

THE SKEWER

Volume 2

Issue 4

February 11th, 2023



Editorials 02

**"Video Games as an
Art Form"**

Debates 05

"Marriage Ban"

Horoscopes 07

"February Horoscopes"

Shitty Reviews 08

"CBAT Review"



“Video Games as an Art Form”

By Yongle
Skewer Head

An Overview

Everyone knows what a video game is. It's just a digital game, a form of entertainment, which many write off as just a waste of time. However, do you know what a video game represents? Many people view it as a popular pastime, an experience, an ‘escape from reality.’ A way to connect with people, to foster a community. Despite this, seemingly clear, definition. The truth is that opinions on video games have been extremely divisive throughout history. I have seen arguments from all over the spectrum. I've heard people argue that video games are overly violent, that they incite violence and are responsible for many extreme felonies, or that video games are a direct cause of introversion. Concurrently, I have heard people argue that video games have changed their life for the better, that video games have taught them life lessons, or encouraged them to become more social. I, however, view video games differently. Video games are more than just a virtual experience. Video games represent hours upon hours of hard work poured into the game by the development team, and as a game developer myself, I believe that video games are art.

Yes, video games are especially important for me, as it is my career to make them. Being a game developer myself, I understand the difficult job that is game development. Whether you like video games or not, you should at least understand that game development is extremely taxing. I want you to stop for a moment and think about what you know about video game development. You might be thinking that it's extremely expensive, that it requires a massive team of experienced programmers, or that the development process could take years to complete. Now all this is true, however, game development is much deeper than that. Many incredible games have been made by just one person, or a very small development team. Many great games have been made with a very limited budget, and many great games have been made in under a year. (I'm NOT talking about Call of Duty - More on this later).

However, explaining the grueling process that is game development is only one point of this essay. I intend to argue that video games should be fully recognized as an art form, and how they might be one of the best examples of a modern art form. Art has been recognized for centuries as something that is filled with creativity and hard work. Art is oftentimes viewed to be full of human emotion and feeling, perfectly and intricately woven into the piece by the artist. The problem here is that video games express all of these things and then some. In fact, I would even go so far as to argue that video games are more ‘art’ than some art. Confusing? Don’t worry. Now why, dear reader, should this matter? After all, does art really matter in the first place? I believe it does, and I’m here to show you. However, before I can dive into my argument, I need to do some research. Firstly, I need to delve into the very conflicted history and arguments against video games. Secondly, I need to dive deeper into the game development process, and provide a deep explanation on what it entails. Then, I need to understand what exactly a piece of art is, then I need to discover the similarities between a video game and a piece of art. Subsequently, I need to examine where exactly video games and other art forms differ and why aren’t video games already considered art forms.

Ultimately, I need to answer the question: Why Does Art Matter?

A Dive Into the Philosophical Questions of Art

When it came to researching this topic, I knew that I wouldn’t just need to find articles of established scholars and college professors from different eras of video game history arguing the same point that I’m about to make. I knew, due to the extremely complicated and divisive history of video games, that I would have to carefully examine sources from all viewpoints, all over history. I also knew that I needed to find sources that weren’t about video games at all. I needed to find sources about art and art theories that would eventually lead to the main question that drives this entire essay. Why Does Art Matter?

Before we can dive into the history behind video games, we need to understand the arguments against them. The argument that video games cause violence is one of the leading arguments against video games. Scott Cunningham, Benjamin Engelstätter, and Micheal R. Ward published an article in the Southern Economic Journal titled, “Violent Video Games and Violent Crime.” In this article, they examine the arguments against violent media, finding that,

“The short-run effect of violent games on aggression has been extensively documented in laboratory experiments (Anderson, Gentile, and Buckley 2007). These experiments genuinely conclude that media violence is self-reinforcing rather than cathartic[cathartic is defined as: “providing psychological relief through the open expression of strong emotions; causing catharsis”]. This link has not been found with crime data however. Ward (2011) found a negative association between county-level video game store growth and the growth in crime rates. In a relevant study, Dahl and DellaVigna (2009) find that popular violent movies cause crime to decrease in the evening and weekend hours of a movie’s release lastining into the following week, with evidence that violent movies were drawing men into theaters and away from alcohol consumption. These two studies suggest the real world relationship between violent media and crime may be more complex than the results from laboratory studies indicate.” (Cunningham, Engelstätter, and Ward 2016).

As said in Cunningham, Engelstätter, and Ward’s findings, The connection between violent media and aggression has been extensively studied, and while results were, in fact found, real world crime statistics seem to contradict the presence of these test results in the real world. Meaning that while some connections can be drawn between violent media and aggression, there is not enough evidence to claim that violent media is one of the defining factors behind it. Next, I needed to understand other viewpoints arguing my point. Aaron Smuts was a philosopher and a professor at the University of Wisconsin Madison and Rhode Island College. He published Are Video Games Art? In which he argues his stance on this particular issue. He begins his paper by clearly stating his intent. “Overall, I argue that while many video games probably should not be considered art, there are good reasons to think that some video games should be classified as art.” (Smuts 2005). Smuts’ stance is almost completely identical to my own, as I believe that while some video games have earned the title of art, there are quite a few that shouldn’t be. However, the question now becomes, what exactly classifies something as art, and how can we know what video games are, in fact, art? To look for an answer, I turn to Catharine Abell’s article - “Art: What it Is and Why it Matters,” which was an article published in Volume 85, No. 3 of Philosophy and Phenomenological Research. Catharine Abell is an author and a Professor of Philosophy of Art at Oxford. Abell attacks current definitions of art, stating “Evaluative Definitions of art pursue the projects of definition and of value elucidation simultaneously, by defining artworks as things with value of a certain kind.

