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## THE MIX

## THEY SAID IT

**MARK TWAIN:** "Advertisements contain the only truths to be relied on in a newspaper."



**FUTURE  
FILMMAKER,  
TENT-BUILDER  
AND FIREMAN**

**silvio  
KOHS**

PHOTOS BY TRISHA SHADWELL/THE GAMECOCK

**Above and below: Silvio Kohs, aka Albert Dorckstein, recruits Greene Street pedestrians for his "fra-sority" on Wednesday. Membership requires signing a contract and paying Dorckstein \$5,000.**

**BY CAITLIN COKER**  
THE GAMECOCK

Act now. You haven't missed your chance to join Albert's Alpha Gamma Alpha Gamma Beta Gamma Alpha Babba Blabba Gamma Better Alpha Fraternity.

But the main signup has already taken place.

Silvio Kohs, aka Albert Dorckstein, set up shop next to MTV's Campus Invasion on Wednesday, hoping to pull in some Greene Street pedestrians. He erected a 3-foot-tall tent with the words "Headquarters of Albert's fraternity" emblazoned in black marker.

Equipped with a cardboard sign, a laptop and two doughnuts, the second-year art student began his active recruitment.

Kohs clutched a wad of contracts as he heckled passersby:

"Albert's Alpha Gamma Alpha Gamma Beta Gamma Alpha Babba Blabba Gamma Better Alpha Fraternity \$5,000 contract."

If you're looking to join the frat, just sign the contract — and pay \$5,000 to Albert Dorckstein.

"I hope to make as many people sign up today as I can," Kohs said.

There was no time for Kohs to wipe the doughnut glaze from his face — he had a fraternity to fill. In the middle of chewing the white doughnut filling, Kohs screamed at the passersby, "Hey,

want to join my fraternity?" The pedestrians tried to look away, as if he were peddling Zipsheets.

"Free doughnuts and stuff! Join my fra-sority!" he said to a passing gang of girls.

But no one seemed interested. Nathan Britt, a fourth-year hospitality student, said he didn't have the time to be in a fraternity.

"I'm busy, actually," he said. "And I'm not a big fraternity guy."

But Kohs was unfazed. He asked another person — Jonathan Canon, a second-year business student.

Skeptical about the free doughnuts offer, Canon at first refused.

"I can get those anywhere," he said.

But Kohs's charm and ambition won Canon over and into Albert's fraternity.

"I'm not a fraternity type of guy, but his enthusiasm is contagious," Canon said.

Obviously, that \$5000 registration fee might have deterred would-be members from joining. Canon wasn't too worried about it though.

"It's mom and dad. They'll take care of it. I'll just say that it's necessary college expenses," Canon said.

It might have been hard, however, for people to take him seriously with a camera following his every move and a microphone attached to his shirt.

Kohs joked that he's a "big fan of

fraternities." He said he thinks they're crazy because you pay to get in. A fateful assignment in Kohs' video-production class that required him to make a five-minute independent film provided the perfect opportunity for a zany fraternity spin-off.

"I have weird ideas all the time," Kohs said. In a previous antic last semester, he dressed up as a snowman and grilled meats on Greene Street. In another stunt, a friend dressed up in a llama costume and perched in a tree as Kohs bleated.

In the future, he plans to make a "Dreckstreet Boys" music video, parodying the Backstreet Boys. He maintains lofty career goals.

"Maybe a fireman or a tent builder. I love tents," he said.

But for now, Kohs expresses his perspectives through comedy. He is making this video to protest fraternities; he aims "to bring across the message in a funny way (that) makes more sense than having debates," he said.

"He likes to get people's reactions on issues," said Katie Board, a third-year media-arts student. "He's

really against those kind of organizations."

Kohs hoped for reactions from Greeks.



"He's prepared to get blessed out today," Board said.

But no one seemed to be angry with Kohs. Students were either entertained by his antics or ignorant of them. Mike Sullivan, a third-year criminal-justice student in the Alpha Tau Omega fraternity, was indifferent to Kohs's stunt and even shared some of his grievances.

"Fraternities are overrated, yet I'm happy with mine," Sullivan said. "I hate paying the dues, but you got to."

Kohs originally intended to advertise for Albert's fraternity next to other recruiting fraternities. That way, people considering Greek life would see his mockery. Maybe then, some lucky parents would have saved what Canon called "necessary college expenses." That, or Kohs might have found himself at the bottom of a Greek dog pile.

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## FILM FESTIVAL

# Beg and Grovel returns for 3rd year

**BY KRISTIN CHANDLER**  
THE GAMECOCK

The Beg and Grovel Film Festival is back, and it's bigger and better than ever.

The third annual festival offers independent movie buffs the opportunity to view up to 11 feature films and 25 shorts — then engage in discussions with the directors during a three-day weekend.

The festival is the brainchild of Hybrid Films, a Columbia-based nonprofit organization that supports independent filmmaking in South Carolina.

"This year, we decided to go bigger," said Hybrid Films Executive Director Wade Sellers. "Our goal is to bring films that may not have been released, or are not readily available, to Columbia."

Hybrid produced the first Beg and Grovel Film Festival back in 2001 with fanfare from the movie community. The 2002 festival saw an increase in the number of films, but still aired during only one day and from one venue.

