

## MySpace Photo Shoot

By Brett

**While** a forthcoming treatise regarding MySpace rests on the wheeled docket idling ahead of me down procrastination street, it's only fair to my loyal readers of Babble-ON and any fans of the blockbuster, Enemy Mine, to proffer up a preface to that delayed opus- this time on pictures. Anyone living in today's era of tubes understands that the first, and privacy prohibiting, only visual impression in social spaces such as MySpace, Facebook, Friendster, or Adult Friend Finder is the introductory profile photo. For all users eager to expose their coolness, even through the dialectics of the uncool, the process of photo selection plays like a cut rate pulp comic translation of an unreadable existentialist novel. I'm confronting this tube hydra creature head on and digging my hands into the slimy mass, plucking at stringy clues in its anatomizing. Hopefully we'll unearth all of the greasy bits, both savory and unpalatable. Can we boil down the art of picture picking? I shall try my hand.

**The College ID smiling face blow up:** I have to appreciate this no nonsense approach of staring the camera down like a deer in headlights and cracking that smile you've practiced since the era of lamination. Anyone parading this style of photo surely has the minerals inversely proportional to their sex appeal. Serious profiles including this kind of photo are either incredibly naive or impossibly ironic. Or they just signed up, because their friends pleaded them to stop forgetting their birthdays for fuck's sake.

...continued on page 4...

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Carnival by Bridget Riley

## Rain Forest

By Susan's mom Linda, better known as "Hidden Linda"

**Hello** from the great Northwest! Before I moved here from my lifelong home of Montana I didn't really know what "rain" was. When I left the plains of Montana, where there were dry land wheat farms, we were in the midst of about a 7-year drought. Then I came to the North Coast of Oregon where it is beautiful year round with green grass, flowers blooming, and the Pacific Ocean just a block and a half away. The thing I didn't realize was that we actually live in a rain forest area—this winter heavy on the "rain" part! Yesterday I saw on the Weather Channel that we have had 143% of normal rainfall so far this winter! Wow. I knew it had been pretty wet, but that is ridiculous. Don't you think?? Anyway, I finally got the answer to why the University of Oregon's mascot is a DUCK and Oregon State's mascot is a BEAVER!! If we don't all have webbed feet by the end of this winter it will be a miracle. As I'm writing this we are having a hail storm, which was preceded yesterday by a little snow followed by rain and some hail. The biggest positive in the weather, though, is still the green grass, flowers blooming, and gorgeous days we do have in between rain storms. Having lived in Montana most of my life I can really sympathize with all of you who've had such a cold, snowy winter.

If you ever need a break remember that the Hidden Villa Motel always welcomes all of you who know Dan and Susan. We'd love to accommodate you if you're ever in our neck of the woods!!!! ☒

<http://www.hiddenvillamotel.com/>

## Newsletter Ideas

**I'm** looking for writers for the following topics:

1. Specialty mixed drinks
2. How IMDB changed the world
3. Pluto's reclassification
4. Compare/contrast *Lost* and *Gilligan's Island*
5. Picture Pages with Bill Cosby
6. The best cartoon series of all time

Send your article ideas in today!  
[editor@babbleonline.com](mailto:editor@babbleonline.com) ☒

### Recipe of the Month: Tuna Potato Chips Casserole *By Elizabeth Carlson*

**Crush** 1 bag or more of rippled potato chips in the bottom of a 2-quart casserole.

Mix 1-can cream of mushroom soup, 1-can milk, and 2-cans of drained tuna together. Pour over chips and mix slightly.

Bake at 350° 35-45 minutes ☒

## Letter from the Editor

**Spring** is nearly a reality in my neck of the woods, and hopefully it is in yours, too. As you return to outdoor activities, keep a few notes on your inspirational thoughts and build upon them in the form of an article for the *Babble-ON* readership. Nearly tens of readers out there could benefit from a glimpse into your mind.