“Video Games as an Art Form”

However, they have the undesirable consequence that to be art is necessarily to be good art. By so closely associating what it is to be art with its value, they preclude the possibility of bad art.” (Abell 2012) This is extremely important because Abell is making the case that current definitions of art make it seem like all art is, in fact, good art. However, she argues that there needs to be a definition of art that recognizes the bad art that exists. She continues her argument by stating “What is needed is a descriptive definition of art that is able to accommodate the existence of bad art, while illuminating the value of good art.” (Abell). She then goes on to describe the intent of her paper. “Starting with the hypothesis that artworks are the products of institutions that serve certain human social needs, I then go on to identify the conditions something must meet in order to be an artwork, and then examine what these conditions reveal about the value of good art.” (Abell). This is what we’ve been looking for. We can use Abell’s theory of art definition to dictate whether or not video games should be classified as art, and what would make those video games considered ‘good’ or ‘bad’ art.

‘Defining Art’

After completing research on this topic, it became clear that the audience for this argument is very broad. I’m not just trying to convince people that dislike video games to give them a second chance. No, I’m arguing that video games deserve to have the chance to represent more than just a game, more than just a ‘waste of time.’ This means that my argument needs to reach people with all kinds of different opinions, people who like video games, people who don’t, accomplished art scholars, professors, and philosophers, because the question of ‘Should video games be considered art?’ extends far beyond people who have a few different opinions on video games, it brings into account questions of modern art as a whole. We need to finalize what a modern definition of art truly looks like. Using Abell’s theory in “Art: What it is and Why it Matters,” alongside of “Defining Art,” published in Volume 6, No. 3 of American Philosophical Quarterly, written by American Philosopher George Dickie in 1969, gives us two accounts of what a definition of art should look like, in two completely different time periods. We can then compare and contrast Abell’s more modern theory of art with Dickie’s theory from 1969 to learn about how definitions of art have changed over time, or how they haven’t. In “Defining Art,” Dickie argues what he believes should be an overall definition of art. “A work of art in the descriptive sense is (1) an artifact (2) upon which some society or some sub-group of a society has conferred the status of candidate of appreciation.” (Dickie 1969). He then goes on to explain how his theory differs from past theories.

“(1) It does not attempt to smuggle a conception of good art into the definition of “art.” (2) It is not, to us Margolis’ term, “overloaded,” as is the one Margolis cites as a horrible example: “Art is a human activity which explores, and hereby creates, new reality in a suprarational, visional manner and presents it symbolically or metaphorically, as a microcosmic whole signifying a macrocosmic whole.” (3) It does not contain any commitment to any metaphysical or unempirical theory, as contrasted with, for example, the view that art is unreal. (4) It is broad enough so that those things generally recognized as art can be brought under it without undue strain, as contrasted with, for example, the imitation example of something or other. (5) It takes into account (or at least attempts to) the actual practices of the artworld of the past and of the present day. Now what I have been saying may sound like saying, “a work of art is an object of which someone has said, ‘I christen this object as a work of art.’” And I think it’s rather like that. So one can make a work of art out of a sow’s ear, but of course that does not mean it’s a silk purse.” (Dickie)

modern definition of art offered by Abell to fully realize what modern art should be. Once we finalize this definition, we need to finally uncover whether or not video games deserve to be considered art, then I need to present my case on why I believe that art matters.

The Answer

The question on what truly is art has been debated for countless years. Many theories on how to properly define something as art have been offered, rebutted, or changed. The fact stands that there is no one way to completely understand what the definition of art is. It seems that almost every philosopher has their own definition and theory as to what art should be. To answer the question of “Should Video Games be Considered an Art Form?” I plan to formulate what I consider to be the ultimate definition of art. Now, I am not stating that the definition that I’m going to offer is, in fact, the sole, objective, definition of art, as it has been proven that no one can truly ‘define’ art. I, however, plan to introduce a logical and philosophical definition as a combination of theories that I have researched, to truly offer a ‘modern definition of art.’ Once this definition has been constructed we can finally answer the question that started this whole journey.

Establishing a modern definition of art is harder than it seems. As I need to heavily consider definitions offered by established philosophers when carefully crafting a new definition. We already know Georgie Dickie’s definition of art, which is an artifact that has earned the status of appreciation (Dickie). Let us, once again, turn to Catharine Abell’s article. I previously stated her viewpoint on other definitions of art, however, I have yet to recognize her definition. Abell begins to explain the context surrounding her definition, “On the approach I am advocating, the notion of artwork is essentially institutional, because facts concerning which things are artworks are institutional facts.” (Abell) She then goes on to state, “To provide a reductive definition of art, rather than any of these other institutional notions, we need a means distinguishing institutional facts about artworks from the other institutional facts to which art institutions give rise, without appeal to the notion of art.” (Abell) She then provides her definition of art, “Something is an artwork [if] it is the product of an art institution, and it directly affects how effectively that institution performs the perceived functions to which its existence is due.” (Abell) Now, what exactly classifies something as an ‘art institution?’ Well, Abell defines this too:

