SJSU aims to deter spread of new coronavirus by moving to online course structure

**Upcoming SJSU schedule**

| March 10-13 | classes suspended |
| March 16-27 | distributed or fully online classes |
| March 30-April 3 | spring break |
| After April 6 | to be determined |

**CAMPUS VOICES**

"Overall I think it’s an overreaction, but for personal reasons I’m glad because it does give me a chance to catch up on classes." 
-Gage Phillips, radio, television, video and film junior

"I now have time to catch up on classes but I feel horrible that a virus is spreading around now." 
-Iselia De Leon, radio, television, video and film sophomore

"It’s pretty crazy since I joked about it last week that classes will be closed but now that it happened it’s like, ‘Damn, this is actually real now.’" 
-Michael Montijo, communications and marketing sophomore

"Honestly I’m bummed that classes are moved to online since I prefer in-person, as I feel I study and do my classes better that way.”
-Vicky Chung, communications studies junior

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**It's a concern anywhere in a dense area, right, where you can't avoid it here in downtown and can't avoid being around people.**

Raúl Peralez
San Jose City council member

Peralez told the Spartan Daily that San Jose’s Pandemic Response team is in Stage 4 of their alert level. Stage 4 indicates a high risk to the local population and an imminent outbreak, according to the team.

Peralez said his district in Downtown San Jose, which includes SJSU, is a higher-risk area for transmission.

“It’s a concern anywhere in a dense area, right, where you can’t avoid it here in downtown and can’t avoid being around people,” Peralez said. "So it's tough. If you know, it starts to spread more rapidly. It's certainly gonna happen in an area that's more dense.”

The Santa Clara County Public Health Department confirmed 43 cases of COVID-19 and one death as of Monday.

The fatality was an adult woman in her 60s. She was the third case of COVID-19 reported by the County Public Health Department on Feb. 28 and was hospitalized for several weeks after testing positive, according to the department website.

Business management junior Dathan Dequit said the university should have canceled classes sooner and was also worried about residents on campus.

“I think that the residential housing community should address it,” Dequit said. “They should do something.”

Kenneth Mashinchi, senior director of media relations, said that the Strategic Communications and Marketing Department had no information at the time of publication about on-campus residence. He said the campus, including the dorms, would remain open until further notice.

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**SOURCE:** CAMPUSVOICE EMAIL, SENT BY SJSU PRESIDENT MARY PAPAZIAN, PHOTOGRAPHED BY CHRISTIAN TRUJANO

**VIRUS | Page 2**
New exhibit honors Jewish vets

By Chris Padilla


"You shouldn't have to do this, it shouldn't be unique," said Charlie Faas, president of administration and chief operating officer. "Anyone who serves in our military is a hero, but these people clearly did not get recognized during their time."

History professor Jonathan Roth orchestrated the exhibit which will be open until March 31.

The stations were a mix of unique articles and reproductions of artifacts from past conflicts, U.S. conflicts from the Civil War to the Korean War.

"It's important to demonstrate how photography and alternative photography classes won't get the same in-person critiques," Roth said. "The classes will focus on digital photography."

"In each case of approval, the dean may ask for clarification about how the course design can be modified to reduce transmission of disease," Kopp said.

"Everyone's eyes get opened at these events," Roth said. "It's important to demonstrate how Jews have progressed militarily in the United States." Kopp said.

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If you suck at a game, don’t review it

Paul Hang
SENIOR STAFF WRITER

Video game journalism needs to be reshaped if writers want to be trusted among gamers. Their lack of credibility hurts them more than they think. Video game journalists are not just people who write about games for money, but they should also be passionate gamers. Video game journalists need to emphasize not only good writing, but also playing video games well.

Imagine that you’re buying car parts and the salesperson you talk to has no background working on cars, that would destroy the salesperson’s credibility. This can be applied to professional reviewer Dean Takahashi from VentureBeat, a website that covers tech news and events.

There’s a YouTube video that shows Takahashi struggling to play “Cuphead,” a level, even including its tutorial. For any experienced gamer, it’s painful to watch and makes Takahashi look like he’s never played a video game in his life. “Cuphead,” a run and gun platformer, is known for its difficulty, but Takahashi played the tutorial and the first level terribly, ruining his credibility as a video game journalist.

Takahashi also wrote a “Mass Effect” review, where he thought the game was unplayable, but he failed to understand its role-playing mechanics, which affected his playing experience. Poor exposure tarnishes video game journalists and stereotypes them as poor gamers and reviewers. Video game journalism website Polygon featured footage of 2016’s “Doom” and its early levels, catching the gaming world’s attention.

The gameplay was lackluster because of poor aiming, reaction time and sense of awareness shown in the video by Polygon reviewers. The awful skills shown not only make the video difficult to watch, but it doesn’t make viewers want to purchase the game either. Video game journalists shouldn’t be required to win national championships or have a professional gaming background, but for God’s sake, can they at least understand how to play properly?

