

Ken Follett's 'Pillars of the Earth' adapted for video game

Book explains why Halloween attractions make us 'Scream'

By Beth J. Harpaz

Margee Kerr says she has the best job in the world: She studies fear for a living, and loves to scare herself as part of her research.

Kerr is a sociologist with a Ph.D. from the University of Pittsburgh, and just in time for Halloween, she's written a book called "Scream: Chilling Adventures in the Science of Fear."

The book documents Kerr's adventures around the world experiencing extreme attractions, ranging from the tallest roller coasters in Japan to the CN Tower's EdgeWalk in Toronto, where participants are tethered to the skyscraper for an outdoor walk 116 stories off the ground.

Kerr also works at a haunted attraction in Pittsburgh called ScareHouse, analyzing customer responses to help keep the fright levels just right. "We're trying to scare people in a way that's going to make them feel good," she said.

Kerr is interested in the notion that society usually regards "fear as a nega-

tive force. But there's another side to fear that's fun and fulfilling," and that's the sweet spot sought by recreational activities — whether skydiving, ziplining, roller coasters or haunted houses.

"When we know we're not really in any physical danger, we can enjoy the endorphins and the dopamine. That response is similar to being really excited and happy," she said.

Adventures

Her quest for the "Scream" book took her on "many, many adventures across the world, doing as many scary and thrilling things as I could. I look at it from the cultural perspective, the physiological perspective and the psychological perspective: Why do we engage with this type of material? Part of it is the natural high we get from activating the flight-or-fight response in a safe environment."

Kerr says the trick is to figure out what types of situations "trigger our flight or fight response. What are people afraid of, what's going to tap into the fear?"

For example, "we know from science that seeing the whites of people's eyes will activate the amygdala — the emotional processing center of our brain." That intense response to another being's eyes explains why scary attractions often have "dolls with big eyes or animatronics with wide-open eyes." Startling sounds, fast-moving props and other sudden visual effects also trigger instinctive responses, upping the fear factor without putting people in real danger.

She added that part of the draw for an extreme adventure or attraction is that "you are testing your own resilience. When you come out the other side of a scary movie or haunted house, you have accomplished something. You've tested your will. Even though we know nothing will hurt us, the self-esteem boost is real."

As for her own responses, she found the CN Tower Edgewalk to be "way more terrifying than I thought it would be." Skydiving, on the other hand, was pure pleasure for Kerr.

Kerr says her research can have implications beyond theme parks and



This undated photo provided by ScareHouse shows an exterior shot at the ScareHouse haunted attraction in Pittsburgh. (AP)

haunted houses by helping people understand how to tolerate stress. "We're trying to find the best ways to

teach people how to experience their emotions in ways that are healthy and not debilitating," she said. "When peo-

ple lean into the experience and test themselves in an environment that is safe, they come to learn they can handle stress and they are stronger than they thought they were."

Also:

FRANKFURT: Don't like the ending of Ken Follett's 'Pillars of the Earth'? Gamers can soon change the fate of the book's main characters in a video game adaptation of the bestseller, ready for launch in 2017.

As the sprawling medieval saga celebrates its 25th anniversary this year, Follett said it was a "fascinating experiment" to see it adapted.

"The challenge for me as a writer is to draw the reader into my imaginary world. Game is another way to do that," he said at the Frankfurt Book Fair on Thursday.

Set in 12th century Britain, the novel has sold more than 25 million copies worldwide and has already been adapted for television, said Marco Schneiders of Follett's German publisher of more than 30 years, Bastei Luebbe.

Gaming

click

Latest

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spare one Saturday or Wednesday, please volunteer. You can email info@darmuseum.org.kw; mailto:info@darmuseum.org.kw and let us know when you can't do it. You can also let me know if you have a favourite children's book you want to read. If not, we have a pretty good selection you can choose from in the Reading Room.

On behalf of all the children who will enjoy Story Time, thanks for your support.

Storytime at YCC 3:30 pm on scheduled Wednesdays — Oct 21, Nov 4, Nov 18, Dec 2, Dec 16, Jan 6, Jan 20, Feb 3, Feb 17, March 2, March 16, April 6, April 20, May 4, May 18.