“Something is an art institution [if] it is an institution whose existence is due to its being perceived to perform certain functions, and these functions form a significant subset of the following: promoting positive aesthetic properties; promoting the expression of emotion; facilitating the posing of intellectual challenges; promoting formal complexity and coherence; facilitating the communication of complex meanings; promoting the exhibition of individual points of view; promoting originality; and promoting the exercise of a high degree of skill.” (Abell)

Looking at both Abell’s and Dickie’s definitions we can see that they are eerily similar. In Dickie’s definition it is stated that one of the criteria for something to be art is, “some society or some sub-group of a society has conferred the status of candidate of appreciation.” (Dickie) The society that Dickie is referring to is almost identical to Abell’s art institution. In fact, Dickie mentions that art painted by chimpanzees in the zoo would only be considered art if they were exhibited in the Chicago Art Museum (Dickie). Meaning that the Chicago Art Museum is, obviously, an art institution, while the zoo is not. That being said, the definition of art that this essay will use is as follows:

“Video Games as an Art Form”

By Yongle
Skewer Head

An object is considered art if [1] it is both a product of an art institution, and is appreciated by some group of people. [2] If the object is not produced by an art institution, and therefore is not art, but is instead adopted by one; That object will henceforth be recognized as a work of art.

Now, there is one final thing to note about my definition of art.. An object that is considered art does not mean that it is necessarily ‘good art,’ as a perception of good art is purely subjective. However, in explaining my reasoning I will attempt to establish an objective perception of what makes something ‘good art.’

It is finally time to answer the question that has been driving this whole essay. Back in Section II, we already addressed opinions when it comes to answering the question of “Should Video Games be Considered Art?” However, there is one more account that I would like to bring in. Dr. Grant Tavinor is a philosopher at the University of Lincoln. He published *Video Games as Mass Art*, in which he addresses his viewpoint on this issue. He argues that “Video Games are one of the most significant developments in the mass arts of recent times. In commercial terms, they are now among the most prominent of the mass arts worldwide.” (Tavinor 2011) Comparing Tavinor’s stance to the previously mentioned Smuts’ we can see one glaring difference. Smuts argues that while not all video games should be considered art, some do deserve to claim that title. Tavinor, on the other hand, argues that all video games should be considered art. This is where my definition of art comes into play. Looking at my definition it claims that for something to be considered art it needs to either be produced, or adopted, by an art institution. Now, yes video games are not displayed in any national art museums or other actual prestigious ‘art’ institutions. However, I intend to argue that by using Abell’s definition of an art institution, the game development industry, and the community surrounding it, is, in fact, an ‘art institution.’ Taking a look at Abell’s definition earlier in this section, we can see that for something to be considered an art institution, it needs to perform certain functions. It just so happens that the game development industry performs all of those said functions. It promotes positive aesthetic properties and the expression of emotion for being the floor for developers to express deep, driven, and highly emotional narratives. It also shows intellectual challenges, complexity and coherence, and the communication of complex meanings when it comes to how much symbolism and expression can be pumped into the already deep messages behind these games. Take one of my personal favorite video games, Persona 5 Royal, as an example. The messages and final conflict of that game makes you question your own morality. Finally, it promotes individual points of view, originality, and a high degree of skill, because making games is not easy. I would know. The achievement of making a game shows that you have a high degree of skill to accomplish that task. But, anyone can learn that skill. Anyone can become a game developer. This is what promotes individual points of view. People from all walks of life making games and coming together as a community. That is why I believe that the game development industry is an ‘art institution.’ We finally have our answer, if the game development industry is recognized as an ‘art institution’ that means that all video games are considered art as they are a product of said art institution. Video Games Should be Recognized as an Art Form.

However, there is one final thing that I want to touch on regarding this issue. This brings me back to the conversation of good art and bad art. While this means that all video games are technically art, I want to stress that all video games are not good art. While the video game

industry as a whole represents all qualities that make something an art institution, there are quite a few video games that don’t. For example, Call of Duty. Call of Duty doesn’t represent enough, or any, of the qualifications. Because my understanding of something to be considered ‘good art’ is that it meets most, if not all, of the same requirements that something has to meet to be considered an art institution. Now, it is purely subjective as to if something meets the requirements. Someone else could believe that Call of Duty does, in fact, meet all of the requirements to be considered good art and completely prove me wrong. However, I believe it is worth noting that not all video games deserve to be considered good art.

In this essay, we have accomplished a lot. I put forward a modern definition of art, and the question that drove this entire essay was finally answered. However, one thing remains to be accomplished in this essay. Proving that art should matter. Art has been present in our world since the very first civilizations walked this earth. Art makes up a very rich history and is one of the essential ways that historians study our past. Now, I extend the floor to the person who writes off art as nothing too special. You might say to me, “Why should I care? I got enough going on in my life to care about some painting.” To which I respond by saying that is exactly why you should care. Art is everywhere, and as we’ve seen in this essay, art can be anything. Everywhere you go, you’re experiencing the impact of art, and I’m willing to bet that you appreciate art even though you think you don’t. Your favorite TV show? Could be art. Your favorite movie, song, or dare I say, video game? It’s probably art. I’m not asking you to appreciate the Mona Lisa. Like I’ve mentioned many times before, appreciation of art is purely subjective. You don’t have to like some painting, sculpture, or some historical figure to appreciate art. Art doesn’t matter because it’s some fancy philosophical or historical concept. Art matters because it is what the world is built on.

