

Gotluck



March/April 2023

**From the Con
Megacon 2023**

**What is Quantum?
A new E-Stew
Fashion Line**

Haikyuu and the Art of Sports
Exploring Stories of Love in Fictonal Places

Letter from the Editor:

Introducing Quantum an E-Stew Fashion Line



Quantum is an innovative fashion line by Entertainment Stew. Fusing Space Age aesthetics with a sense of nostalgia. Quantum's colorful line aims to look towards the future with a dynamic and accessible fashion.

Quantum is a by-product of everything that I love. Powerpuff Girls, Kim Possible, Winx Club, and Totally Spies are shows that empowered me to be the woman I am today, inspiring me to create the Quantum fashion line. I

wanted to create a fashion line that would make my younger self proud. Experimenting with bright colors and creating cute designs, I primarily focused on ensuring that all the designs are celestial in nature and would showcase the kind of girls I would have liked to see growing up.

I chose the name Quantum because of my passion for outer space and the future. There are infinite possibilities in how your life could go, which always excited me. Quantum represents the endless possibilities that I can go, and I can't wait to share all of this with you.

Samantha Sainz-Valdes
Editor-in-Chief
Potluck Magazine



Quantum Fashion Concepts:

Fresh concepts for future designs.



SCOOBY-DOO AND ALIENS TOO



In space no one can hear your **ZDINKS**

COMING SOON

“Haikyuu!!” and the Artistry of Sports



This team made an entire generation of kids love Volleyball.

Photo Courtesy of Production I.G

Derrick E. Jean-Baptiste
Staff Writer

Although I played many sports for a large part of my life, consuming and watching sports was something I never cared about. It goes without saying that joining sports teams dominated my time in Middle and High School. For those seven years, sports and competing in them were the centerpiece of my life. But, to go home and turn on a game or watch a match, I didn't care to participate in that activity. Yet throughout the past few years, releases like “Haikyuu!,” “Blue Lock,” and even the video game “Captain Tsubasa: Rise of New Champions” has made me obsessed with the art behind sports.

“The art behind sports” is a rather strange statement for many people. Arts and Sports are often considered two opposite spectrums. An idea often reinforced in popular media with the dumb jock characters falling into sports and the nerd archetype often finding a home within the arts. Despite this apparent disparity, I can't help but fall in love with sports through art. How is this possible? : Can Sports even be considered art? In order to examine this question, we first have to observe the place of sports in our society.

The presence of sports has been evident in the lives of many throughout time. 5 Humans have a naturally competitive nature,



This team made an entire generation of kids love Volleyball.

Photo Courtesy of Production I.G

which sports tend to bring out. The excitement of competition stimulates spectators and provides a sense of team spirit and admiration for all types of athletes. In most cases, people develop an emotional connection to sports games by showing overwhelming joy when their favorite team wins or being extremely upset when a team suffers a loss.

Sports also give them time to look back on their lives. People will remember where they were and whom they were with when an iconic game occurred. Sports are a great conversation starter as it allows people to connect with each other through a common interest. Sports can inspire when the audience becomes captivated by talented athletes and idolizes them as role models.

6

With all this in mind, enough evidence

supports the idea that sports have an aesthetic value. I don't think I could consider it an art form. Sports anime are an art form. There isn't an argument about whether or not Haikyuu or Captain Tsubasa qualify as art. Despite the focus on sports, they are an artistic representation of sports. The end goal is to tell a story through the chosen artistic medium. In sports, there is always the end goal of winning, but this is not the case for art. While art focuses on creation and freedom of expression, the main focus of sports is to win. Athletes work hard and complete intense physical training to exert themselves and perform well in their game to succeed.

However, art does not aim to be the best or better than other art. However, the athlete has to push

past their limits in being faster, stronger, and so on. This is what makes sports entertaining. They provide a distraction from real life, and spectators are in awe as they witness another fellow human being performing extraordinary sports play.

