

## COLUMN

# Last-minute rush to finish provides burst of focus

By Lauren Sieh  
Staff reporter



The stacks of homework piling up, dirty dishes have accumulated in the sink, the to-do list keeps getting longer but nothing is crossed off, a feeling of hunger when you know all too well that you have just eaten dinner... I can feel the stress and anxiety sinking in, but I am going to keep watching one more episode of "Friends" on Netflix.

If you have not guessed it already, I am a professional

procrastinator.

I have tried planners, to-do lists and many other contraptions that advertise productivity. Nothing seems to work. I am a procrastinator, through and through.

So many professors and parents have used this word with the intent of making it less appealing, and rightfully so, I might say. This idea of doing things hours before they are due instead of weeks or days is risky business. It is not for the faint of heart.

I am not trying to defend this behavior by any means. I'm just trying to point out that it can have a positive side.

Everyone needs a break from all the anxiety.

I am well aware of my condition. I have been shamed for procrastinating since I can remember. I will not stand for the humiliation any longer.

Despite all the negative and debilitating factors of it, I truly believe it is an essential part of finding focus.

For people like me, there needs to be time to think about other things. Let the brain wander and sometimes get a little lost, because there is nothing more frustrating than spending hours sitting in front of a desk and getting nothing done.

Unproductive work is worse than no work at all.

This most likely stems from my Attention Deficit Disorder. My brain simply does not work as others do. I make decisions like waiting until the last minute to do things. I can never really focus on everyday tasks like homework, and to put it simply, I forget some things even right after I am told to do them.

However, my procrastina-

tion has taught me to be a hard worker. This is no contradiction. I sometimes leave important things for last. I have become very efficient in the way I tackle chores. Granted, it may take me a day to convince myself to do it, but when I start, I will try my best to do it well in a short amount of time.

I have realized that sometimes my best ideas come when I am not concerned with meeting a deadline or getting things done right this second.

When I am not intentionally thinking about what I have to do, part of my brain is always unconsciously contemplating unfinished or, most of the time not yet started work.

If you are someone who does everything in a timely manner, I envy you, but I will not give more praise to your kind. Every-

body knows you are doing it right. We procrastinators need some recognition, too. We get things done and we watch episodes of "Friends" in the same amount of time.

Procrastinate on. Just know your limitation and do not let Netflix consume your productivity. Maybe I can get a five-page paper done only a couple hours before it is due, but I cannot study science 30 minutes before the test and do well.

I think it all comes down to knowing how much time you can waste and how much time you truly need to dedicate to other things. Know yourself. Know your worth as a procrastinator.

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## REVIEW

# Anticipated video game franchise makes final release in series

By Shawn Knepper  
Staff Reporter



"Kingdom Hearts" has been an interesting franchise in the past decade and has captured the hearts of hardcore gamers and casuals alike by combining elements from Disney and Final Fantasy. Created by Teystua Norma, this story follows a simple, yet convoluted tale of light versus dark as Sora and his friends battle countless Heartless and Nobodies and defeat Master Xehanort and his other selves. It's been over 13 years (get the joke?) since "Kingdom Hearts" II on the PlayStation 2 hit the shelves. Ever since, there have been many Kingdom Hearts games that act as prequels and bridges to expand the overall story and now, the wait for "Kingdom Hearts III" is over.

The story picks up after the events of "Kingdom Hearts:

Dream Drop Distance" and "Kingdom Hearts: 0.2 Birth by Sleep: A Fragmentary Passage." Sora must regain all of his strength that he has lost in the previous game to reawaken old allies to set up the Seven Guardians of Light to prepare for the final battle against Master Xehanort and his Thirteen Seekers of Darkness, while also traveling across different worlds inspired by Disney films. The plot has been building up to this epic final of the saga since 2012's "Dream Drop Distance," while also giving hints where the series will go forward from here. "Kingdom Hearts" has been known for making their stories emotional and epic and this installment doesn't hold back. It gives us a satisfying conclusion to the "Dark Seeker Saga". While some people may be lost, it's important to have knowledge of the previous titles to fully understand the plot of the series before diving into this title.

Gameplay is a major improvement from previous "Kingdom Hearts" games. Sora can have up to five members in his party, an improvement from the previous titles on having to switch out either Donald and Goofy for

another Disney or "Final Fantasy" character. Combat is traditional hack and slash with more abilities to add in. Sora can use special attacks called Attraction Flows attacks based on Disney rides, such as Big Thunder Mountain, Buzz Lightyear's Space Adventure, Mad Hatter Tea Cups and more. While appealing, they often appear too much and are unnecessary for small-scale battles. The worlds in "Kingdom Hearts III," although not as much as KHII, are much larger thanks to the new engine the game runs on. With selections from Disney films such as Hercules, Tangled, Frozen, Big Hero 6, and for the first time, Pixar's Toy Story and Monsters Inc., each world feels unique and recreates the magic of each film. However, the 100 Acer Wood mini games, for which the series is known for, are very lacking, which may be a disappointment to some fans. Sora and the gang can travel worlds by using vessels called gummi ships. In the past, the gummi ship mechanic has always made drastic improvements from KH's snail paced "try not to crash" simulator, to KHII's on rails, faced-paced shooters. Now KHIII ship segments are more open and leaves room for explora-

tion, items to find and just have a grand time before heading off to the next world.

Sound and voice acting takes the prize when it comes to "Kingdom Hearts." Voice actors Hailey Joel Osment, David Gallagher and Alyson Stoner reprise their long time roles as Sora, Riku and Kari respectfully, along with Disney veterans Bill Framer as Goofy and Tony Anselmo as Donald Duck, including well-known actors Kristen Bell, Johnathan Groff, Idina Menzel, Zachary Levi, T.J. Miller and many more. Every performance brought back our favorite Disney characters and so do the original characters of the franchise. However, the current voice actor, Rutger Hauer as Master Xehanort can be a mixed bag. Originally, Leonard Nimoy was the original voice actor for Xehanort until his death in 2015 and finding a replacement of someone with an iconic voice is always a challenge. While Hauer did the best he can, some people might be disappointed.

The game's music is composed by long-time series composer Yoko Shimomura, who also contributed her talents for "Final Fantasy XV". Each piece of music complements the Disney

films while original tracks of the series takes it to the next level of building suspense and adventure. Japanese-American artist Utada Hikaru, another series collaborator, also returns to lend her voice for the game's opening song, "Face My Fears feat. Skrelix." It serves a great introduction to what's to come and is a great song to listen to anytime, while the ending, "Don't Think Twice" is a somber and sweet song, that is fitting to end to a decade long saga.

While "Kingdom Hearts III" is far from perfect, it is a wonderful joy knowing this saga has finally gotten the closure it deserves while also giving hints of where the series will move forward. With over 25+ hours, there's lots to love about this Disney/Final Fantasy crossover, which deserves a 9/10 rating. Other recommended titles from Square Enix include "Final Fantasy XV," "Final Fantasy X/X-2 Remastered," "Nier: Automata" and the "Kingdom Hearts" before you dive in or as a refresher.

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