"The main reason for increasing the festival was last year's response. We sold out both screenings and had to turn people away," Sellers said.

This year, the festival has tripled in size. Though most of the films will be shown at the Nickelodeon Theatre, other venues such as the Hunter-



PHOTO SPECIAL TO THE GAMECOCK

**"Confederacy Theory," directed by Ryan Deussing, will show at the Beg and Grovel Film Festival, which is in its third year, this weekend.**

Gatherer and the Columbia Museum of Art are involved.

Hybrid wants to encourage local filmmaking.

"Friday night should be exciting," Sellers said. "That night is essentially regional, with all the films directed by state members or based on South-Carolina-related stories."

The festival kicks off tonight at 7 with "Confederacy Theory," an in-depth look at the

Confederate flag debate in South Carolina directed by Ryan Deussing.

The 9 p.m. feature, "Ding-a-ling-less," directed by Onur Tukel, tells the story of a man who is missing a certain something, but then learns of a medical procedure that could turn his life upside down.

Tonight's final feature — "Generation Ax," directed by Tommy Faircloth — airs at 11.

The film is a high-school horror story shot in and around Columbia.

All three directors will be at the festival.

"The directors will be at their screenings and available for questions from the audience," Sellers said. "Those that are here are here for the weekend, so there'll be a chance to see them in formal and informal settings."

Saturday, the Columbia Museum of Art will sponsor a discussion forum of filmmakers to address the state of independent movies. An open movie screening will also be held.

The Hunter-Gatherer will present short films at 10:30 that night and at 10:30 a.m. Sunday.

Hybrid Films will hold a Sunday brunch panel to discuss "The Pleasures and Pitfalls of Shooting Abroad" at the Basil Pot restaurant.

Later, the museum will offer a workshop called "Documentaries and Change," led by USC professor David Whitman. The workshop will feature clips from documentaries that have been instrumental in advocating social change.

Finally, on Sunday, the museum will allow area filmmakers the chance to show their projects in progress and discuss them with fellow artists.

Films will be screened continuously throughout the weekend at the Nickelodeon Theatre. Tickets are available at the door or in advance.

Eight directors will attend, including Steve Daniels ("Strings of Death") and "The Flying Squirrel" and Karen Sosnoski ("Wedding Advice"), as well as producer Peter Wentworth ("Other Voices, Other Rooms").

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## The dark horse of gaming systems



**BEN ANGSTADT**

[GAMECOCKMIXEDITOR@HOTMAIL.COM](mailto:GAMECOCKMIXEDITOR@HOTMAIL.COM)

As most people will tell you, there are two video-game consoles out there to choose from: Sony's PlayStation2 and Microsoft's Xbox. Unfortunately, anyone who doles out that information is overlooking a vital piece of the video-game puzzle.

They are forgetting the GameCube, Nintendo's little box that packs a punch but is frequently overlooked. Ironically, the most forgotten system is the one that deserves the most attention.

And if the statistics are right, many of you out there are probably going to buy video-game systems, especially if you're a male age 18 to 26.

With the multibillion-dollar gaming industry bigger than ever, and tens of millions of the current three game consoles sold, it's becoming the norm to own one. Ignoring the GameCube as a viable option, however, is ignoring quite possibly the best all-around system on the market.

I can hear the responses now: "Nintendo, you say? You mean the company that makes all the kid's games?" The GameCube's presence is still overshadowed by the N64's dismal past; its end was wrought with an overabundance of Pokemon and very little material worth giving a second look.

The GameCube is undoubtedly the most family-friendly of the current generation of game consoles. But "Super Mario Sunshine," "The Legend of Zelda" and "Animal Crossing," some of the games that receive the heaviest criticism for their lack of blood and their "Everyone" game ratings, offer some of the deepest and most enjoyable single-player experiences in contemporary gaming.

Plus, any hint of kid-friendliness on the GameCube's part is avoidable. Just consider the two James Bond games, "Splinter Cell" and the uber-action title "Metroid Prime." Plus, for those of you who must have blood and gore, look no further than "Eternal Darkness," the revamped "Resident Evil" series and Capcom's upcoming "P.N. 03."

Also, don't forget that an increasing number of "Cube games contain extra features when they are connected to a GameBoy Advance via a special cable.

The PlayStation2, on the other hand, has been relying on sequels for a while now. It's offered little original material, and most of the sequels have felt more like increasingly stale versions of their predecessors. A few upcoming titles look like potential winners, but most of the PlayStation2 games merit little excitement.

The Xbox, however, has offered virtually nothing since ... well, since "Halo" on the day the Xbox came out, and has nothing else until "Halo 2" comes out sometime next year. The PC in a console case definitely wins the numbers game: a built-in Ethernet port for online gaming via a broadband connection; a bulky 10-gig hard drive, which eliminates the need for memory cards; and an NVIDIA GeForce 3 graphics card.

Unfortunately for the Xbox, graphics don't make the game, as evidenced by the mediocre reviews that most Xbox-exclusive games receive. Sure, they look amazing, but are they any fun? And, like "Splinter Cell" and "Wreckless," many of the better Xbox games soon enough find their way onto their competitors.

So do yourself a favor, and don't count the GameCube out. He might be a little guy, but he's a spiffire, and he sure holds his own in a fight.

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