Gameplay can convince customers to buy a game if a player is gaming well because it makes the game look exciting. Not only should video game journalists, as a whole, focus more on improving their skill level, but also the content they write for their articles. A good example of this is G.B. Burford’s retrospective piece for gaming website Kotaku about one of the original “Halo” single-player levels, “The Silent Cartographer.” Burford uses great detail to show why the level was well-designed, comparing the original “Halo” with present-day shooter games. Burford’s piece stands out as the correct way to write a feature about video games.

If more video game journalists don’t address these issues, readers won’t take video game journalism seriously. Video game journalists should prove to gamers that just because they review games, that doesn’t make them any less of a gamer.

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2016’s “Doom” received an 8.5 review score by Polygon, a video game publication, on all platforms.

Video game journalists need to emphasize not only good writing, but also playing video games well.

The early stages in a video game are generally very easy and help you learn how to play the game at a basic level. The gameplay was well-designed, detail to show why the level was well-designed, comparing the original “Halo” with present-day shooter games. Burford’s piece stands out as the correct way to write a feature about video games. If more video game journalists don’t address these issues, readers won’t take video game journalism seriously. Video game journalists should prove to gamers that just because they review games, that doesn’t make them any less of a gamer.

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By Kellen Concentine
SENIOR STAFF WRITER

Spartans scorched by Sun Devils

No. 13 San Jose State dropped its fourth straight game in a 14-7 home defeat against No. 6 Arizona State University Saturday afternoon.

The loss marked the second time the Spartans (5-12, 0-3 MPSF) have lost to the Sun Devils (12-4, 1-0 MPSF) this season, after losing 8-6 on Feb. 21.

Junior driver Lili Urvari's performance was a silver lining in SJSU's disappointing loss.

Urvari ended the game as the Spartans' top scorer with 3 goals, along with 3 steals on the defensive side of the ball.

"We really wanted to beat ASU," Urvari said.

"We played against them earlier this season and we only lost by 2, so that was bad. I scored 3 goals, but it doesn't really matter when we lose."

The Sun Devils opened the game by scoring the first 4 goals and did not give up the lead for the remainder of the game.

SJSU utility sophomore Clarissa Wandinger responded, scoring a power-play goal at the end of the quarter, making the score 4-1.

ASU freshman goalkeeper Izahiana Baca kept SJSU out of the net in the second quarter, blocking 5 corner shots as ASU added 3 goals to their lead.

SJSU cut the deficit throughout the quarter but ended the half trailing 7-4.

Utility junior Riley Agorbeek and utility sophomores Olga Descalzi Portell both scored early in the second quarter.

Urvari scored off an assist from junior two-meter defender Isabella Schmidt.

ASU extended its lead to 11-5 with 4 goals in the third quarter.

Urvari and Schmidt kept SJSU in the game being the only players to score in the third quarter.

Urvari added one more goal in the final quarter but it wasn't enough for the Spartans to get past the Sun Devils.

"I think it was a bit of a disappointment for the team to see the score this week," two-meter senior Jacqui Maisey said. "We know that we trained hard and hopefully we will see them again at the MPSF conference and we'll be able to have a better score."

SJSU could not defend ASU utility junior Amira Van Bunn as she scored 6 goals on 7 shots to lead the Sun Devils.

Head coach Beth Harberts wants the team to fix its mistakes from this four-game skid going into the Loyola Marymount University Invitational on March 20.

"I think we have a lot of speed over these other programs," Harberts said. "LMU is obviously going to be the highest competitor in that tournament and that's someone we want to go after."

Harberts said after SJSU's loss to No. 1 University of Southern California on March 1 that these losses against higher-ranked teams are learning experiences for the team.

However, the Spartans have now lost four games in a row against higher-ranked schools and are currently in last place in the conference.

The LMU Invitational begins on March 20 where SJSU plays Princeton University at 11 a.m.

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UPCOMING HOME GAME

Stanford vs. SJSU
April 18 @ noon

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Send a letter to the editor

Letters to the Editor may be placed in the letters to the editor box in the Spartan Daily office in Dwight Bentel Hall, Room 209 or emailed to spartandaily@gmail.com to the attention of the Spartan Daily Opinion Editor.

Letters to the Editor must contain the author's name, year and major. Letters become property of the Spartan Daily and may be edited for clarity, grammar, libel and length. Only letters of 300 words or less will be considered for publication.

Published opinions and advertisements do not necessarily reflect the views of the Spartan Daily, the School of Journalism and Mass Communication or SJSU. The Spartan Daily is a public forum.
Lecture discusses ‘Kitty’ culture

By Gia Pham

"Hello Kitty is not a cat" stretched across a Student Union Theater screen in wide letters on Thursday.