Dan, [editor@babbleonline.com](mailto:editor@babbleonline.com) ☒

### *Tower of Babble-ON's* 'Before-and-After' Corner *By Susan Fritz*

**"Tony Kush-ner Mountains"**  
☒

## Maine Memorial in Columbus Circle

*By Garrett Calderwood*



## Submission Suggestions

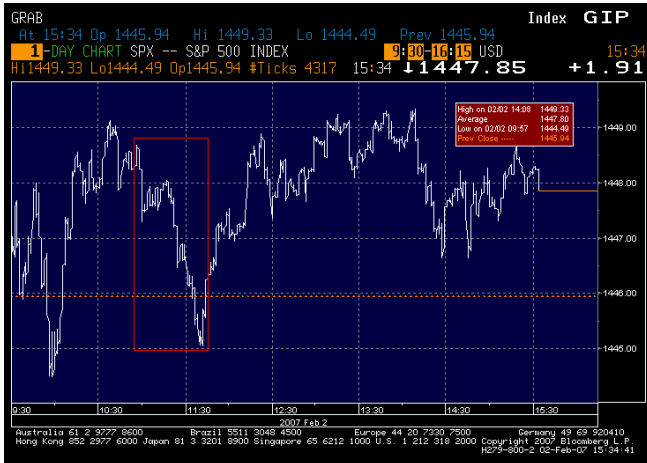
**Your** contribution can be anything that fits onto a sheet of paper. Here are a few ideas:

<b>Editorials</b>	<b>Reports</b>	<b>Philosophy</b>
<b>Reviews</b>	<b>Ramblings</b>	<b>Rants</b>
<b>Comics</b>	<b>Puzzles</b>	<b>Jokes</b>
<b>Quotes</b>	<b>Polls</b>	<b>Trivia</b>
<b>Drawings</b>	<b>Poetry</b>	<b>Recipes</b>
<b>Photographs</b>	<b>Short stories</b>	<b>News</b>
<b>Predictions</b>	<b>Advice</b>	<b>Graphs</b>

Please send all of your submissions to [editor@babbleonline.com](mailto:editor@babbleonline.com). ☒

## Why Not to Invest

By Anonymous



S&P 500 Index for the morning of Feb 2nd



Dow Jones Industrial Average for the morning of Feb 2nd

**This** simple example illustrates why regular investors such as us should not invest heavily and trade single equities in any short term period. On February 2<sup>nd</sup> of this year, Bloomberg Financial had arguably its biggest software meltdown in the 25-year history of the company. All Bloomberg users lost the functionality to receive email messages for a short period of time. Bloomberg messages are the primary way for some portfolio managers to communicate to their traders buy and sell orders for securities like equities. Because there was not the normal volume of orders being executed in this given time frame market confidence dropped, causing a short sell-off period. The red box on the graph shows the time period from which the functionality went offline until all 300,000+ Bloomberg terminals' email capabilities were back up and running.

There is so much that is out of the hands of the average investor. Large investment banks control so much money that a man like Bill Gates could not even compete. They are the ones that artificially inflate and deflate whole market sectors in order to make money. After the announcement of the iPhone, it was the investment banks that inflated the price of Apple to over \$97. As we can see now, when they pulled out the stock settled at \$87, which is still above how Apple had been doing but up no where near \$100.

These are just a few simple illustrations of how the control of a market built to exclude the ordinary man (who is now investing more and more) is given to sources that are completely out of the average investor's hands. Sure there is assumed risk in this type of investing, but when a person gets to know the inner workings, the assumed risk becomes greater and greater. ☒

### Nintendo Wii Play

By James Schneider

Originally posted to geek.com on 2/16/2007

#### At a Glance

**Description** 9 mini-games that follow up on the innovative and critically acclaimed *Wii Sports*; you also get an additional Wiimote.

**Highlights** A few outstanding mini-games make great use of the Wii's innovative control scheme; the additional Wiimote

**Lowlights** Not a very deep experience; several extremely weak mini-games

**Manufacturer** [Nintendo](#)  
[Wii Play webpage](#)

**Street Price** US\$50-70

...continued next page...

### Sidewalk Drawing

by Julian Beever

Contributed by Elizabeth Carlson



...Nintendo Wii Play, from previous page...

