









We're back!

This Spring, as well as our regular features, writer Evie Marshall delves into the controversial world of animal testing. Her article reveals the use of animals in the development of cosmetics and in medicine; and she researches into the big brands which refuse to test their products on animals.

Judging by Bodmin's typical March climate, it will feel like a long three months before summer sets in. So to help you plan your year ahead, we've checked out this year's best festivals and

compiled them into this issue's Top 3 on page 20. The list includes the dates, locations, and most importantly, the line-ups of our favourite events in the South West.

Additionally, photography students as well as our football and netball teams have been out, braving the weather together to capture detailed shots of the Callywith players in action – see the gallery on page 6 for our picks. Alternatively, eSports UK champion Mitch Dungey speaks to us about the new trend in competitive gaming – he explains how eSports challenged his work-life balance, but has now propelled him into international, sponsored leagues with large cash winnings up for grabs.

Plus Callywith's poetry entries from the nationwide competition, a review of the new Maze Runner blockbuster, 'The Death Cure' as written Abbie Hosken - and much more!

Enjoy!

The Editor.

As always we welcome any writing, photography, ideas or comments from students. Get in touch by emailing LindseyK@callywith.ac.uk or popping in to T208 on Wednesday from 1pm.



In a League of his Own

Media student **Mitch Dungey** is one of the UK's top eSports players. Here he reveals how technology has turned his hobby into a job.

verything was resting on this moment. There were 100,000 people viewing my next move. With my team down to a three versus two, we had the advantage; we just had to hold our nerve. I saw the moment and gun poised, I took aim and fired – but just too late. Luckily my teammate managed to win us the game and along with it, the \$300,000 prize pool. This is the world of eSports.

The eSports community is a multi-million pound industry as well as a community for competitive players to compete against other premier players, building their skill and performance within their choice of gaming platform. I have been playing on the PC platform for around three years, on a game named CS:GO (Counter Strike Global Offensive).

Like most people, I first started playing it as a hobby and it was my opportunity to escape from the real world – now it's taken me to tournaments in Germany and soon I'm about to play competitively in Canada.

But all this gaming does have a downside. This started with my grades overall dropping due to spending more time focused on playing games rather than studying. I also began to lose the friends around me as I was spending more and more time in my house rather than going out.

However, I didn't seem to notice it

until it was too late. I received my grades from school, and they were not what I was hoping for and I realised why, and how my loss of contacts was a huge loss at an early stage in my life. My dad was also worried about me not future-proofing myself in a career but I want to make the best of the opportunities I have now.

The time spent playing does inevitably improve your performance and I did get noticed for my results. I started looking into the competitive leagues and divisions and also finding out how much money could be made from just simply enjoying my hobby. I'm often up until 2am practicing with team-mates to keep my reactions up and learning new strategies. If I don't, it hits my statistics.

Prize funds can hit £500k for a top win and the purse is growing all the time, with sponsors recognising the impact of reaching huge online audiences. The prizes sound big but managers have a 50% cut in the stakes and players split the rest. On top of that many players with big followings have personal sponsors in the tech industry, which allow them to have a more stable income. Many eSports spectators also bet on the games, helping to underpin the industry.

After finding a balance between my hobby/job, my social life and college work it means I also have something to fall back

Factfile

- ESports has enjoyed huge growth buoyed by the success of big games like League of Legends, Counter-Strike: Global Offensive and Dota 2, and streaming platforms like Twitch, which allow fans to spectate live. Twitch pulls in almost 10m viewers every day.
- There are currently 148m eSports enthusiasts in the world, and 144m occasional viewers
- There were 112 major eSports events in 2015 and their total prize money reached \$61m a 70% year-on-year increase.



The UK's top eSports player (right) Mitch Dungey and (above) success at tournaments can mean sponsorship deals.



on if anything goes wrong.