Sources

- Abell, Catharine. “Art: What It Is and Why It Matters.” *Philosophy and Phenomenological Research*, vol. 85, no. 3, 2012, pp. 671–91. JSTOR, <http://www.jstor.org/stable/41721256>. Accessed 11 Jan. 2024.
- Cunningham, Scott, et al. “Violent Video Games and Violent Crime.” *Southern Economic Journal*, vol. 82, no. 4, 2016, pp. 1247–65. JSTOR, <https://www.jstor.org/stable/26632315>. Accessed 11 Jan. 2024.
- Dickie, George. “Defining Art.” *American Philosophical Quarterly*, vol. 6, no. 3, 1969, pp. 253–56. JSTOR, <http://www.jstor.org/stable/20009315>. Accessed 11 Jan. 2024.
- Smuts, Aaron. “Are Video Games Art.” *Contemporary Aesthetics*, vol. 3, no. 1, Jan. 2005, p. 6. digitalcommons.risd.edu/cgi/viewcontent.cgi?article=1043&context=liberalarts_contempaesthetics.
- Tavinor, Grant. “Video Games as Mass Art.” *Contemporary Aesthetics*, vol. 9, no. 1, Jan. 2011, p. 9. digitalcommons.risd.edu/cgi/viewcontent.cgi?article=1246&context=liberalarts_contempaesthetics.

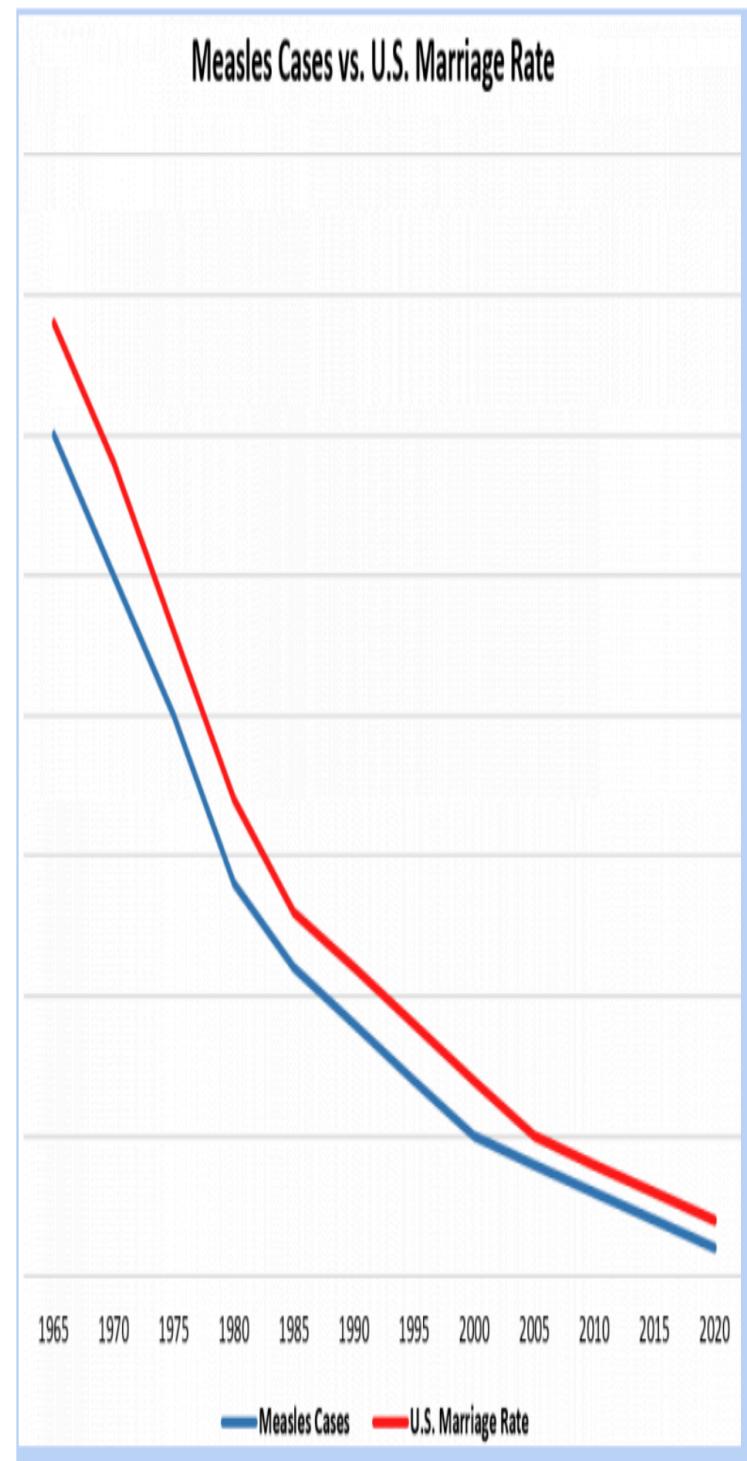
“Should the United States Ban Marriage?”

“The United States Should BAN MARRIAGE!”