For instance, one of the best sports moments in history remains Michael Jordan's dramatic buzzer-beater, coined "The Shot" in 1989. His Chicago Bulls had been trailing the Cleveland Cavaliers in the first round of the NBA Playoffs, but with three seconds to go, a Jordan jumper put the Bulls in a 100-98 lead. This sequence is considered one of Jordan's greatest clutch moments and a classic in the game itself. The level of agility and physical prowess displayed by Jordan is admired by many

throughout the world. This play may even be a work of art. Yet, because of the function of sports, can we fit this play into the art category?

According to philosophers Ruth L. Saw and S.K. Wertz, there are two types of sports: purposive and aesthetic. Regarding purposive sports, the athletes' success is not contingent upon how graceful or aesthetically pleasing their play comes across. In other words, the person with the best form is not guaranteed to be the best player or to win the game. Although Jordan's performance was executed with great skill, it was just a means to an end: to win.

Now let's compare that to a scene from *Haikyuu's* first season. The final rally of Karasuo and Date Tech.



This team made an entire generation of kids love Volleyball.

Photo Courtesy of Production I.G



This team made an entire generation of kids love Volleyball.

Photo Courtesy of Production I.G

The way the music, voice acting, and animation combine to create a kinetic and emotional experience is unparalleled. You feel each player's emotions as they strive to prove they belong on this court. We've watched each of these players struggle with their own inadequacies and insecurities, and for them to succeed in a cavalcade of meaningful visuals and bombastic sound leaves us in awe of the art and the emotion on display. The artist behind the scene's goal was to take us on an emotional journey as we experienced the hardships and trials alongside the characters.

Keeping this train of thought: we should look at the anime Captain Tsubasa. This manga/anime series released in 1981, and fundamentally changed how soccer was seen in Japan.

Before January 2020, I had never heard of

Captain Tsubasa until I saw the trailer for Captain Tsubasa Rise of New Champions. With its release on August 27th, 2020, Captain Tsubasa Rise of New Champions has quickly jumped to the top of my list as my favorite sports game. It has the things that I loved about Haikyuu: watching a collection of players I cared for following their journey as they competed against one another to be the best of the best. Mixed with high-octane action and crazy special moves, the E-Stew crew played this game with glee as we all realized that we think we love soccer.

Once again, we weren't the only ones that felt this impact with this beloved series. Captain Tsubasa will probably go down as one of the greatest fictional soccer stories ever told, "Captain Tsubasa" has inspired not only the world's best players but children worldwide and may even be able



to take some credit for the swift rise of the game itself in Japan. Japan's professional league, the J.League, was established in 1992. Japan made its first entry to the FIFA World Cup in 1998. Through its medium, 'Captain Tsubasa' has created a beautiful artistic companionship that exemplifies and expresses the inherent artistry of the sport known as soccer.

Throughout our time, we have been working with two different questions. Whether something has aesthetic value is different than the question of whether it is art. A sunset is beautiful, but it isn't commonly considered art. The appreciation of nature and natural beauty is in the realm of aesthetics.

Sports would undoubtedly fall under the culture category, and appreciating culture is a branch of aesthetics. The appreciation of a style of play could be considered aesthetic appreciation.

For example, every play--a goal in hockey or soccer, a pass in football, a double play in baseball--

--has the same objective value. An out is an out. A point is a point. But editors on sports channels like ESPN use their aesthetic judgment to evaluate which plays are exceptional and feature them as highlights. Sports that get very little attention frequently will have featured highlights when someone does something extraordinary for the sport.

So, yes, the playing of sports has an aesthetic element, and this element is generally appreciated by sports fans, but no, in sports with objective scoring, the aesthetic value doesn't matter as much as the objective outcome.

In conclusion, according to the philosophy that we have been utilizing, sports can't be considered art even though it has intrinsic artistic value. Yet, as shown by Haikyuu and Captain Tsubasa, if we build on the artistic value of sports and view it through the lens of an art form, something truly spectacular can be created.