I started getting in contact with sponsors which then allowed me to build a bigger online community for myself and then hopefully one day I would like to achieve building my own place in Canada. The great thing about eSports is that you can base yourself anywhere in the world. I will be achieving part of this goal in June when I am moving to Canada for the foreseeable future. This is one of my dream places to live as I can play without any

distractions and in a beautiful environment with friends who also love the game we know as Counter Strike. I would like to keep improving over the next couple years and would be grateful to have the opportunities to work in the eSports industry, whether it is in or at the next CS:GO major, I do not mind.

What started as a hobby could now turn into a career which will allow me to travel and earn money doing what I love.

Sporting Heroes

Photography editor **Abbie Hosken** reports

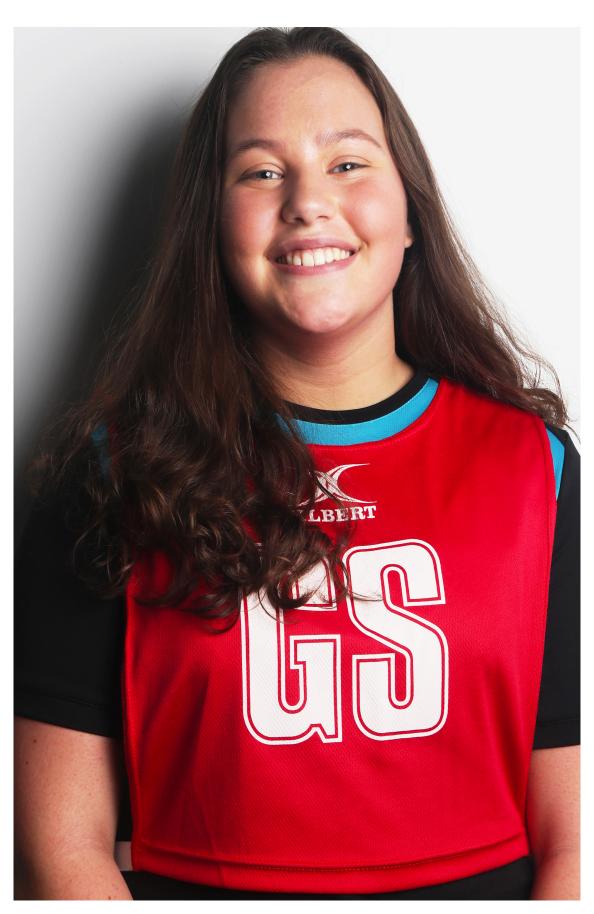
Photography students were given the tough challenge of capturing Callywith's sporting heroes for Edge. Freezing the drama of sporting action or taking portraits of sporting students both present there own unique challenges as the UAL Photography students discovered as they ran up and down the sidelines of the all-weather pitch with their cameras or posed their subjects midgame for an informal portrait. Working to a live brief is important to photographers working in industry and course leader Adam Hay said it was a good challenge to prepare the students for the reality of working for an editorial client.

Ceri Bryant admits it was quite tough to take sporting action shots due to the fast-pace of the game. She said: "It is quite difficult because the action is moving very fast and its hard to focus and frame what's going on. but it was good practice for the future."

Alex Robinson added: "It's in the moment and you have to think of your surroundings to get everything picture perfect. It's quite difficult but practice is worth it in the end."

Student Beth Lean said she had more time to compose her portraits but encountered the issue of some sportspeople being camera shy. "Some people didn't want their pictures taking, so that was quite difficult. I took them after they had done their warm-up because it showed them after doing sport which helped them relax and get a more natural portrait," she said.

Gallery



Portrait of Lauren Hore by photography student Beth Lean



(Above) James Venning and (right) Amy Wood, by Ceri Bryant

Gallery





Elis Robertson by Beth Lean

Gallery



Lucy Tiplady by Beth Lean

What's on at Callywith?

By TOM OATLEY SPRING

The recent launch of Callywith's Health, Wellbeing and Sports programme has proven popular with both staff and students. Julian Wills from HWS at Truro & Penwith College said: "The HWS programme is about relaxing and taking time out of studies to enjoy yourself and to chill out with your mates. The programme provides an opportunity to take part in free activities that you might not otherwise have access to." All students are welcome to attend as they wish, simply check out the timetable via the intranet and pop along. The team also look for new activity ideas so let them know your suggestions.