The Kanuki Fukuda- Abe endowed lecture welcomed Christine Reiko Yano, a professor of anthropology at the University of Hawaii, and her lecture on "Kawaii Diplomacy: Hello Kitty, Innocence, & Politics of Scale".

In her presentation, Yano demystified the misconceptions about Hello Kitty and deconstructed the character's diplomatic power as a Japanese icon of cuteness.

A fan in the crowd waved a pink, compact Hello Kitty mirror as Yano analyzed how the character evokes more human qualities than feline ones.

"Looking at that mirror, you see both reflections of yourself and Kitty, and maybe the interconnections between selves and kittens," Yano said. "So that even when Hello Kitty's popularity in Japan waxes and wanes, as it will, it's the popularity outside of Japan that can become a rebounded kind of mirror upon how great we are, upon 'kawaii.' "

"'Kawaii' is Japanese for cute and is often used in context to describe aesthetics that are adorable and lovable," Yano explained how she gained insight into Hello Kitty's true identity after corresponding with Sanrio, the Japanese company that created the character, and focused on producing kawaii stationery, gifts and accessories.

"Sanrio came back and said, 'You know we really exist,' and that and we rather people think of Hello Kitty as not necessarily cute, but more like a best friend or something like that," Yano said.

"Hello Kitty is a perpetual third-grader who is three and a half apples tall and grows up with an all-white family in London," Yano said. "If you have, like, Hello Kitty as, like, a Japanese figure, but in reality, her identity is not. She's basically, like, from London, which is quite interesting," English senior Brit Aguminato said. D e s p i t e Hello Kitty’s fictional heritage, s h e remains a cultural icon to Japan, placed in the center of politics to secure a more unified, diplomatic approach. Hello Kitty is the official tourism ambassador of Japan to China and Hong Kong since 2008 and cultural ambassador since 2017, Yano said.

This kind of soft power around innocence, around Hello Kitty is effective even within Japan, because... she becomes a source of Japanese pride for themselves," Yano said. Students in the crowd reflected on their own experiences being a Hello Kitty fan and how Japanese pride for themselves, "They always held... there was different treatment because people know that because I like Hello Kitty, because I was really girly, not to hurt my feelings," liberal studies junior Gilliam Mue Buena said. Yano further emphasized Hello Kitty's marketing is a way to encourage empathy, giving her a socially universal power.

"In all of our cynicism, in this day and age, of a kind of death of empathy, in which we might find it difficult to connect with each other," Yano said. "Maybe by way of cuteness is not a bad resource."

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Shape the Future of SJSU

Take the campus climate survey
sjsu.edu/belong
February 25 –March 20

belong @SJSU
“Eternal Atake” made my ears ache

By John Bricker

**Artist:** Lil Uzi Vert

**Release Date:** March 6

**Rating:** 4/5

Lil Uzi Vert’s long-awaited album makes for a surprisingly full meal of production, hooks, and writing. Overall, the album is a well-rounded representation of the rapper’s artistry and musical versatility.

Lil Uzi Vert overcomes the yawn of repetitive flows on his new album “Eternal Atake,” which is filled with moments of surprise and deviation from his usual formula. The album features a variety of tracks, from the introspective “Victo” to the hard-hitting “Celebration Station,” showcasing Lil Uzi Vert’s ability to push boundaries and explore different sounds.

The album also features a blend of genres, from trap to R&B, and Lil Uzi Vert demonstrates his versatility with each track. The production is top-notch, with beats ranging from the catchy and accessible to the more experimental.

Overall, “Eternal Atake” is a strong album that allows Lil Uzi Vert to showcase his growth as an artist. The album is a testament to his creativity and willingness to take risks, making it a must-listen for fans of hip-hop.

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**JINYA Ramen Bar**

Ratings:

**Cuisine:** Japanese

**Location:** 925 Blossom Hill Rd

**Price:** $18

** palate points

JINYA Ramen Bar offers 13 ramen bowls that also cater to vegetarian and vegan customers.

By Chris Core

**CINEMATIC EDITOR**

For how I'm cooking these noodles, you are probably wondering that ramen would be something I considered the “best food in malls.” To be honest, I have never had Top Ramen in my life and I don't consider it to be a noodle. However, I do enjoy ramen noodles from a good ramen shop.

JINYA is the place for me. I have been going to JINYA for almost a year now. I have tried many different ramen dishes, but the one that I keep going back to is the “Spicy Sapporo.”

JINYA is a Japanese noodle bar that offers a variety of ramen dishes. The restaurant has a modern and trendy atmosphere, with neon lights and sleek black decor.

The portion sizes are generous, and the ramen is cooked to perfection. The broth is rich and flavorful, with a spicy kick that is just right. The noodles are soft and chewy, and the vegetables are fresh and crisp.

Overall, I highly recommend JINYA Ramen Bar to anyone who loves good ramen. It’s a great place to try out different ramen dishes and satisfy your cravings. Enjoy your meal!