

Do you female orgasms?

By Calista Condo
Photo Editor

Last Thursday, 600 Rowan students flocked to the Enyon Ballroom to listen to the SUP organized lecture entitled, "I Love Female Orgasm," while commenting, "Of course you would be here," or, "There's probably going to be a lot of virgins." Creators of the program, Marshall Miller and Dorian Solot, have given over 350 lectures at colleges, conferences, and adult education centers on sexual health, safe sex, female orgasms, and other related topics, according to their website www.sexualityeducation.com.

"I Love Female Orgasm" is their most popular program, and Solot says they never have a problem filling a room because it is a very popular topic. Miller and Solot, who are both sex educators, speak to the audience about female sexuality from both sides of the fence: for the women who experience it, and their partners who have the ability to aid them in the process. Their presentation on Thursday taught Rowan students about feeling confident in making sexual decisions that are right for them, orgasm myths, and the female anatomy.

Always allowing the laughter to continuously roll, Miller and Solot infused their presentation with jokes, movie clips, and personal experiences. In the middle of their presentation, the audience was split into male and female groups, which Solot said was to allow the women and men in the room to feel more comfortable

opening up about female orgasms and their own sexuality.

The women in this session were asked what they heard about masturbation when they were younger, and an-

swers such as, "Nothing," "It was wrong to do," and, "Only guys do it," were yelled from the audience. Solot showed, by the women's reaction to the question, that women's sexual education is taught differently than men's. She

feels that they don't teach women how to say "yes" to sex in a responsible way; women are only ever taught to say no. Furthermore, according to the presentation, most sexual education courses leave out a very important part of female anatomy: the clitoris, which is the main component in

having an orgasm.

The women were then asked to brainstorm what can help them have an orgasm. While a long list was written on a dry erase board, the more memorable were, "Sex positions," "Sex toys," "Chocolate syrup and whipped cream," and, "Rub my freaking cl*t." In response to one student saying, "Take control," Solot commented that taking control of your orgasm is a great way to have one.

"Guys are really good at making sure they are going to have an orgasm. Women lie there and think, 'I hope I will have an orgasm,'" said Solot.

The men, who had their session in the first floor of the Student Center, talked about what they had learned about female sexuality in school. Miller also said they spoke about pornography and how it is inaccurate information about what women look like, what type of men they like, and what they want when it comes to sex.

After the sessions, Miller and Solot gave the audience some sex tips including information about the clitoris, vibrators, the "G spot," the phases of arousal, and how men and women can have multiple orgasms. They ended their presentation with saying that the most important things are that you love and respect your partner and they love and respect you in return, and that you take care of your body because that's all you have in the end. "Wishing you health, long life," said Miller, "and plenty of orgasms," added Solot.



- Start alone and take your time.
- Befriend your body.
- Befriend your vulva.
- Touch yourself experimentally.
- Keep touching.
- Tense and Relax.
- Fantasize.

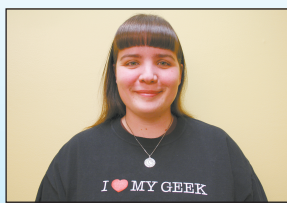


Photos by Calista Condo

Top Left - Students, male and female alike, visit a table to chat with Miller, and peruse items that include Miller and Solot's book, t-shirts and buttons. Top Right - Tips for female orgasms. Bottom - Over 600 students attended the lecture.

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GAME OVER: Diehard gamers perish while playing



By Erin O'Kane
Columnist

Death in video games is fairly common. Death BY video games isn't.

On September 17, a 30-year-old Chinese man died at a cybercafe after a three day gaming binge.

I wish I could say this was the first death attributed to video games I've ever heard of, but sadly, it isn't. The very first death blamed on video games came as early as October of 1982.

Peter Burkowski, 18, died in an arcade in Calumet City, Illinois, after only about 15 minutes of playing. Cause of death: heart attack. The

coroner for the case didn't want to point the finger completely at video games, especially since two-week-old scar tissue was found on Burkowski's heart, but he did say that the excitement of the games didn't help.

From here, the blame game gets even more obfuscated. On Thanksgiving of 2001, 21-year-old Shawn Woolley shot himself. His mother blamed and eventually sued Sony Online Entertainment (SOE) because of her son's addiction to EverQuest. Never mind that the mother admitted Shawn was epileptic and shouldn't have been playing in the first place, or that psychologists had previously diagnosed him as having several mental illnesses. No, his death could only have been because he played EverQuest to the point of



<http://kotaku.com/gaming/addiction/index.xml>

Are video game developers to blame for the fatal outcomes of gamers who lack the ability to stop playing long enough to eat, sleep or even move from their seated position?

quitting his job and ignoring his family.

The following year saw two more deaths, one in Taiwan and the other in South Korea. The men were 27 and 24 years old respectively. Both "binged" on inter-

net gaming at cybercafes until they died: 32 hours for the Taiwanese man, 86 hours for the South Korean man.

How can this be allowed to happen? Most cybercafes in Asia are open 24 hours a day.

Shouldn't the staff say something after someone has been sitting there for longer than one employee's shift?

There are 22,000 cybercafes in South Korea alone, and multiplayer games are so popular there that they

are televised. Good players can expect sponsorships and earn salaries of more than \$100,000 a year. While I say congrats to anyone good enough to earn money by competing in tournaments, what happened to games being fun?

The problem doesn't lie within the games, the problem pre-exists in the people who throw their lives away for anything, not just video games. If someone is depressed, mentally unstable, anti-social, and/or any other number of problems, they will find some way to "escape" or something to get addicted to. Some people kill themselves by drinking or drugging themselves to death. Doing just about anything for more than 24 hours straight is likely to kill you. Video games were just the method of choice for these lost souls.