By Aimo Koivunen
Basement Dweller

Before I continue, I would like to disclose that this is in fact a joke. If you could not gather that from the following article without my disclaimer, I pity you.

My fellow debater Aimo believes that the institute of marriage is useful, even necessary, to have a functioning society. What a load of crap. He says that it benefits society, but all of us normal people disagree. The United States Government is in a sad place. Trillions in debt, the laughing stock of the world. It has a massive, high tech military that loses all of its wars. There is one solution, one way that the American people can come together, and elevate the US back to where it once was, at the top of the world. We need to rise up as one, and ban marriage. Marriage is a horrible institution, trapping two loving people together for an eternity of torture. It also, according to my sources(see works cited), is the leading tax saving benefit. It costs the U.S. government TRILLIONS in saved taxes every year. It is the sole reason that the US is in debt right now, and forces our great government to borrow money from foreign powers with different interests. According to an unknown author, every married couple saves the price of an entire main battle tank over the course of the marriage in taxes on average. Imagine how many wars the U.S. lost(Vietnam was a loss) that could have been won with all of that money. Think about how advanced the military could have been with that money. With that money, the government could have done so many amazing things. Free healthcare, ending homelessness, funding scientists to cure disease. All things that could have been done with the money that would have been generated by banning marriage, just from the year 2000 until today. If the U.S. had banned marriage from the get-go, it would have easily conquered the world. Banning marriage would allow for the U.S. to focus on the true issues of this society. Banning marriage would allow time for extended, intelligent political discourse. Without home life to worry about, the esteemed people that run our country would have more time and energy to debate, and come to solutions that are truly brilliant compromises. They would have only one person they care for, instead of a whole family. This would improve the nation greatly as a result. Another reason to ban marriage is to curb overpopulation. If the current trends continue, the U.S. will become the most populated country by the year 2040. By the year 2065, there will be too many people in North America for the land to support. If we wish to survive this population crisis, we need to make drastic changes. The vast majority of children are spawned within a married couple. More people choose to have children if they are married, and say they would not have children if not married. The choice is clear. Ban marriage, reduce overpopulation. Marriage also causes horrible diseases, much as measles. Look at the graph I have created, comparing measles rates to marriage rates. Following that graph, if marriage is banned, measles will be eradicated, saving hundreds of lives. The final reason to ban marriage is that no one will marry me. The world is in a sad place, one that requires me to “go outside” and “integrate into society” in order to find a suitable partner. People expect me to be a “functioning person” and do outrageous things like “commit tax fraud”. Aimo, that revolutionary fraud, has seduced the fools into believing in his radical, dangerous cause. The IRS is the best thing to ever happen to humanity, not an enemy to freedom! The grand old days of marriage are gone, to be replaced by this cruel new world, impossible to find anyone. My grandmother got my parents together in her basement, as my mom should be expected to do today. We have been a family of basement-dwellers for ten generations, but this new trend of “marrying someone you care about” is ruining that. When there is disease, you eradicate it. This new foundation of marriage is a tumor in society, one that needs to be cut out. I hope you will make the right choice for our future.



“Should the United States Ban Marriage?”

“LEGALIZE MARRIAGE!”

By Aimo Koivunen
Rizz Master

**Before I continue, I would like to disclose that this is in fact a joke.
If you could not gather that from the following article without my
disclaimer, I pity you.**

This moron Aimo over here thinks that marriage should be illegal. I am here to refute that point, which should not be hard because that tax-paying loser's IQ is lower than our number system can currently encompass, so this should be easy. The first and most important reason marriage is an awesome part of the world is that it basically allows you to commit legal tax fraud. By getting married and filing jointly, you save tens of thousands a year on taxes. In just 10 years of marriage, the tax refunds would be so high that you could buy a 3-floor house up front with it. Think of all the amazing stuff that can be done with that kind of money. A few dozen people could create charities dedicated to great causes, such as providing clean water for everyone, ending hunger, curing diseases, and overthrowing the oily troglodytes currently in power. Marriage allows two people to become unified in goals and lives, which will be a great revolutionary army. Since we would pay no taxes, the underfunded military would crumple like wet paper. The people would rule, not some hunchbacked goblin whose only goal is make more money while pissing off a different creature from hell. This is another great reason to marry. Married people have more children on average, which is ANOTHER TAX REFUND, not to mention in 18 short years another brave soldier for the revolution. If you have just 2 children the IRS will actually have to pay you in taxes. Earning extra money on the side? Count me in. Even if you hate children, there is merit in this specific living tax benefit. Simply marry someone who loves parenting, and make the agreement that they will parent, and you will handle the tax evasion side of the children. You can be the “cool parent”, with zero responsibility, and making millions. You will earn money back, not lose it to a federal government who will do nothing but bomb a hospital in Iraq with it. If we work together, we can defeat the unstoppable beast that is the IRS. We can cut the funding of a government that cares more about revenue than its people. We can beat the basement dwellers like Aimo, who cling to their minuscule power in tyranny like a plank in the ocean. He is just jealous of me, because I have a Beloved. He is just angry that his skinwalker looking ass cannot find anyone to love. He is so frustrated that his mommy won't kidnap someone to be with him that he is taking it out on the rest of us normal people. This brings us nicely to the final reason to keep marriage legal. It allows us normal, tax evading people to show our commitment and solidarity to loving a single person(or more, if that's your thing). As someone who does not comply with the IRS's demands, I am constantly swarmed by hundreds of would-be lovers everywhere I go. While some would love it, I find it annoying. It constantly belittles my existing, loving relationship, and my beloved hates it too. If I get married, then I am legally and officially unavailable to the general public. I can use my wedding ring like a holy shield, casting away the harlots who attack me in droves. It will allow people to live in peace, not worrying about the awful government or lonely singles. I hope you side with me, and change our world for the better.