**Despite** my initial hatred of the Nintendo Wii (see [our previous coverage](#)), I have grown to appreciate it, enjoy it, and thoroughly respect it. Nintendo's interface is interesting, and *Wii Sports* and *Legend of Zelda: Twilight Princess* are downright addictive, appealing to the casual and core gamer in me. Truly, what put me over the edge is my competitive streak. I didn't want my previously non-gamer relatives to have higher scores, so I put in the time to make sure I could hold my own if challenged. I'm up to 974 in *Wii Bowling*, baby!

In any case, it's become clear to me that the Nintendo Wii is great, and *Wii Sports*, though essentially a demo, is groundbreaking—even worthy of Game of the Year 2006 consideration. With the introduction of *Wii Play*, the names and the nature of the titles make it natural to compare them, and, frankly, *Wii Play* does not stack up well against its older brother.

*Wii Play* is the game equivalent of *Wii Sports: The B-sides*. It's nearly twice as many games as the original, with about the same level of graphical polish. But unlike *Wii Sports*, this is not a group of games that will help you shed the pounds. You might have to stand up to play all of the games, but you will be spending much of your time standing in place. So, what's in store for all those who purchase the game just to get an extra Wiimote?

### The Menu

You get 9 mini-games that must be unlocked one-by-one. This can be done in about 20 minutes, tops, if you're really in a hurry. I made it through with a friend in about 10 minutes and then went back over the games in single-player mode for a few hours. In single-player, much like in *Wii Sports*, the game tracks your high scores; but *Wii Play* goes a step further, rewarding players with medals of gold, silver, and bronze. Old school arcade-style gamers will appreciate seeing their name hit the top of the leaderboard, if only for a second while they realize they are only able to outdo their own personal bests. All but one of the games uses just the Wiimote, and all but two use it held out like a standard remote control.

### Shooting Range

This *Duck Hunt*-like game features 5 stages of variable difficulty. There's no penalty for wasting shots, although oftentimes it's better to try to quickly target and fire so as not to waste time. You can use either the **A** button with your thumb or the **B** button with your index finger. I found it easier to aim and fire with the **A** button. Multi-player is identical to the single-player experience, except there are now two players firing at the same number of targets.

Level 1 asks players to merely shoot down balloons, which grow more numerous and rise more quickly each time; you get extra points if you shoot down a couple of the ducks flying around in the background. The extra ducks turn up in every stage. Level 2 features a series of targets, most worth a point apiece. There are special targets worth 10 points and targets that look like your Mii, which are worth negative points. Level 3 introduces flying saucers. They come fast and furious, and players are awarded differing numbers of points based on how quickly they take down the little buggers. If you have a really nice-sized TV, you may be able to target some of the UFOs far off in the distance. Level 4 sees the player firing off rounds at a flying soda can. You get up to 5 shots at each can. Level 5 is a full-on space invasion targeting 6 of your Miis. Earn points by shooting the UFOs before they suck your Miis into outer space. You get bonus points for any Miis left standing after you dispatch all the little green guys. After the final level, you earn points toward medals. I've achieved up to a gold medal score of 458.

*Shooting Range* is my favorite of the mini-games in single-player mode. I'm naturally drawn to shooters, and it's easy for someone with good hand-eye coordination to pick up.

Multi-player also lets you target your friend's Mii, and in the space invasion session you might want to let the aliens eventually haul his or her Mii to a galaxy far, far away.

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### Find Mii

This game is all about the kiddies. Young children may be excited to spot their own Miis or be able to "get it right," while most older players will be playing this once and not going after it again. Multi-player is pretty much the same thing, though the added competition ... doesn't really add to the fun. Most will be begging for a "Where's Waldo?" to break the monotony.

Tell me if this sounds enjoyable: Level 1, find the look-alikes in 15 seconds or less. Depending on your speed, you get a 10 second time bonus for the next level. Guess wrong and you lose 5 seconds. Your Mii and the Miis of others on your console will show up throughout. Level 2, find two look-alikes. Level 3, find the Mii you are using. Level 4, find two look-alikes. Level 5, find two look-alikes. Level 6, find two odd Miis out. And so on and so on. Sound pretty gruesome? Call me surprised.