COMING
JUNE 2023

REC

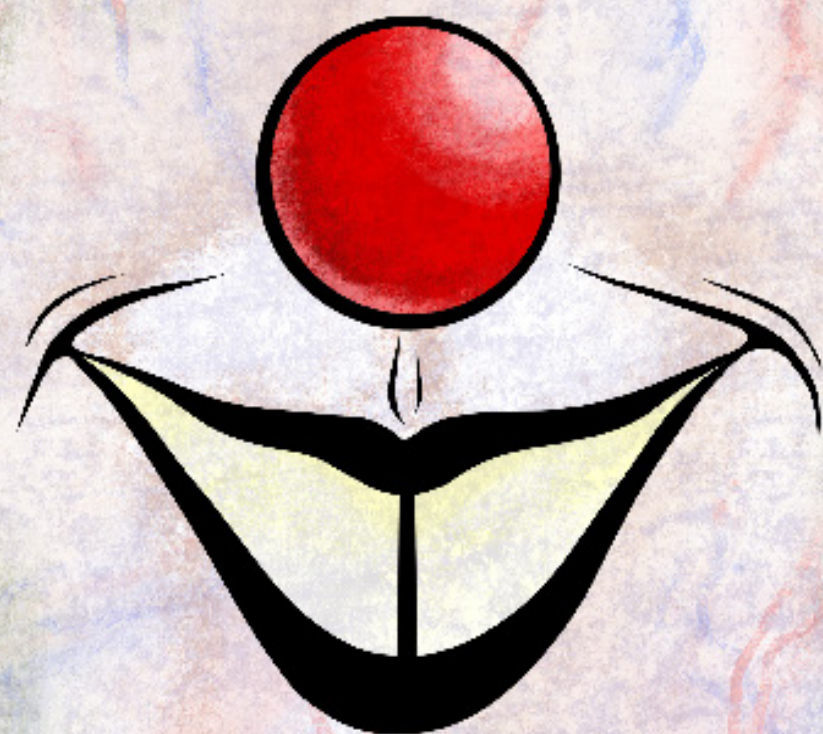


ULTRA VIOLET CH.2

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ENTERTAINMENT STEW

Coming Soon



The Big Top

The Real Life Anime of Pro Wrestling



Tiger Mask is a pivotal combination of Anime and Pro-Wrestling

Photo Courtesy of Toei Animation

Derrick E. Jean-Baptiste
Staff Writer

Although I played many sports for a large part of my life, consuming and watching sports was something I never cared about. It goes without saying that joining sports teams dominated my time in Middle and High School. For those seven years, sports and competing in them were the centerpiece of my life. But, to go home and turn on a game or watch a match, I didn't care to participate in that activity. Yet throughout the past few years, releases like "Haikyuu!," "Blue Lock," and even the video game "Captain Tsubasa: Rise of New Champions" has made me obsessed with the art behind sports. Pro-

Wrestling is one of the greatest storytelling tools in our modern world. People are into this thriving pastime for many reasons, from the Work Rate to the Pagentry or even Big Meaty Men slapping meat. Despite all that, I'm very much into pro wrestling for the story.

I love that it is a medium where you follow the development of characters over decades. It's genuinely storytelling that you can get lost in. It's where real life and kayfabe become so entwined that you, as the viewer, are taken on an unforgettable journey of action, drama, and sometimes even love. These are concepts that are often found in anime, especially shonen anime. The storytelling methods of both mediums borrow heavily from each other. To explore this, let's



Rikidozan in Action

Photo Courtesy of Creative Commons

break down the shared origin of the two mediums.

The story begins with Rikidozan, Japan's first modern professional wrestler. Through brute strength and a nationalistic fighting spirit, this man became famous worldwide. He unwittingly laid the foundation for an entire genre of Japanese anime with his career.

In a country with a post-war paper shortage that made books scarce, there was little amusement for people to look to lift their spirits. Perhaps that's why all eyes were on Rikidozan when he made his debut, presenting himself as a nationalistic Japanese hero who beat up the big bad American invaders. It didn't matter to onlookers that Rikidozan was of Korean origin, that the "evil Americans" he battled was often a pair of Canadians, or that the wrestling matches were scripted from the beginning. Rikidozan's

bouts followed a feel-good storyline, ensuring that no matter how much humiliation the smaller-statured 5'9" wrestler endured at the hands of his dishonest, foreign enemies, he would always justly triumph in the end, and, it followed, so would Japan.