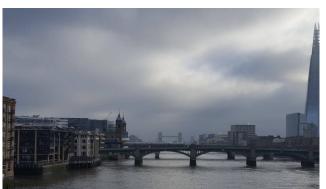






Last month, a coachload of photography and media studies students headed off for a 48-hour, whistle-stop tour of London's best sights. According to student Abbie Hosken, highlights included the Natural History Museum and the Tate Modern gallery to help inspire their work when the group returned.

Despite the near-300 mile journey and the gruelling early start, everyone enjoyed the experience and many hope to return in the future.





Chemistry students Maisie Barnes, George Rogers and Sophie Deis-Horton (pictured above) represented Callywith at its first science competition on Jan 17 at Plymouth University. Tasks included a testing redox titration and challenging calculations against other colleges in the South West. The team came second overall (beaten to the post by rivals at Truro College) but according to Lecturer Dr Kate Roberts they, "were particularly praised for the accuracy of their titration".

Altogether the team bought back £135 in prize money. The money will be put towards future equipment and personalised lab coats, now available for all science students to buy from the college.



A sell-out audience discovered how Alan Turing, one of the 20th Century's greatest mathematicians, cracked the Enigma - the 'unbreakable' code used by the Nazis. Public speaker and mathematician James Grime visited Callywith on March 6 for a full demonstration of Turing's innovative thinking and the orginal Enigma Machine.

Under the Microscope

In a personal opinion piece, student **Evie Marshall** considers the ethics of controversial animal testing in both medicine and the beauty industry.

n a world where it's important to manage time, resources and energy carefully, the practicality of testing on animals seems logical. For instance, animal research has resulted in the development of vaccines for some of the deadliest diseases. Medical devices, such as pacemakers and cochlear implants were also dependent upon animal research. For reasons such as this, animal research has, in the past, been vital in the expansion of our knowledge as a species. But for many the core principle of testing on living, breathing creatures is wrong and cannot even be justified for medical reasons. According to pressure group Cruelty Free International, using animals in medical research is largely ineffective anyway. They state that 90% of experimental drugs that are safe and effective in animals then fail in human clinical trials, as they're too dangerous or simply don't work. Did you know over 99% of animals used in research are specifically bred for research? This, I find particularly unethical. These animals have a pre-determined destiny - to be used by mankind and subjected to painful procedures. Despite there being

strict regulations on animal testing, does this really justify experimentation of lab animals? Logical principles are not always moral ones. But equally how many of us would refuse a drug just because it has been tested on animals? This choice is far more straight-forward when buying everyday health and cosmetic products - there we have a consumer responsibility to determine whether these items have contributed to some form of suffering and whether it's moral to buy them.

More alternatives are being developed which diminish the need for animal testing. The practice of testing drugs and cosmetic products on animals no longer needs to be the mainstream, especially when we have the technological and scientific capacity to aim towards a more ethical society.

In Vitro (test tube) methods

Tissues from several species can be examined, including man. Models derived from human skin cells are more accurate in identifying chemical skin irritants than traditional animal tests.

Computer (in sili-

These companies are among those which don't test on animals

Original Source The Body Shop Manic Panic Lush Superdrug's B Range Elf **Urban Decay**

co) models/simulations

A wide range of computer models have been developed that simulate human biology and the progression of diseases. Studies show that these models can accurately predict ways in which the new drug will react in the human body. This could replace the use of animals in exploratory research and many drug tests.

Research with human volunteer Micro-dosing

low

This involves giving humans very quantities of a drug to test the effects on the body on a cellular level. without affecting the entire body system. Non-invasive imaging tech-

niquese.qMRIscans-Advancedbrain imaging technique with human volunteers can be used to replace archaic experiments on animals. These techniques allow the human brain to be analysed down the level of a neuron.