### Table Tennis

Table tennis is pointless and frustrating. You can only move the paddle back and forth and you can't serve. This miniature follow-up to *Wii Tennis* could have been much better. The single-player is just a rally-fest that tests your ability and patience on your quest to 100 in a row.

I don't have the kind of discipline that allows me to succeed at this type of game. I tried in vain to get beyond a dozen. Pathetic, I know, but play it yourself and tell me how much fun it is.

The multi-player was mildly more fun if only because I felt a slim measure of success in competing with another person.

### Pose Mii

This game is another one seemingly just for kids, but could have wider appeal if played like a twistable turnable *Shooting Gallery*. You are asked to mold your Mii into a certain shape at the beginning of each stage (contort the Mii by pressing **A** and/or **B**) and then impose that shape into as many bubbles as you can. The bubbles fall toward water. Don't let the bubbles drop! The player will use the Wiimote's sensing features to turn the Mii into the bubbles. Some of these are quite awkward poses; it's kind of an arm twister.

You get bonuses for clearing stages perfectly, and for some I was able to do this with little effort. Then you're asked to do it all over again. After you master the pose, you get a different background picture.

At Level 4, you are asked to flip Mii poses in mid-drop. If you mess up a pose, you'll get a buzzer sound. I found myself button-mashing to mild success when I saw new shapes. It was very primal.

241 was good for a bronze medal.

### Laser Hockey

It's your classic air hockey game with techno lights and sounds, and it's either one of the simplest, most delightful pleasures or a seizure waiting to happen--probably both.

The front end of your laser stick, which is bowed out, is used to fire off your wicked shots, while the back helps you guide the laser puck back into place or play monster "D." Depending on how quickly you move the Wiimote you can fire off progressively harder and faster shots. Watch out for the own goals!

I'm torn, but I think I'd give this the multi-player nod. This game has definite replay value, and though the lights and sounds make you feel like you are drowning in a disco ball, it's pretty darn fun when you get down to it.

Single-player-wise, you square off against a decent computer for two minutes and you can earn medals for winning. My best so far was a bronze for 6 points.

### Billiards

This is another one of the mini-games that had a lot of promise, but fell horribly short. The game's feel is quite like *Wii Bowling* in that it's a really simple premise to hit the ball/knock down pins but challenging to execute.

...continued next page...

...*Nintendo Wii Play*, from previous page...

Perhaps in this way it models the frustrations I have with real-life billiards. Also, the mechanisms for aiming and eventually taking the shot greatly resemble bowling. Multi-player is what you'd expect: you take turns missing shots you probably could hit in real life. Friends agree this is not a game you'd want to play over and over again.

I got a bronze medal for 15 shots.

### **Fishing**

Fishing is not altogether terrible, although it may seem that way at first. You hold the Wiimote out as a rod while different fish swim around. Each fish is worth more and more based on size, with the littlest fish being worth negative. At times you'll see some special fish that will earn a double bonus. Once you feel a tug, simply pull up on the Wiimote (hold the trigger and swing it up) and yank the beastie out of the water.

There's usually two of each type of fish in the pond, except for the King of the Pond. He's a monster in size, but he's kind of a pushover and one of the easiest to hook. Multi-player adds a bit of chaos, but not much more fun.

I got a bronze medal for 1,040 points.

### **Charge!**

In this game, you flip the Wiimote on its side. You ride a cow along a race track, trying to knock down scarecrows. Hold down the Wiimote to sprint and move it side to side to turn. Raise the Wiimote up when you want to spring into the air. Along the way there will be obstacles such as cacti and hurdles that can both slow you down or knock you off the path. It's timed, so you want to go fast, but it's also important to hit as many scarecrows as possible. You get bonus points if you knock down a whole row of them.

The biggest problem with this game is steering, because you can easily get stuck off the path banging into the fences. It's somewhat enjoyable in multi-player, but it's boring by yourself.

I got a bronze medal for 177 points.

### **Tanks!**

This is the only game to make use of the Wiimote's nunchuk attachment. It's your basic tank game, where your goal is to shoot down or otherwise destroy an enemy tank. You get bombs and missiles, and you use the nunchuk attachment to roll around while the Wiimote aims. The stages get progressively more challenging, from a virtually stationary tank and a simple pattern to multiple tanks and rockets at later stages.