Rikidozan's career rose to prominence while television sets became widespread in Japan in the mid-'50s. Viewers would tune in every week to catch a match in what was becoming a predictable but enduring storyline. Rikidozen would often beat many of his enemies and then take a break to "train" or recuperate. In his absence, a powerful enemy, typically an evil foreigner, would come and beat up all of Rikidozen's friends and allies. Yet, the fans hoped that Rikidozen would return and save the day, and he always did.



Rikidozan in Action

Photo Courtesy of Creative Commons

This sort of storyline is easily recognizable amongst most shonens. Dragon Ball, a Japanese cartoon franchise about fighters with larger-than-life personalities squaring off against one another in ever-riskier battles between good and evil, follows where professional wrestling left off. Like with wrestling matches, Dragon Ball shows use fights as storytelling rather than filler in between. Based on Akira Toriyama's 1984 comic, Dragon Ball and its offshoots remain among today's most popular anime.

Today, wrestling and anime are so enmeshed it's hard to tell which group is borrowing from which. But we know that both storytelling elements help build a narrative that we continue to crave. This aspect of storytelling

becomes the most important for this comparison.

Storytelling is conveying events in words, images, and sounds, often by improvisation or embellishment. Stories or narratives have been shared in every culture as a means of entertainment, education, cultural preservation, and to instill moral values. Crucial elements of stories and storytelling include plot, characters, and narrative point of view.

Without a story, professional wrestling is two oiled-up people rolling around in a ring. With a story, professional wrestling is nothing short of an art. It is poetry in motion. It is yet another medium, similar to music, movies, and forms of entertainment, that has been used to paint a beautiful picture for consumers to enjoy for many decades.



To tell a story within the wrestling medium, many elements must combine. Production quality, video packages, commentary, promos, and wrestling all factor into this. These elements help recreate the same type of storytelling that anime provides.

The wrestling tells the basic story that the commentary narrates. The promos make that story more understandable, and video packages are a retrospective of what has already happened. Take these elements and apply them to anime. We have the action on screen and the constant commentary by side characters to inform you of the main character's actions during the fight. The constant speeches (promos) that characters deliver to each other at length as they make their feelings known. And, of course, the flashbacks help the viewer drum up emotion from past events and to carry that knowledge into the current action on screen.

Understand, however, that emotion lies in each of these elements. Emotion is the element

that connects the wrestlers to the fans and gets the fans hooked for life. Emotion is what drives anime viewers to continue consuming it. The baseline emotion you build helps carry and supports the entire storytelling endeavor. From Rikidozen to Goku, to Naruto, to Hiroshi Tanahashi. These larger-than-life characters find a place in our hearts.

These are just some of the complexities of professional wrestling and anime. But in its simplest form, both use an age-old battle that transcends language barriers and cultural, political, and economic differences, the eternal struggle between good and evil. Internally we want to root for a great hero to take on the badness of the world. And in both mediums, they allow us to live in a world of wonder where our heroes, in the end, always prevail. A wonder that we constantly strive for in our real world.

The Real Life Anime of Pro Wrestling

Art and Fashion are some of my many passions, and one of the most prestigious fashion events of the year is the annual Met Gala. Although some design choices miss the mark in regards to the theme, they still inspired me to make my own Met Gala designs this year, with a twist. On April 1st, I looked up this year's theme, which the Metropolitan Museum seemed to change last minute to "Looting and Plundering. I was shocked that they changed it last minute but also incredibly excited. Upon further research, we saw that it was indeed a prank, but it inspired me to combine both concepts in a sense. So, I created Met Gala designs as if some of the more fashionable characters from One Piece were to be attending.

Bon Clay

Bon Clay is wearing a pink tulle blouse and matching pink feathered wings, taking inspiration from their original swan motif. They also sport a blue layered tulle skirt drawing influence from Bon Clay's ballet aesthetic. When designing, I referenced Chanel's Spring 1997 line, in which Karl Lagerfeld played with different textures that I attempted to replicate.