A significant strength of non-animal testing, and therefore cruelty-free products, is that it is more environmentally friendly. In toxicity tests, researchers test, breed and ultimately dispose of thousands of animals (globally) as waste. Also, it is likely that companies that are conscious of ethical issues surrounding their product will also be sustainable in other aspects of their production.

A good example is Lush. This company is not only against animal testing, but they use very little wrapping and they adhere to fair trade principles.

> As consumers, we have the power to promote a more ethical awareness by buying cruelty-free products. Support such companies, and you aid the process of working toward a much kinder society.

Maze Runner keeps audience guessing until last twist

The Death Cure which is the final instalment of the Maze Runner keeps film critic **Abbie Hosken** on the edge of her seat.

he third and final instalment of the Maze Runner trilogy burst into UK screens on January 27, and remained in the top position in Box Office for weeks. The final film, The Death Cure, follows the protagonist, Thomas, Newt and others, to an entirely new location-the last city, surrounded by the Scorch, lifeless and desolate.

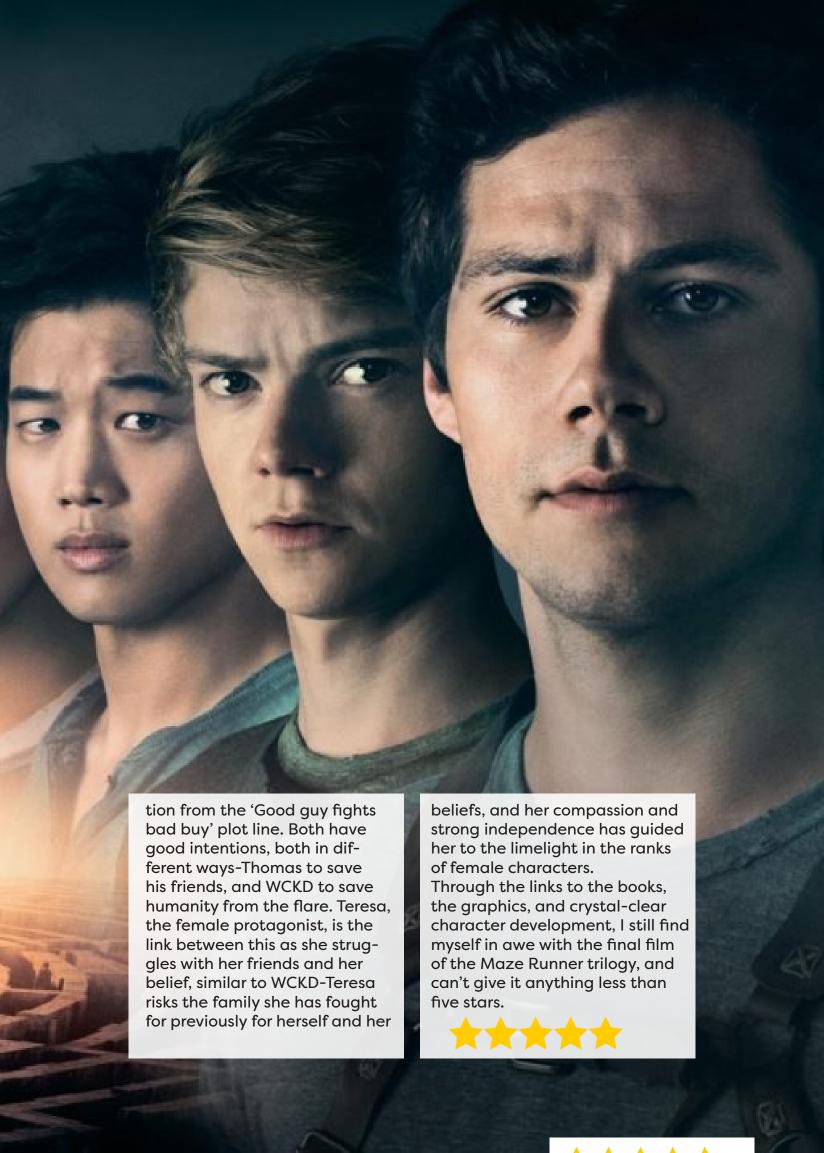
For the readers that have not seen the previous two films, The Maze Runner and the Scorch Trials, it follows the plot line of teenagers who have no memories trying to escape out of a giant maze while being subconsciously placed under experimentation. Some answers were revealed in the Scorch Trials, in which the audience was revealed to society outside the Maze-The Scorch. The protagonists gain knowledge of the sun flares that scorched the land and left it lifeless, and the 'cranks' that turned insane after radiation exposure, similar to zombies. The Scorch Trials end with a protagonist, Minho, being taken by WCKD, the 'antagonist,' for experimentation again to find a cure for the cranks, and humanity.

