefore, every person has the right to hold onto precious information and secrets. When all the factors are held constant, privacy matters despite having nothing to hide, and thus, all people should exercise the freedom of privacy unless it’s violated by security issues. This may help reduce the aspects of implied crime (violations relating to surveillance and violations at the moment of information processing) and the aspects of inhibition and social control.

When looking at the Nothing to Hide argument mainly focuses on the assumption of privacy related to bad things. Privacy isn’t secrecy, and thus individual decide to hold to their privacy, the government should check on the relevant information to gather to hold on to people’s secrets for security purposes. In case the government is aiming at boosting transparency, accountability, and abuse and frustration, then privacy must be upheld concerning the Orwellian type of privacy violation.

When posing his arguments, Solove begins by referring to Bruce Schneier and Geoffrey Stone to illustrate how easily the issue of privacy is being undermined by different people, thus making privacy interests minimal. This brings victory to security since most people believe they have nothing to hide. If each had nothing to hide, then most people would face the harm of surveillance and information processing violations. However, the author contrasts this by highlighting that people assume that privacy is concerned with only the bad things that an individual has been involved with.

Solove uses different writing strategies in his paper, including quoting. In the first paragraph, he says,

“I’ve got nothing to hide” when the government is collecting and analyzing personal data. This is illustrated with the aim of clarifying that only bad people are responsible for worrying, and hence, they deserve to keep their information private. He also quotes Schneier’s “most common retort against privacy advocates,” and Geoffrey’s quote “all-too-common refrain” to prove the relevance of his arguments concerning privacy.

He also intended to use the quotes in the article to emphasize the importance of the issue of security. For instance, “I don’t mind people wanting to find out things about me... efforts to find terrorists by monitoring our phone calls!” (Solove 2). Therefore, the quotation strategy in the paper is essential in discussing a specific argument and analyzing the way others have used the language. It’s also important to emphasize specifically authorized sources concerning the topic the author is discussing.

Solove refutes the claims that privacy can matter if you have something to hide. Some of the reasons are as follows. For the reduction of criminal acts like harm to surveillance and violation of information, privacy is paramount. Therefore, the legal and policy solution to these problems is to keep some of the information secret. Most people believe that the argument of nothing to hide points to hiding bad things, thus causing the government to take a lot of security measures. Some of the measures include the maintenance of huge amounts of data and information that a person cannot access. Therefore, the information collection can lead to the disclosure of the information or even the surveillance problem.

Rhetorical questions are essential in literary writing to enhance a powerful persuasion in the form of a provoking tool. The question can be obvious, humorous, or reflective. Therefore, the rhetorical questions and the cue strategies are used to impact the emphasis effect, hence making the audience think widely. For instance, in paragraph 16, the author illustrates different questions, including “What if it denies you the right to fly? What...” All these questions aim to illustrate the importance of maintaining privacy.

Scott Pilgrim vs. the World: A Hell of a Ride

The arguments of the Akanas concerning the film are very convincing. This is because he has provided many detailed descriptions of the special effects concerning the type, the way it looks, and how they are used to enhance the movies. I can imagine how he narrated a scene. Therefore, if the special effects were not true, he may not have seen the movie. I also think Akanan is not good at depiction. Based on his description, the movie Scott Pilgrim’s in the World is a comedy movie that has a little bit of magic. On the other hand, I don’t think the movie can be appreciated by the audience. For instance, some old people may have a different aesthetic appreciation, and thus, they may not be able to enjoy the movie. However, another movie named “Kung Fu” also had brilliant special effects that made the fighting scene very exciting.

The review can be considered to be appropriate for the college since the author has provided a vivid

description concerning the film that can make an individual who has never seen the movie feel as if he/ she has already watched it. Akana has also placed emphasis on artistic cinematography and editing. For instance, he provided some sensory details, such as “the shot assumes a point of view from Pilgrim’s perspective looking up to the band on edge.” This could make the reader start imagining the warrior fighting for his lover. This creates fantasy, curiosity, and, above all, it’s more exciting.

The thesis of the film concerns the appreciation and enjoyment of the entire audience based on the movie’s special effects, the clever dialogue, and the artistic editing and cinematography. For instance, the actors of the movie were introduced with the short, time-boxed information of name, rating, etc. The film also had numerous video game-like gimmicks, installation of comic book references, and the attributes of the film’s creative cinematography and editing.

The film is inventive based on the fact that special effects like the peer bar are used to reveal the Pilgrim himself and the boss battle that presents evil exes in the format of the PlayStation, that are popular to the guitar hero. The comic reference book is essential, as well as liking the background, adding CGI, enhancing the eye-popping fight sequences, etc.

The highlights like “the shot assumes a point of view from Pilgrim’s perspective looking up to the band on edge,” “the shot quickly cuts to close of Gideon’s eyes,” and “ in a series of fast-paced jump cuts, quickly dispatched the bad guys before charging up the pyramid.” They are used to make the audience imagine the picture of the warrior who overcomes a lot of the adversities of the fighting scene with the boss to rescue his lover. This highlight makes the reader more curious and excited.

Lastly, different people have different arguments concerning the way they view the movie. To prove criticism of the movie, Akana has provided the source of Miami Herald film reviewers, arguing that the film has failed because it lacks the involvement of chemistry and emotions in the romance. On the other hand, New York Times reviewers argue that the movie has accounted for the lesson learned and the conflict resolved.

LA Noire- review

The LA Noire is a video game that has been eagerly awaited, and it was set in a very faithful recreation of post-war Los Angeles, circa 1947. The game immerses the players in the dark in the city of Angels as they work through some higher levels of the profile cases involving drug rings, grisly murder, and arson. The players are required to rise in the form of ranks as they continue to solve cases, starting from the beat cop in the crime streets before being promoted to detective. The game is considered to be equivalent to the two-session TV series, and it’s also accurate and satisfyingly meaty. Considering the game is interesting and unique, it is likely to shape the entertainment industry in the form of technology, and there is greatness in case it is sedated by a few age-old mistakes.

The game has an impressive pacing and a narrative arc. It is full of fun since it is punctuated with the sequence of action, including a car chase, climbing around inaccessible areas, the pursuit of the suspects by foot, puzzle solving, and also shootouts. For the cases, a flashback of the Phelps' war experience or a glimpse into the off-duty life is essential in providing the feeds for the overarching storyline. The overall effects are powerfully immersive since the participants are at the center of proceedings, participating, and dictating the actions. The control systems are sufficiently simplified for the non-gamers, and thus, they can't find it intimidating. On the other hand, hardcore gamers may perceive it as not being precisely action-packed since the shooting system has been over-simplified.

The LA Noire is mainly simplified with free-roaming since, as you will be driving, you can hear a street crime to which you can respond. There are also hidden vehicles and landmarks that you can visit and collect. Therefore, it's a good game that bucks the modern trends for the single short player (Boxer). The game is satisfyingly meaty and has a duration of two seasons of the television series, making it accurate. It beats film hands down since it has the sheer amount of entertainment offered.

In the article, Boxer uses the heading and screenshots of the game. The heading and screenshots used in the review are key representations of the concepts that support the ideas in the paper. Therefore, Boxer uses them to guide the reader to the paper's main points. The snapshots are also used to inspire the reader to purchase the game.

Works Cited

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