Sources

<https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcSpwDmUvZQvCf9Sh3JoqlIEhXp0MF-UW-MLCyjW9-kXpm5kikMUATiXNn8PzI6y2cJP5c&usqp=CAU>

<https://ih1.redbubble.net/image.4176736051.1092/flat,750x1000,075,f.u1.jpg>

FEBRUARY HOROSCOPES

By Fred the Møose
Resident Psychic & Co-Head in Training

Aquarius: You know what must be done. Do it.

Pisces: Three-a days until Mario steals-a your liver!!!

Aries: That “sausage” that you ate wasn’t a sausage.

Taurus: Aliens from the planet ARGO-73981B will abduct you while you are out getting Jersey Mike’s. The Polish-speaking aliens, all of whom look suspiciously like Jim Carrey, will bring you home to ARGO-73981B and force you to fight a Królik with a golden sword.

Gemini: A three headed vulture named Walter will burn your favorite ugly christmas sweater with a jet engine.

Cancer: Run.

Leo: You will need a scapegoat. Blame the Capricorns.

Virgo: You will realize why it is called an oven if you of in the cold food of out hot eat the food.

Libra: Mr. Beast will give you \$100,000! Sadly, you will only take home \$3.47 of it after taxes and terms & conditions in the fine print.

Scorpius: Vladimir Putin will send Russia’s greatest hitman to assassinate you. Luckily, the hitman will be struck and killed by a speeding Coca-Cola semi-truck while attempting to throw a wolverine into your back seat.

Sagittarius: Your favorite NFL team will miss the playoffs. Deal with it.

Capricorn: You will need a scapegoat. Blame the Leos.

CBAT Review

Reviewed by Music Expert

Aimo Koivunen

Have you ever felt the need for more exquisite agony in your life? Have you ever decided that you are too happy, and want to change that? Looking to double your therapy bills? Do you need to water your plants with your frantic tears? Are you looking for the musical equivalent of someone punching you in the stomach? Well have I got the song for you. Cbat, by Hudson Mohawke. Some of you may know this song, as it is infamous in certain areas of the internet, because some moron had sex to it for TWO YEARS. TWO FULL YEARS. This man's poor girlfriend had sex to this song for two years, and didn't leave him. This wonderfully awful "song" opens with swelling, royal chords. It sounds like it is heralding a king, or is the opening to a fantasy epic. Well, it turns out it is heralding nothing but brain rot because after 24 short seconds the tune does a complete 180. It starts to sound like a mosquito choking on its own vomit while trying to play the recorder. It sounds like an elephant's dying screams as it overdoses on cocaine. The base plays every few seconds, off beat with the main track of course. It sounds like an 85 year old shitting in the background while you lose your mind. About halfway through the agony of this song it switches up. Instead of horrific woodwinds that would make any classical composer commit suicide, it changes the instruments up. Now it sounds like someone sliding down a set of stairs, hitting their head on every single spindle of the railing and making an awful gong sound. The song ends shortly after this, not with a bang, but with a wet fart. I have regrettably listened to this song enough times to not be affected by the horrors contained within, but the ending still gets me every single time. I hear that ending, and I shudder in revulsion. It is the musical equivalent of having to sneeze, and getting within inches, just to be denied. It is similar in feeling to missing a single pin by a hair in a would-be perfect game of bowling. It is the topic of about half of my nightmares. While the song itself is nearly identical to about 5 seconds of bad sex, the ending catapults this song up to the top 10 list of crimes against humanity. This song goes so incredibly flaccid. The beat drops harder than a helium balloon. The creator

truly has an incredible hidden talent, and I hope he finds it, so the music industry as a whole is not tainted by his very existence. I would probably summarize this song as napalm. You encounter it once, and it sticks to you, torturing you for probably the worst moments of your life. Even after it leaves, it scars you for life, and you are never able to let go. Overall, I give this song a 8/10, not too bad.

FINAL VERDICT:

8/10

Christmas Poop Log Review

Reviewed by Shit Log Enjoyer

Aimo Koivunen

This Poop Log was an ethereal experience. It has truly changed my life. It has given meaning to my meaningless life. The pure craftsmanship contained within this Log is unheard of. The pure art of the written story inside made me tear up as I read it to my 35 year old manchild. I have never been more moved by any story in my life, which is an incredible accomplishment, considering that I am connoisseur of the best literary works, and that is easily in my top 5. Not only is the story contained within incredible, but the Log itself is amazing. The perfectly drilled leg and nose holes, the premium quality paint, the strong wood glue that would make any woodworker jealous. The felt blanket and santa hat are more than enough for an emperor to wear, beyond heavenly comfort. They are fit for a being as perfect as this Poop Log, with its immaculate construction. The googly eyes are beyond mere plastic. They are crafted so well that they seem real, as if they are staring into your soul. Into all of our souls. They complete the Poop Log as feathers complete a bird, making it seem truly alive. What makes the experience a hundred times better is that you get to make it yourself. It seems like you are raising it, to go out and do great things, to make you proud, unlike my real child Trevor. You quickly find yourself transported to a wonderful world, a world without pain, without sadness, without a certain 35 year old who has not left the basement in 10 years. The wood it is made of is the highest quality, and I could build one of the nicest houses of all time with these logs. All of these materials could come together to make the greatest artworks of all time, but they don't. They make something that is far, beyond any "art" elsewhere on the planet. Ever since I learned of this incredible tradition, I have been searching for something on the mortal coil that can properly express this surreal tradition. My search ends here, at <https://www.thechristmaspooplog.com/>. This Poop Log is my favorite way to celebrate the holidays, and I would not consider buying from anyone else. I don't even stop at the holidays. This Poop Log has become a beloved part of my decor, and it really makes my home feel alive. Nothing else could accomplish this as well as the Poop Log does. All of this, for only 39.95 USD!?!?!. This is not only a steal, but blatant highway robbery. I would have still bought this if it wasn't 39.95, but 3,995. The pure value of this unreal product is unparalleled. There is even a TSHIRT!!!! I bought 10 of them, so I would never have to wear anything else again. They are so comfortable, and I love them. My fashion forward friends won't even go out anymore, because they get embarrassed that I look better than them. I would sell the pathetic waste of oxygen I call a child for just one Poop Log. 10/10 would poop again. Thank you Jonathan Chastek, very cool!



FINAL VERDICT:

10/10

Communism Review

Reviewed by Foreign Relations Expert
Foreign Correspondent

Communism is a socio-political and economic ideology that advocates for a classless and stateless society where the means of production are collectively owned and controlled. Developed primarily by Karl Marx and Friedrich Engels in the 19th century, communism has had a profound impact on political thought and has been implemented in various forms in different parts of the world. Here's a review that considers both the theoretical aspects and historical implementations of communism:

Theoretical Aspects:

Classless Society: Communism aims to eliminate class distinctions, creating a society where everyone has equal access to resources and opportunities. The idea is to eradicate social hierarchies and promote equality.

Collective Ownership: Communism advocates for the collective ownership of the means of production, such as factories and land. This is intended to prevent the concentration of wealth and power in the hands of a few individuals.

Abolition of the State: In its ultimate form, communism envisions a stateless society where people govern themselves directly. The state is seen as a tool of oppression that will wither away as class distinctions disappear.

Critique of Capitalism: Communism offers a critique of capitalism, arguing that it inherently leads to exploitation, alienation, and inequality. Marx, in particular, focused on the inherent contradictions and conflicts within capitalist societies.

Historical Implementations:

Soviet Union (USSR): The Soviet Union, established after the Russian Revolution in 1917, was one of the first attempts to implement communism. However, it deviated from Marxist ideals, leading to a highly centralized state with authoritarian rule, economic inefficiencies, and suppression of dissent.

People's Republic of China: After the Chinese Civil War, the People's Republic of China was established in 1949 under the leadership of the Chinese Communist Party. China's implementation of communism has evolved, incorporating elements of state capitalism while maintaining one-party rule.

Cuba: The Cuban Revolution in 1959 led to the establishment of a socialist state under Fidel Castro. Cuba has maintained a communist system, with state control over the economy and political power concentrated in the hands of the Communist Party.

Eastern Bloc: During the Cold War, several Eastern European countries, including East Germany, Poland, and Hungary, adopted communist systems under the influence of the Soviet Union. These systems collapsed in the late 1980s and early 1990s with the end of the Cold War.

Criticism of Communism:

Authoritarianism: Many implementations of communism have been criticized for centralizing power in the hands of a few, leading to authoritarian rule and a lack of political freedoms.

Economic Inefficiency: Critics argue that centrally planned economies, a common feature in communist states, are prone to inefficiencies, lack of innovation, and misallocation of resources.

Human Rights Violations: Some communist regimes have been accused of widespread human rights abuses, including censorship, political repression, and persecution of dissent.

Utopian Nature: Critics argue that the utopian vision of communism is impractical, given the complexities of human nature, diverse societies, and the need for effective governance and economic incentives.

In conclusion, communism has been both an influential theory and a source of historical experiments, with a wide range of interpretations and implementations. While it has inspired movements for social justice and equality, the historical record of communist states has been mixed, with both achievements and significant shortcomings. Evaluating communism involves considering its theoretical principles alongside the practical challenges and outcomes of its historical implementations.

FINAL VERDICT:

4/10

Indiana Jones and the Dial of Destiny Review

Reviewed by Movie Critic
Fred the Moose

Recently, I watched the new Indiana Jones movie on Disney+. Going into it, I thought that it was going to be pretty bad just because Harrison Ford is older than Joe Biden and it's been 15 years since the last disaster of a film. But while this movie had its flaws, it did have some things I liked.