The film was put off last year due to an accident involving Dy-

lan O'Brien (Teen Wolf,) who plays Thomas. While jumping between two moving cars, he apparently fell and shattered his facial structure, resulting in facial reconstruction surgeries that lasted for months. The Death Cure starts off with the simple mission to find Minho, but then advances into a scramble to find the Last City, in which WCKD's headquarters stand.

This trilogy has been adapted from novels, by James Dashner. I have read this book, and fell for the film with as much enthusiasm as I did for the books, and more so than the previous films. The film deviates from the book in such a way that it's enjoyable to fans of the novels, while still keeping the main plot line and events to the book close. It enraptures the book audience as much as fans of the films alone. It does this with its well-orchestrated plot line, passionate and relatable characters, and common yet still brilliant action links - prepare for a film filled with fight scenes, close calls, explosions, and battles for justice between the characters. This intensity captures the audience in a rare way, and I walked out of the cinema breathless with the entire film.

The film is so different from the dystopian genre due to its devia-



Sporting success keeps on coming

Julie Penprase and Tim Nixon report



allywith 1st team played their first league fixture away to Cornwall College at the end of January, winning 5-1. The team was made up of Charlie, Tim, James, Sam, George M, Ryan, Corey, Michael, Ruan, Mollen, George H, Tom, Dan, Luke and Leon. Callywith started the brighter out

of the two teams, with Mollen striking the underside of the crossbar and George H and Corey also going close to opening the scoring. Despite enjoying large spells of possession, Cornwall College proved to be a tough side to break down and it was home side who went 1-0 up midway through the first half.