I got a bronze medal for 17 points.

### **Conclusion**

All told, *Wii Play* is average at best, and it's not likely a title you'll go out of your way to play a few months out--and that's OK. I still recommend it ... as long as you need an extra Wiimote. On that, I applaud Nintendo for making the wise marketing decision of bundling a \$40 or \$50 controller along with a demo-quality game. That way, the company makes \$50-70 and people spend more for a controller than they ordinarily would but still don't feel cheated.

Everyone's likely to find at least a mini-game or two that they really enjoy. If you're looking for *Wii Sports*-caliber gameplay, you'll be let down. So, just go into it knowing you got a cheap game that'll give you a couple hours' worth of mindless fun and you won't be disappointed.

### **Ratings Defense**

For Quality, I gave *Wii Play* 3 Geekheads out of 5. The game itself is unspectacular but will give anyone a few breezy hours of fun. The addition of the Wiimote is somewhat of a saving grace because otherwise this game would be worth only 2 Geekheads.

For Geekness, I gave *Wii Play* 4 Geekheads. Even though this is not a lasting title, it's a Wii game and makes use of one of the most innovative controllers ever. The Wii uses Bluetooth, Wi-Fi, and accelerometers to deliver an experience so geeky it's becoming mainstream cool. Knowing the tech behind the experience makes it geekier than average. ☒

...*MySpace*, from p.1...

**The I'm drinking at a <insert event>:** Although this represents approximately 80% of all photos found on these types of sites, fewer people select them as their main picture. A pitiful attempt to aggrandize what's likely the one fun time this person probably had all year, its rarity necessitated its digital immortalization and subsequent retransmission over such a site. Seriously, these people are fools. Exceptions can be made for those caught drinking: Two Buck Chuck, Cutty Sark, or an ice cold O'Douls.

**The you've caught me doing something obviously so fucking momentous I can't look into the camera:** And why? Well, because these people have lives that are too important and too aloof to be caught staring into any camera. Playing guitar, cards, beer pong, sitting down. This is all serious business. Do actors glance at cameras? No. That's because the actors are the important people, ergo the inverse is true. As voyeurs we become the camera wondering how lucky we became to take a quick glance into the important lives of these exclusive folks too busy to look at the camera, but thankfully for us, they've reserved time to create a profile. Only the chic may apply, and unless you are a demi-god at life, attempting to upload such a photo in black and white will cause the internets to implode into void.

**The this is my significant other:** Those who assign a photo with their significant other for their main profile are either: a) in their first meaningful relationship ever b) not punching their dating weight and want to show off c) affixing a sticker labeled: STALKER PROOF! or d) whipped to the point where they have no other photos.

**The I have cropped myself amongst an abyss of limbs and faceparts:** Anyone who makes an effort to not only search out the photo in which they look absolutely the best, but furthermore realize that this photo has them amidst a crowd of friends or on a date, and then take the time to photochop themselves to assure proper focus, that is to say self-centered; well grab yourself a drink, because I guarantee this profile will have at least 5,000 words, incessant quotes, music, assorted grabassing and a hook for subscription since its routine flux demands daily rereading.

**The I scanned and uploaded my high school glamour shots:** They exist. On profiles of people in their mid twenties to thirties from states like Kentucky. Always women. Always married with children.

**The I'm standing at a landmark you will never see personally:** The postcard of the internet era in which you can actually star. Sending postcards reminds the jealous suckers behind, "Hey, I'm here and you're not!" All the obligatory aplomb of Indiana Jones, except you're holding the whip, grinning and poisoning, it's supposed to announce: ADVENTURE is my name and having the money and free time to see all this shit is my game! These people intend to show that their life is more than just internets... not accounting of course for the time it took to erect such a self indulging monument on said internets.

...continued next page...