Storytime at ACC 3:30 pm on scheduled Saturdays — Oct 10, Oct 24, Nov 7, Nov 21, Dec 5, Dec 19, Jan 9, Jan 23, Feb 6, Feb 20, March 5, March 19, April 2, April 16 May 7, May 21.

Oct 23

Onathanima 2015: Thanima has announced their eagerly awaited mega event — Onathanima 2015 — the United Onam carnival of Malayalees in Kuwait, the highlight of which is the 11th National Tug o' War championship on Friday, Oct 23, 2015, at Indian Central School premises, Abbasiya.

Tug o' War champions will receive cash prize and Sancelia ever-rolling gold cup. The three runners-up will be presented with Blue Line ever-rolling Trophy, Jiju Memorial ever rolling Trophy and Trophy sponsored by a well-wisher. All the winning team members will receive individual medals and certificates.

Aji Memorial Ever Rolling Trophy will be presented to the fair play team of the tournament. The most promising team also will receive special trophy. Besides, individual prizes for Best front, best back, best coach, best all-rounder and best captain are also being distributed. More than 16 teams are expected to take part in the championship. Last day for team registration is set as Aug 30, 2015

In the program, the coveted 'Pearl of the School' award, instituted by Thanima, will be presented to the best all-rounder from each Indian Schools in Kuwait.

Colorful cultural procession, march-past of the athletes, folk arts, musical fusion etc., are other attractions of the event. An updated Directory with details of Indian Associations in Kuwait will be released in the event as well.

Oct 24

Children's Art Workshops: The Children's Art Workshop (CAW) is for children ages 9-12; CAW Jrs is for children 6-8. The programmes are often combined, with slight adjustments in the projects to ensure that every participant is challenged in a creative way. In addition to introducing the children to multiple aspects of Islamic art and culture, the programme also includes activities that require the participants to further develop leadership, critical thinking, collaboration, creativity, and communication skills.

The sessions are open to the public and are free.

However, you do need to register your child/children by emailing info@darmuseum.org.kw

Sessions schedule through December 9:30-11:00 am at the Amricani Cultural Centre.

Oct 24: "Identity" collage project, part 1; Oct 31: "Identity" collage project, part 2; Nov 7: Movement in Art, part 1; Nov 14: Movement in Art, part 2; Nov 21: Movement in Art, part 2; Nov 28: Field trip to Al Shaheed Park; Dec 5: Park-based poster project.

Oct 30

Tulu Parba Day: Tulu Koota has announced a merit cum means scholarship to be distributed on this year's Tulu Parba which will be held at the American International School Auditorium, Maidan Hawally on Oct 30, 2015.

Applications are accepted from minimum one year valid members' children studying either in Stage of Kuwait or in India, scoring high grades at Class 10 or 12 board examination held during academic year 2014-2015. Candidates obtaining high grades but not eligible for merit cum means scholarship shall be honored with merit certificate and medal.

Tulu Koota Kuwait firmly believes in the great value of education and is strongly committed to helping needy students to achieve their educational goals.

To submit copies of marks sheets and proof of income with the application, contact Tulukoota Kuwait Welfare officer



This image released by Nintendo of America shows a scene from Yoshi's 'Woolly World' video game. (AP)

Worlds within 'Woolly World' lovely

Nintendo's Yoshi pulls all the right strings

By Lou Kesten

Thanks to Kirby, Pikachu, Toad and a dozen or so other characters,

Nintendo has cornered the market on video-game adorability. But none may be more endearing than Yoshi, the spunky dinosaur who's been pals with Mario since 1990. A Yoshi made out of yarn? Now that's so sweet it could cause tooth decay.

"Yoshi's Woolly World" (for the Wii U, \$59.99) will probably sell well to people who just want to get their hands on the cuddly, crocheted amibo figurine that it's packaged with. But even if you don't want the doll (you can buy the game alone for \$10 less), you get a rock-solid romp that fully exhibits Nintendo's expertise at building vivid imaginary playgrounds.

The plot is the usual Nintendo silliness: The evil Kamek visits Yoshi's island, kidnaps his friends and separates each of them into five spools of yarn. Those spools are hidden across 50+ some levels; each time Yoshi finds all five in an area, he can reassemble one of his buddies.

