

# At risk group to clean up Cottage Grove Avenue

by Nykeya Woods

A squad hit the North Kenwood, Oakland, Douglas and Grand Boulevard neighborhoods last week to begin a campaign to clean up Cottage Grove Avenue.

The two-year program will also give homeless and at-risk individuals a chance to earn money and learn and apply new skills. The Quad Communities Development Corporation (QCDC) is the second area in the city to receive "interns" from the Cara Program and Cleanslate.

Cleanslate is a non-profit organization that spawned from the Cara Program to help find permanent employment for at-risk individuals. Thirty-two percent of participants in the

Cara Program have a criminal record.

"This is a program that not only cleans up our streets, it changes peoples lives," Ald. Tom Preckwinkle (4th) said.

For the next two months, an eight to 10-member team will sweep and collect litter from the street, going as far as 18 inches from the curb, and from vacant lots five days a week along Cottage Grove between 35th and 51st streets. They will collect recyclable materials like glass and plastic bottles, paper and cans and empty garbage cans by removing trash bags and then replacing them. Cleaning and maintaining public gardens will also be one of their responsibilities.

While Cleanslate provides individuals with

a chance to work and earn money, they also help people improve chances for long-term prospective jobs.

"The idea is to help people who have significant problems to find employment to transition back into the workplace," said Eric Weinheimer, spokesman for the Cara Program. Weinheimer said that participants go through a screening, life skills training and then begin cleaning streets and gardens. After eight weeks, the Cara Program begins to help them find a permanent job and they are monitored for one year.

"I take pride in what I do and I love doing custodial work," said Cleanslate participant Yvonne Cherry.

## MSI brings popular video game exhibit back through April

by Nykeya Woods

Ms. Pac-Man, Donkey Kong and the first refrigerator-sized video game Spacewar! are back by popular demand at the Museum of Science and Industry, 57th Street and Lake Shore Drive. "Game On 2.0: The History, Culture and Future of Video Games" began Feb. 3 and will run through Apr. 30.

During the 2005 exhibition, more than 125,000 people visited "Game On" over a five-month period. With more than 100 games ready to play, "Game On 2.0" details the video game design process from the beginning when Steve Russell, a researcher at Massachusetts Institute of Technology (MIT), wrote Spacewar! in 1962 and through video arcade games like Space Invaders, Asteroids and Pong. The exhibit also

explores game development from around the world, including Japan and Europe. This time, 20 new video games, including Centipede, Harry Potter and the Goblet of Fire and Madden NFL 06, were added.

"We had a number of comments from guests who said 'Bring this back. I want to come again,'" said MSI Exhibit Producer Scott Beveridge.

The trick this time, Beveridge said, was to make sure that everyone has an opportunity to experience the exhibit. During the first run, tickets to "Game On" sold out on several occasions.

"That's the challenge when an exhibit is popular... We want to make sure everyone has a good experience and understands the history," he said.

There are 16 different levels of family-friendly games that include "The Top Ten Most Wanted" games on level 2, "Child's Play" games on level 7 and "Chicago Style" games on level 10.

Beveridge said the exhibit is a chance to observe how video games are made and possibly inspire those interested in becoming animators or programmers. He said there is also a chance to see the future of video games.

"I am excited about EyeToy because it's an interface and it captures and places you inside the game," he said.

EyeToy is manufactured by Sony and uses USB cameras placed on top of televisions to connect to PlayStation 2. Instead of playing the game, the controller becomes part of it because the motion sensitive camera films

She has taken the Cara Program to heart and is proactive about recycling.

"I'm going to get this community to learn to recycle," she said. "I have recycling bags [and] I am going in every place of business and telling them about recycling."

Last October, Cherry was accepted into the Cara Program. Since then, she took the five-week course about the program's values and is now working. While she did not say what "bad decisions" she had made in her life, she knew it was time for a change.

"I wanted to transform my life and make my life better," Cherry said.

The beautification squad will complement Streets and Sanitation in the area.

and then transmits the image to the screen. Players are then transported into the action.

Admission to the museum is free through Feb. 7. Admission to "Game On 2.0" is \$5. To avoid missing the exhibit due to possible sellouts, MSI suggests that tickets be purchased online at [msigameon.org](http://msigameon.org).

Game On, BODY WORLDS: The Anatomical Exhibition of Real Human Bodies and the newly restored U-505 Submarine exhibit helped the museum see a 40 percent increase in visitors in 2005. The number was the highest among the city's 10 cultural institutions, including DuSable Museum of African-American History, the Field Museum and the Museum of Contemporary Art. Overall more than 7.6 million people visited the institutions.

Metropolitan Water Reclamation District of