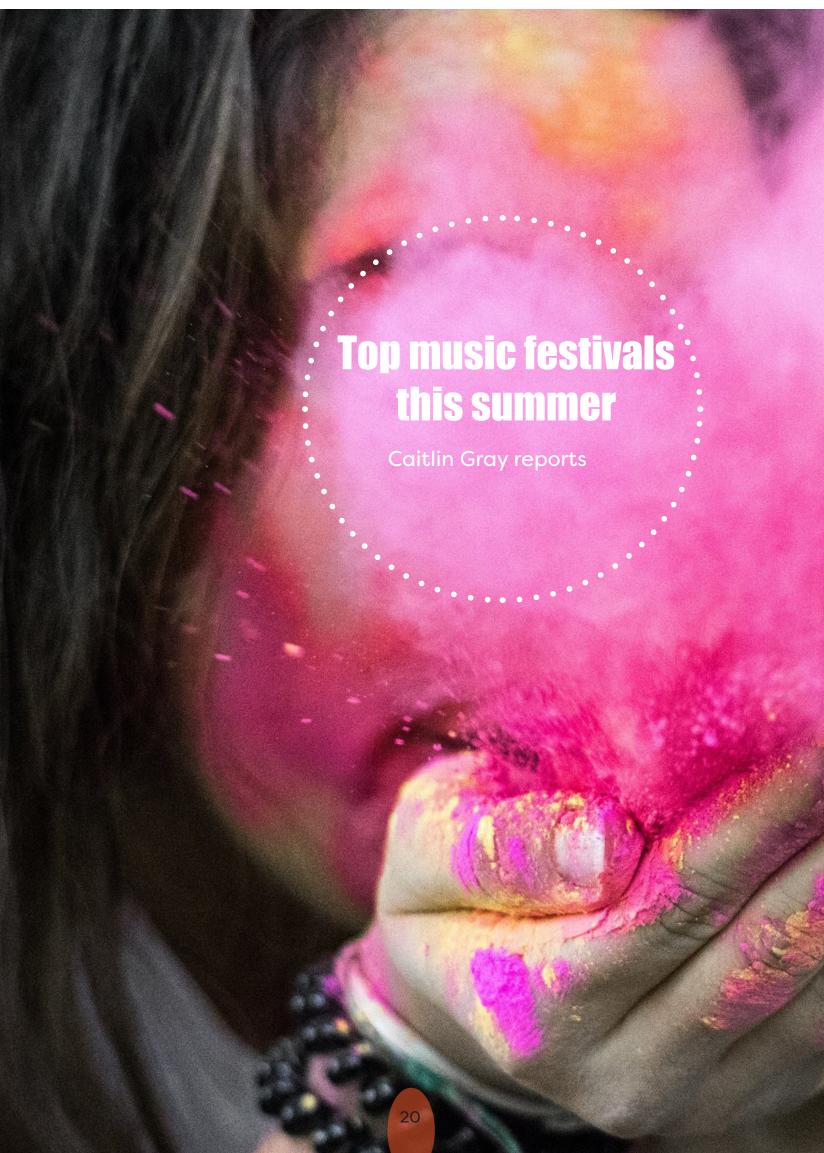
Callywith could not find a response before the half-time whistle. But it took just 25 seconds from kick off in the second half for Callywith to find the equaliser. A neat interchange between George H and Ruan left Mollen free back at the back post to tap in with ease. George H was again heavily involved soon after when he ghosted past two defenders and delivered a dangerous cross towards the back post for Ruan to score from close range.

At this point, Callywith were certainly in the ascendancy as they looked to further increase their lead. And it was not too long after when Corey struck a well-driven shot from 25 yards out into the bottom right-hand corner. Ruan scored his second of the game as he capitalised on a misplaced back pass, whilst Tom also got onto the score sheet towards the end of the game to finish off the scoring.

Despite being frustrated by the opposition at times, it was pleasing to see that the boys continued to get the ball down and tried to play football at every opportunity. Fitness was certainly a strength of ours and this became particularly evident during the latter stages of the game where we enjoyed large spells of possession and created lots of chances. Special mention to Ryan who played excellently on

his first game for the 1st team, he instantly settled into the team. In netball, Callywith 1st team had a great game against Exeter College. The team was made up of Rebecca, Devi, Georgia, Isla, Lucy, Holly, Shannon, Josie, Lauren and Eliza. The game started really well with the first half having both teams having to consistently work hard and the score line reflected this, there was barely a goal between them. Isla and Georgia put the shooters under a great deal of pressure and took full advantage on any missed goals. Shannon, Rebecca and Holly moved with speed and skill up the court to deliver the ball to our shooters. And Josie and Lucy moved swiftly between a very tall defence.

The Exeter team had an excellent 3rd quarter allowing them to pull away. Callywith played well and closed the gap again in the final quarter, unfortunately this time it was Exeter's game and they walked away with the win. Coach Sandi is leaving us, and it was her last game in charge, she said: "It's been a pleasure coaching such a great group. Both the first and second teams have played well and it's been fantastic to see so much improvement from them all. It's been a pleasure coaching and getting to know you."



Tunes in the Dunes is a festival held right on the beach at Perranporth accompanied by the best hangout spot- The Watering Hole where you can sit back and prepare to be taken away by the magic of the festival. The Watering Hole has also been ranked in the top 10 beach bars in the world! It doesn't get much better than that! Major headline acts will be announced over the lead up to the event and also a swell board competition will be taking place at the same time as Tunes in the Dunes. The exact date it will take place is yet to be decided however based on previous years it may be around late June-early July. Going into its third year, there will be two extra stages, a waterslide & many more surprises to add to the ultimate festival experience. With a back drop of scenic cliffs and sand dunes, this will be a truly unique event where you can enjoy an ice cold beverage with your feet in the sand and the ocean only a stone's throw away. This is a one of a kind event for Perranporth, definitely not to be missed!