## Bad Joke Corner

a.k.a. Horribly Awesome Joke of the Month

By *Garrett Calderwood*

**What** did one dish say to the other dish?



Dinner's on me! ☒

## Actors Is Crazy

By *Susan Fritz*

I love coming up with titles...so much so that I'd be hard pressed to find a schoolhouse task I done adored half so much. Sometimes, though, the cold, hard truth don't have no fancy city-folk ring to't. No, sir, sometimes the truth be simple, be plain. This's why the dear reader above readin' "Actors *Is* Crazy" has not lost his sight or sanity. Nope. Actors Is Crazy because they *is*, not because they be or are. *Why the prarie talk*, you ask? Well, sir, I been takin' my reading eyes to a Sinclair Lewis adventure story and feel like soundin' like a feller 'a that time and place (you betcha!).

See, folks, right now as this quill goes to paper (wait a minute, wrong era), I be playin' myself here in some right cold weather on location at the feature film *I Am Legend* starring Sir William Smith. The "call time", or when folks show up for you lay persons, is 2:30 in the afternoon. Us actors is lined up to go on filmin' until the sun come up. It often takes production folk and set fellas a couple 'a hours to get 'er primed for us peons to work. That done left yours truly with time to kill reading said Sinclair Lewis, book titled *Main Street*. Need to check Bookapedia or some such fool international website? Keep your britches on and don't bother, she's not worth wastin' yer time on—specially when Harry Potter has so many fine pages written about him (in my day all we had was the *BFG*). Well, sir, back to the point. I accidental like left the 'ol Lewis rag where I hang my hat at home. Hell, there's nary a *Daily News* or *Star* to take a gander at. So here I sit forced to put quill to pulp to keep myself from goin' on a killin' spree.

I know what yer thinkin': talk to folks; network with yer feller actors. You might just go and tell me to chat with Nurse Ratchett's patients and I'd find more stimulin' conversation. In fact, as I sits here, I just heard a fella speak the phrase "me and her" more'n once. There's no hope. I reckon I'd rather sit here and practice my best Ally Sheedy in *Breakfast Club* impression instead...because ACTORS IS CRAZY! ☒

...MySpace, from previous page...

**The baby picture:** Why? No, seriously. It's simultaneously the most important question and most encompassing explanation. No one can possibly be uglier than their likeness as a potatoheaded baby. Can they? And it's so overdone it's not even ironic. If it's a childhood photo it can only mean one thing: weight gain.

**The celebrity avatar:** Naturally the choice of the celebrity read in conjunction with the supposed personal information provided helps define whatever leftovers can be construed from this juvenile fetish. Though more self deprecating choices such as Milton from Office Space or Donald Rumsfeld possibly could evoke a chuckle, these kinds of photos are still flaccid and sophomoric. Anyone with anime is probably a compulsive masturbator. Anyone with a musician is probably under 14 years old. Anyone with any character from a cult classic movie has obviously only seen that movie for the first time recently and have faked their Blue Blazer Irregular membership card. I guess one could subsume artwork under this category, in which case it's a pathetic aping of the elite assuredness found in the aforementioned "landmark" category.

**The video game avatar:** as ur read tihs i r brwsign ur picz! sned naked gifs pl0x!

**The I have no photo uploaded:** STALKER

I hope pleasure accompanied your digestion of my hacked up internet hors d'oeuvres. Since the real article on MySpace likely will arrive well past closing time, I wish for them to be as intellectually (ful)filling as a chain restaurant sample platter. ☒

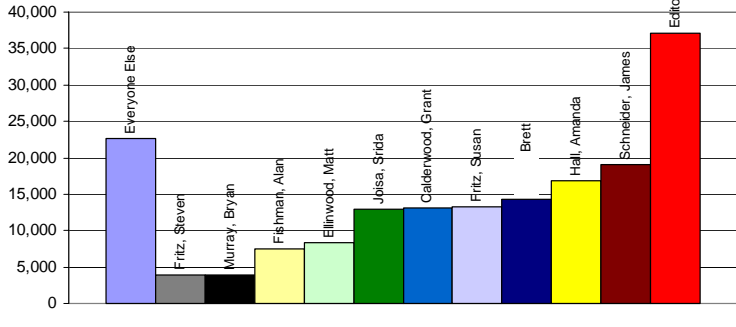
Your article could be here!