"Woolly World" may look a little familiar to Nintendo die-hards: The developer, Good-Feel, also created the excellent "Kirby's Epic Yarn" in 2010. Yoshi, like Kirby, can turn his enemies into balls that he can fling at other obstacles, and he can tear apart pieces of the landscape by pulling on threads. The dinosaur also occasionally transforms into more powerful creations, like the Moto Yoshi motorcycle or the Sky Pop Yoshi fighter plane.

Chandras Sheety: 55941955. Also you can email the details to secretarytkk@gmail.com.

for further information please contact: Wilson D'Souza on 97875789.

Oct 31

IBAK Coaching Module 11: The Indian Badminton Association (IBAK) is proud to announce its Coaching Module 11, to be held from October 31st for a period of two months. IBAK has successfully conducted 10 coaching modules and results of hard works are beginning to tell with the IBAK juniors bagging 13 medals

Users can now record and live stream game-play

YouTube Gaming adds mobile play streaming

SAN FRANCISCO, Oct 17, (AFP): YouTube Gaming has ramped up its challenge to Amazon-owned Twitch by adding streamed play of mobile games and a new subscription option.

The new application lets people stream from Android-powered gadgets, tapping into cameras to display players' faces in small frames on screens with game play.

"Every day, games are played while waiting for the bus, riding the subway, or lounging on the couch — but what about live streaming your mobile game-play?" YouTube product manager Barbara Macdonald wrote in a blog post.

"Users can now record and live stream mobile game-play on-the-go directly from Android devices using Mobile Capture on YouTube Gaming."

Concept

So it's not the most original concept. Still, "Woolly World" adds enough twists to Nintendo's classic two-dimensional, side-scrolling formula to make the adventure worthwhile.

It may be the easiest game Nintendo has released in years. Experienced players will be able to make it through most

of the levels on their first try, and newcomers can switch to a "mellow mode" that makes matters even less perilous. You can even boost Yoshi with badges that, for example, make him fireproof or save him from falling down pits.

But the point isn't to race through the game. Instead, you'll want to take your time exploring all the nooks and crannies in search of those yarn bundles and

It remained to be seen how many people are interested in watching play of casual games that dominate play on smartphones and tablets.

The amount of time spent watching game-related video and live streams of play at YouTube totals more than 144 billion minutes each month, according to the Google-owned service.

YouTube Gaming also improved ways to find and watch videos that might be of interest, or save snippets for later viewing.

The California-based Internet service said it is testing a feature that lets people "sponsor" YouTube Gaming broadcasters they like through monthly subscriptions of \$4 each.

Sponsors are offered benefits such as access to special chat sessions and "badges" that identify them as

sponsors in online forums.

Twitch already lets fans subscribe to content creators.

Updated YouTube Gaming applications for Apple and Android powered mobile devices were released on Thursday in Britain and the United States.

The rollout of YouTube Gaming at the end of August marked the public debut of an online venue where video game lovers can find commentary, live play, on-demand snippets and more.

An English-language website at gaming.youtube.com was rolled out in countries where YouTube is available.

The online arena for video game channels incorporates the search smarts of Google, which owns YouTube, to surface fresh or must-see content.

other goodies that open up bonus challenges. The emphasis is less on testing your reflexes than on using your brain to figure out how to gather all the hidden collectibles.

The worlds within "Woolly World" are lovely throughout. You get the kinds of environments any Mario veteran would expect — slippery ice fields, lava-filled caves — presented with a

Coaching) — gsreekumar@hotmail.com 96663065

Nov 6

FOCC announces CRYchess 2015: Friends of CRY Club (FOCC), announces rescheduled dates for children's chess tournament 2015. "CRYchess 2015" will be held at the Gulf Indian School (GIS), Fahaeel, on Friday, Nov 6, 2015, from 09:30 – 16:30 hrs. It is open to all school children upto 12th Standard. The players will be placed into groups, allocated by their age, to play in the Swiss pairing format. Medals and certificates are awarded

to all participating children and first 3 positions in each group win trophies.

Youngest player of the tournament will be awarded a certificate and a trophy. For more details, registration forms, rules of CRYchess 2015, please visit <http://www.foccwt.org/> or contact FOCC members. Sponsors are also welcome to encourage the participating young chess players. The last date for registration is Sat, Oct 31, 2015. Contact of FOCC members: Salmiya: 25618471, 97990162, 66810338; Abu Halifa: 99364073, 66204295; Ahmadi: 99578073; Hawally:

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