Boardmasters Festival is an annual event held in Cornwall, this year held from Wednesday 8 August - Sunday 12 August 2018. The 5-day event is a combination of live music and surfing/skateboarding competitions in and around Newquay. It is situated across two locations in Cornwall - Fistral Beach-the surfing mecca of the UK where world class International Surf Competitions take place, and arguably the most stunning location in the country to watch live music- Watergate Bay. The full line-up is yet to be announced however, artists such as The Chemical Brothers and Annie Mac have already been said to perform.

For over 25 years, Surfers against Sewage (SAS) has been working to raise awareness of the threats of waste to the health of our oceans, beaches and wildlife. Boardmasters have been working with SAS for over 15 years to help encourage people to make a change. Trebelsue Farm, Watergate Bay and Fistral Beach combine to make a pretty awesome festival site – so it's in our best interest to look after it. Each year, almost 150,000 people come to Newquay during the week of Boardmasters for an amazing celebration of surf and music. That's a lot of people and a big impact will hopefully make a difference.

Billed as a festivial unlike any other **Port Eliot** offers a mixture of eclectic music, words, food and fashion. Northern Irish signer Hannah Peel, Baxter Drury and Teleman are all booked for the festival in July. A festival spokesman said: "As always, we'll be bringing you a great mix of familiar and acclaimed artists alongside our favourite new discoveries. Wander down to the Boathouse where Caught by the River presents legendary DJs and live bands. Catch a world music luminary or indie's finest on the Park Stage."

Secrecy

(Anonymous)

They're like whispers in your ears,

The snickers in the streets,

The poison laced with nothing but deceit.

It's a virus.

Noun: a harmful or corrupting influence.

What once seemed innocent, as little Jenny kissed a boy.

Turned to poison.

As Jenny didn't only kiss a boy but turned it into a decoy,

To hide from her true self.

Because Jenny likes little girls.

But that's just what I heard,

I heard it from Dan who heard it from Tom, Lucy and Jack.

A secret.

Noun: something not meant to be known.

The syllables slip from your teeth,

Like slime spilling from your cheeks,

Impossible to keep in.

You held it for as long as you could,

Surely it's not your fault everyone misunderstood.

A lie.

Noun: an intentionally false statement.

We could've

We each became individual hand rails on an ever-spinning round about; endlessly doing circles around one another and never meeting.

Metaphorically speaking,

we were all on the same ride,

clinging to the safety bar in front of us

for reassurance

but we were all in our own carriages.

We could've sat together,

we could've held each other's hands,
as we rode higher and higher
span round and round
until our surroundings blurred into nothing but pure,
captured motion.

We could've opened our mouths for more than just screams.

But we didn't.

We held on tight.

Scrunched up our eyes.

And exhaled the adrenaline in indistinguishable cries that none of us understood until we were already spiralling. We could've had faith,

we could've used the words that were formulated on the tips of our tongues

before they were let loose in the wind with our hair, caught flailing behind us on the descent.

We could've trusted each other.

But we didn't.

We kept our words bottled up,

locked away like a note, which never met with the sea.

We forgot the English language,

became our primitive selves and just screamed as our muscles flapped in the wind

and we fell like leaves falling in the autumn breeze.

More like a hurricane, actually.

But ironic it's called The Fall.

Because what do we have left?

Our friendship didn't get on this ride with us,

and our secrets are the only other passengers,

the only things to keep us company before this carriage

flies off of the

tracks.

We'll keep spinning,

but we won't be spinning

together.

Not anymore.

By Meghan Coon

English students were asked to write on the subject of secrecy for a national poetry competition. Here are two of the entries.