Send your ideas to [editor@babbleonline.com](mailto:editor@babbleonline.com)

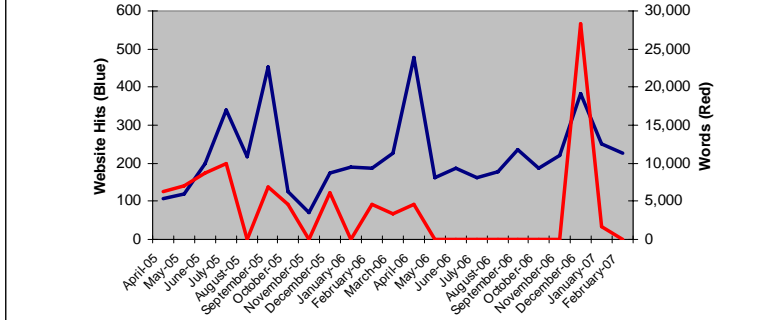
## NEWSLETTER STATS

Note: Margin of Error is +/- 3%. Does not include the current issue.

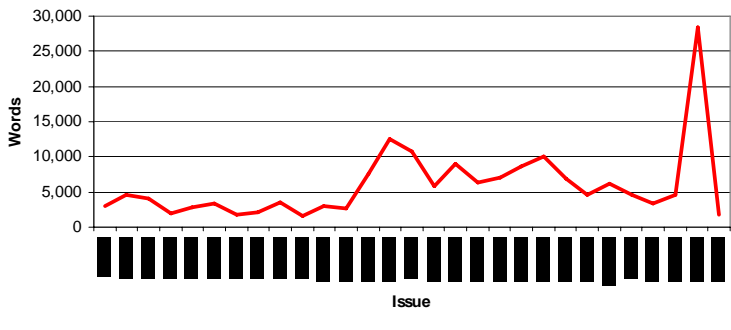
Total Words per Contributor  
*including Editor*



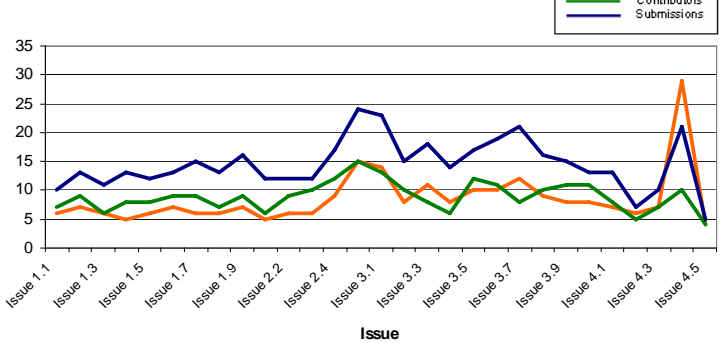
Website Visits v. Words Contributed  
*per month, including Editor*



Words per Issue  
*including Editor*



Pages, Contributors, & Submissions  
*per issue, including Editor, word submissions only*



### Compiled by:

Dan Fritz, Editor  
in New York, NY  
for the March 6, 2007,  
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## Life-to-Date Stats

Word Submissions only  
Includes the editor  
Does not include the current issue

Total Words: **172,692**  
Total Pages: **248**  
Total Contributors: **36**  
Total Submissions: **420**

Average Words/Page: **696**  
Average Words/Contributor: **4,797**  
Average Words/Submission: **411**



## Awards

These awards could be yours!

For Total Words Contributed:  
1,000: **Little Scribbler**  
5,000: **Babble-ON-ian**  
10,000: **Grimmelshausen Award**  
Each additional 10,000:  
**Proust BabbleStar**

For Exceptional Content:  
**Alfred, Lord Tennyson**  
**Platinum Seal of Excellence:**  
To date, no one has won this.

Good luck, and keep the submissions coming!

## Global Watch Map

**BabbleON** has attracted contributors and readers from around the globe. In addition to the U.S. writers from 15 different states (noted on the map), there have been international submissions from: Germany, Belgium, Italy, and Australia.

Key: Red squares mark the residence of each contributor.