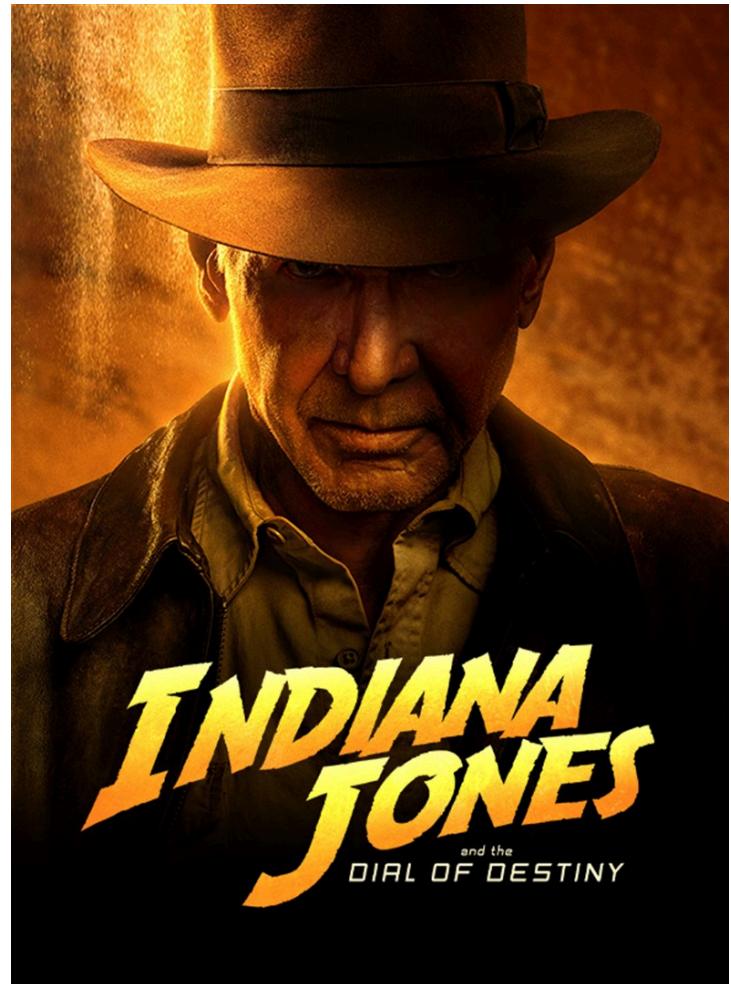
The first thing I want to complain about, however, is the awful CGI that they used to make Indiana Jones look younger in the first scene. The Mario movie had better animation than that and it just looked super fake. It was also dumb that they made him look younger, but still used his older voice! I also think it was disturbing to see a crabby octogenarian in his underwear, but apparently that was necessary.

There were some things that I liked, however. I liked how they brought back some old characters. Sallah is 100% the BEST character in the franchise by a mile! I just wish he had a bigger role in the story than a small cameo. Really, the best parts of the movie are the small details and Easter Eggs that you have to look for. I probably missed most of them, but I saw some. There were references to the Temple of Doom with giant centipedes, eels (which somehow triggered Indy's fear of snakes), and other references to "things that can't be explained" such as the Ark of the Covenant, the Holy Grail, and aliens.

Now, don't even get me started on time travel. The only good time travel movies I have ever seen are Back to the Future and Bill & Ted. The antagonist's goal is to travel back in time using the Antikythera mechanism and help Nazi Germany win the war. How exactly? It doesn't really tell us throughout the entire movie until like 15 minutes before the end when the villain hints at killing Hitler and fixing his mistakes. But instead of traveling to 1939 like intended, they accidentally travel back to the siege of Syracuse in 212 BC. As it turns out, Archimedes didn't make the Antikythera to travel to any time, just to 212 BC so that future people can help them beat the Romans. I find this dumb because Indy literally didn't have to do anything in the entire movie because the Nazis were doomed to go to the wrong time anyways.

Another thing I liked, however, was the ending. I liked how it had some sort of resolve by bringing back Marion and them making up. They managed to have a satisfying ending to one of the greatest franchises of all time.

Overall, this movie just seemed like an over-budgeted Disney cash grab for a franchise that should have ended in 1989 which was just an excuse to throw up some Nazi salutes about 100 times. The Kingdom of the Crystal Skull was almost as bad as Dial of Destiny, but neither of them needed to exist. I give Indiana Jones and the Dial of Destiny a 2/5.



FINAL VERDICT:

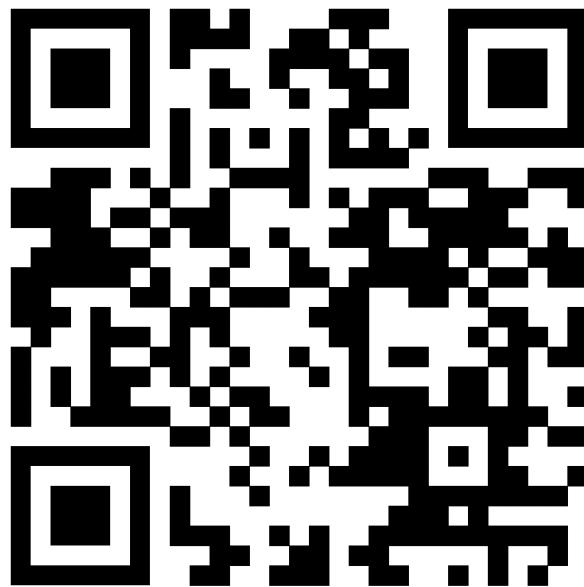
2/5

RIDDLE



Like always Brady Bangasser will give \$1,000 to the first person who completes the riddle

**Want to join the Skewer? Scan the
QR code below to apply.**



**Or go to
mvskewer.vercel.app/apply**