

# Opinion

## Sororities: Reality, fantasy or both?

By **NICOLE GEMMATI**  
Staff Writer

Why did you want to join a sorority? It's the question that's continuously asked throughout recruitment, and even after you're given a bid to join one. Though the answer I give is often "sisterhood," My real answer? Movies.

College themed movies appeared often in the early 2000s, and usually had some aspect of sorority life. Sororities are often stereotyped to involve mean, popular, pretty girls, who don't care about anything other than themselves.

Despite this portrayal, these fictional characters' lavish way of living made many people want to either be them or be one of them. Luckily, they could do both. Only it comes with a bit more work than is portrayed.

"Sydney White" is a 2009 retelling of the classic fairytale, "Snow White", with a sorority spin. The princess (Amanda Bynes) is a tomboy looking to join her moms sorority, the Evil Queen (Sara Paxton) is the head of the Kappas, and the Magic Mirror is a Hot or Not website. While this virtual popularity ranking is outdated, the importance of social media still rings true today.

In reality, time is reserved before sorority events to take pictures to post on social media. Personal accounts are also monitored for anything that may paint the chapter in a bad light.

It wouldn't be "Snow White" without the seven dwarfs. Or in Sydney White's case: the seven dorks, who are too lame to even warrant their own fictional fraternity name. While sororities and fraternities are often thought to be the university elite they each fall victim to the social totem pole.

"The House Bunny" follows the Zetas, an un-

popular sorority until they are saved by a former Playboy bunny. Although one sorority may be deemed "unpopular" at one campus, they could be the most popular at another. These invisible rankings don't mean much to the actual sorority itself, as each member, no matter where they joined, is considered part of the sisterhood.

The Zetas, along with every other sorority in 2000s media, live in a house along Greek row. Quinnipiac's inability to offer Greek designated housing means that personal chefs, housekeepers and house mothers are off the table, so students shouldn't expect a former Playmate to make them the hottest girls on campus.

While living with your sisters can be seen as both a blessing and a curse, it does provide sisters the ability to become physically and emotionally closer. With no dedicated place to bond, mandatory events are the main aspect pushing members together. Without being forced together, it's also difficult to find time to hang out.

Another thing that brings sisters together in these movies is their coordinated outfits. Although it may differ from chapter to chapter, in some cases, sanctioned merchandise has to be purchased by them, and can usually only be ordered if a number of members are willing. Although there are dedicated colors to sororities, the merchandise often doesn't reflect this.

Despite the matching pink shirts in "So Undercover," Miley Cyrus' character Molly has trouble fitting in with her new sisters... likely because she is secretly working for the FBI. While gathering intel, Molly finds that her sisters don't fit the stereotypical "sorority girl" image at all. Many of the girls have personal issues, and if they weren't

too scared to break their facade, they'd find that they have friends willing to listen and help them.

"Greek," is a series following fraternities and sororities at the fictional Cyprus-Rhodes University and has the best portrayal of fraternity and sorority life during this time period, as it has four seasons to flesh everything out.

The show includes aspects such as recruitment and presidential elections. Casey (Spencer Grammer), a member of the top sorority on campus is actively involved in sorority life. Casey deals with presidential elections, Panhellenic affairs and attending national conferences, which shows the divide between chapters on different campuses.

Philanthropy is often portrayed well, and is treated as a plot device and central conflict. Events

have more involvement from not only the sorority itself, but the campus as well. The budget is also higher for obvious reasons, with prizes and bouncy houses being offered to people and drawing them in.

Attendees usually look like they're having a good time and genuinely want to be there, which is a stark divide from reality, where most people attend events only to get their necessary credits.

Although a central conflict in many of these movies is the divide between different sororities, that is not the case today. Even if we are not technically sisters, we are all a part of Greek life and can use that to show our care for one another despite our differences. From each other, and from the early 2000s.



ILLUSTRATION BY LILIANA MIRABELLA

## Team Rocket level greed is taking over Pokémon

By **JOANNA FARRELL**  
Contributing Writer

After 15 regions, 29 years, over 120 games and 1025 Pokémon, the Pokémon franchise has made its way into all our lives at some point. All of us have at least heard the name or know the "little yellow guy," as my mom likes to call Pikachu.

Whether you know someone who likes the games, collects the cards, watches the anime or, like my cousin and I, spent many late nights engulfed in the dull glow of a DS battling and trading game exclusive Pokémon, the ubiquitous nature of the multi-billion-dollar franchise is undeniable.

It is clear Pokémon's creator, Satoshi Tajiri, loved his creation and continues to nurture it. Pokémon is an unstoppable force in the gaming industry; as long as developer Game Freak continues to create new content, there will continue to be Pokémon fans. If there are no Pokémon fans left in the world, I am dead.

Over the past year or two, the trading card game has rapidly risen in popularity. My TikTok feed is consumed by videos and livestreams of people opening Pokémon card packs, each hoping for the infamous god pack — a pack with all rare cards. There are also collectors showing off how they format their card binders with specific themes, each unique to the person designing them.

