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# The Cornerstone

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## Letter From the Historian

Welcome back! For any basketball fans, I hope your March Madness brackets are doing better than mine (sorry if you followed my predictions from the last Cornerstone lol). Next week is elections, and I encourage you all to run for an officer position if you're interested! Being an officer has been very rewarding and enjoyable for me. You can learn more about each position and nominate people on the website. Feel free to reach out to any current officers if you have questions!

In other news, thank you to Daniel for submitting a one minute read! As usual, please send me one minute reads or anything else you would like to be included in the Cornerstone using the form at [tbpmi.ga/cstone-contrib!](http://tbpmi.ga/cstone-contrib!)

Good luck!

Arjun Sundararajan

## “One Minute Reads”

(written by Daniel)

"Min-Maxing" is a colloquial term in the videogame and tabletop roleplaying community. It refers to the process of "Maximizing" certain attributes while "Minimizing" the cost of doing so. The term is often used to describe extreme examples. What counts as extreme depends highly on the community. For example, optimizing your playstyle in a strategy or competitive game would be considered a part of the process, not to be labeled pejoratively. This allowance is not the case in tabletop roleplaying games.

The problem this causes in TTRPGs is that the more specialized a character becomes, no matter the power level, the fewer situations they are engaging to play in. The strength-maxed character will have nothing to add to a battle of wits, a heist, or a charm offensive. The result is that one player cannot involve themselves in sections of the game or the entire group avoids those sections for the sake of one player. The other side of the coin is that a min-maxed character can make other characters superfluous in their specialization. Both of these reasons are points of friction in any group.

## In This Issue

- Letter from the Historian
- 4<sup>th</sup> General
- Upcoming Events
- “One Minute Reads”
- Initiation Requirements
- Game Corner

## 4<sup>th</sup> General Agenda

- Announcements
- PowerPoint Party!
- Officer Spotlights

## Upcoming Events

- CSE SUGS Presentation (PD)
  - 3/23, 2-3pm
- BWB night 2 (Social)
  - 3/24, 5-7pm
- Nature Area Preservation Stewardship Day (Service)
  - 3/26, 1-4pm
- MindSET (Service)
  - 3/26, 12:30-3:30pm

## Initiation Requirements

- All 5 General Meetings, Elections, and Initiation
  - 1/18 (done!), 2/1 (done!), 2/22 (done!), 3/22 (done!), 3/29, 4/5, and 4/16
- Service Hours
  - Undergrads: 16 service hours total
    - At least 1 hour of tutoring
    - At least 3 hours of K12
    - Finish 8 hours total by 3/15
  - Grads: 10 service hours total
    - Finish 5 by 3/15
- Social and Professional Development Events
  - Undergrads: 2 Social and 2 PD events
  - Grads: 3 Social Events
    - At least 1 must be a grad social
- 2 Electee Team meetings (more about electee teams at 2<sup>nd</sup> general!)
- 2 Meetings with your TBPals group
- Character Evaluation
  - Complete the electee questionnaire on the website
  - Upload your resume
  - Sign up for an interview (by 1/24)
- Paperwork
  - \$100 Membership dues (let us know if this is an issue)
  - See electee packet for other forms

## Game Corner

Enjoy some Sudoku!

Puzzle 1 (Medium, difficulty rating 0.53)

							7	5
5			6		2		4	
4				7				8
8		4	9			2		
	9	3				8	1	
		6			3	4		9
9				2				4
	7		4		1			6
1	4							

Puzzle 1 (Hard, difficulty rating 0.62)

				3	1			2
2	7			4			3	
				8		6	9	
		7	8					9
		6	4		5	2		
3					6	1		
	5	2		6				
	8			5			2	6
4			2	9				