I have loved watching Pokémon grow in popularity and transform into something that isn't cringey. For many of us, Pokémon is something that has followed us into adulthood from when we were children who woke up early and begged our

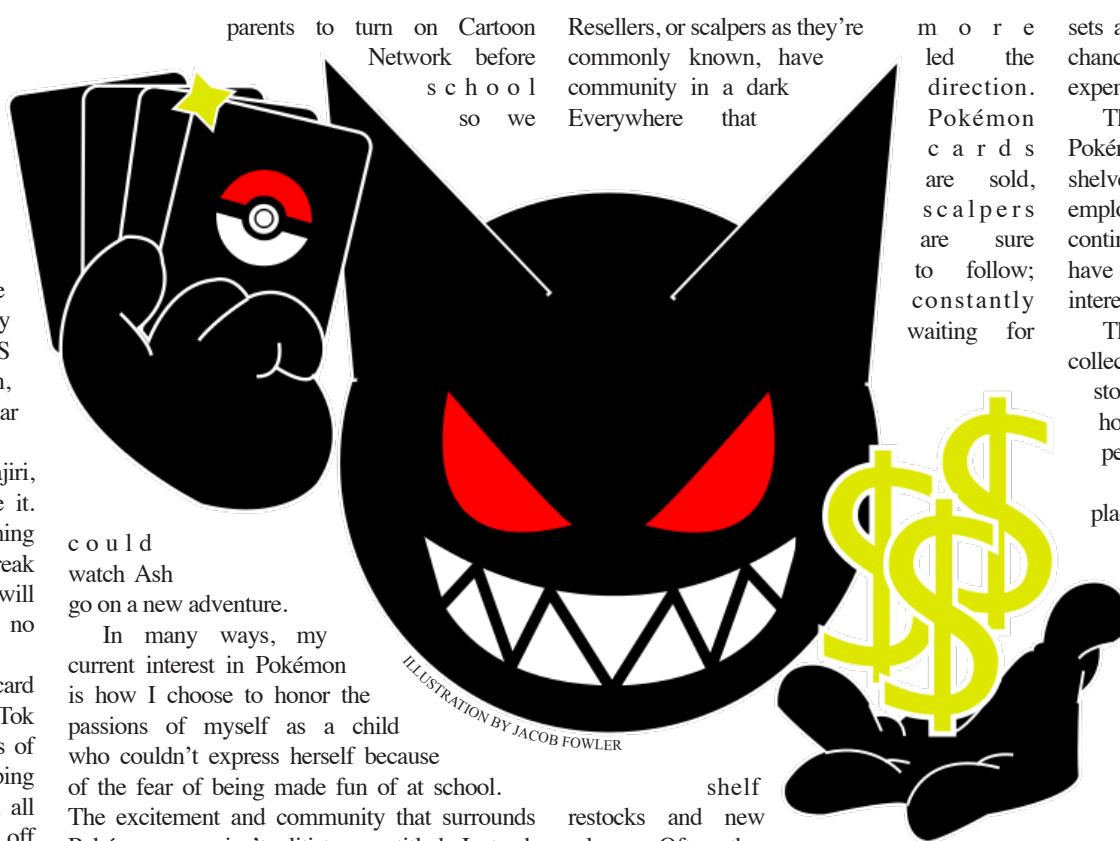


ILLUSTRATION BY JACOB FOWLER

parents to turn on Cartoon Network before school so we

could watch Ash go on a new adventure. In many ways, my current interest in Pokémon is how I choose to honor the passions of myself as a child who couldn't express herself because of the fear of being made fun of at school. The excitement and community that surrounds Pokémon now isn't elitist or entitled. Instead, it's filled with people who enjoy sharing their passions without fear of being judged. After all, to be cringe is to be free.

However, in more recent times the franchise has become a volatile battleground for fans of Pokémon Trading Card Game (TCG). Resellers, or scalpers as they're commonly known, have a dark community in a dark Everywhere that

shelf restocks and new releases. Often, they get their hands on coveted sets long before collectors can.

more led the direction. Pokémon cards are sold, scalpers are sure to follow; constantly waiting for

sets and the rare cards that collectors have the chance of pulling. The rarer the cards, the more expensive the product.

This poses a grave threat to the future of Pokémon TCG collectors and players alike as shelves are often wiped clean minutes after employees finish stocking them, and fans are continuously being priced out of the game they have grown to love by resellers who solely find interest in the money they make off it.

The rise in Pokémon card scalpers has pushed collectors and players to put pressure on box stores like Walmart, to create limitations as to how many boosters or blister packs a single person can buy at one time.

While certain stores like Costco have placed limits on Pokémon sets, in many cases, this hasn't been implemented as a store policy across a chain's entirety and it is usually left to the discretion of local owners. However, when faced with quick profit over the benefit of a fan base, nine times out of ten, big box stores will choose quick profit.

But what does this mean for the future of the Pokémon card game? Will collectors and players continue to be priced out of the game? And what direction should box stores take, if any, to prevent scalpers from ruining the collector experience?

If I know one thing after watching nearly all the anime's, Ash, Misty, Brock and the rest of the gang would be fired up over this Team Rocket level greed.