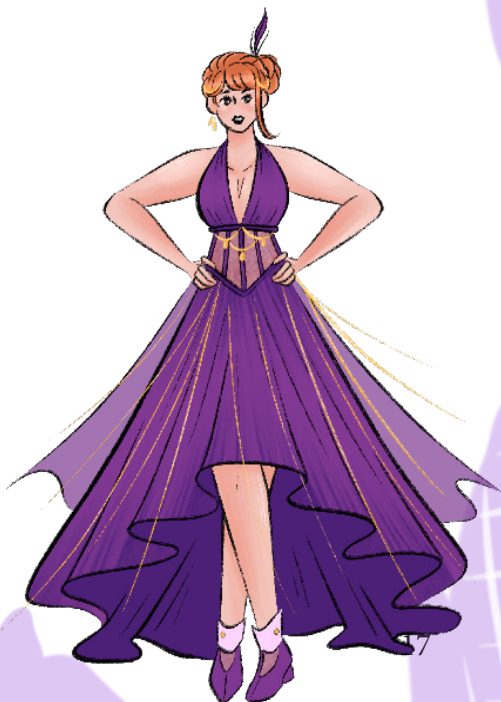
Ivankov

Ivankov and Karl Lagerfeld are both known for their edgier styles and, of course, their love of pearls. Ivankov's dress is based on one of the most recognizable Chanel dresses showcased in the Spring/Summer of 1992. Considering it is already one of my favorite designs from Karl Lagerfeld, I decided to personalize it to Ivankov and replace the gold chains in favor of pearls.



Nami

Bon Clay is wearing a pink tulle blouse and matching pink feathered wings, taking inspiration from their original swan motif. They also sport a blue layered tulle skirt drawing influence from Bon Clay's ballet aesthetic. When designing, I referenced Chanel's Spring 1997 line, in which Karl Lagerfeld played with different textures that I attempted to replicate.



Game Connoisseur:

Harvestella Review



Assia Angelini
Staff Writer

Games such as *Story of Seasons* and *Stardew Valley* have done a lot to popularize the farming genre. *HarvestStella* is Square Enix's attempt to throw their hat into the ring. The game marries heavy *Final Fantasy* influences with classic farm sim features, resulting in a game that sets itself apart. Should you plant this game in your garden of farming sims? Check out our *Estew Review* to see if this game's for you!

Character

HarvestStella's characters have more of a storyline than is typical for a farming sim. Usually, in a farming sim, character's storylines are revealed

in snippets. You experience these through short events and dialogue that you access as your relationship grows. The depth of a character's conflicts varies from mundane to deeply personal.

Within *HarvestStella* your companions go through storylines that are both personal to them and tie into the overarching plot. There are also side quests with recurring villagers of the different towns within *HarvestStella*. With both of these, there is no need to gain their affection with talking or gifts to advance their individual plots. As you complete their scenes and go through the overall story, the next scenes naturally unlock.

I enjoyed that the character's individual storylines were well developed and provided a natural continuation of the conflicts

they were introduced with in the larger plot. The side quests with the villagers fleshed out how the everyman interacted with the everyday elements of the world. For instance, early on, they introduce a race called Omens who are feared by the average villager. A number of the side quests showcase villagers and Omens coming into contact with each other. Even as you get more context for their relationship within the larger plot, the stilted way they interact with each other and navigate around their preconceived notions adds depth to the worldbuilding.

However, you can't interact with them outside of the story's plot in any meaningful way. They're only dynamic within scenes that deal directly with them. Outside of them, their dialogue doesn't change and you can't give them gifts. They can accompany you

throughout the dungeons, but you can't talk to them within that. The only alternative is eating lunch with them at the save points. This provides additional dialogue snippets that give more insight into their relationship with you, the protagonist and each other. However, these are only available once a day and can be quite easily missed if you aren't diligent about engaging with them. Once you finish the plot, there's nothing left to explore or flesh out the characters. Outside of their own storylines they tend to be static and often fade into the background of the larger plot.

The characters are a driving force within a farming sim and are often what keeps someone coming back for more. Their plot lines are treated with much more care than the average farming sim, but their lack of interaction outside of their events holds them back.



HarvestStella earned a Silver.

Plot

This farming sim is definitely within the Square Enix style. They did a good job tying their usual story cadence with a farming sim. I was pleasantly surprised at the scope and themes they tackled. They layered elements of the plot within the main storyline, characters' storylines, and villagers' sidequest in a way that helped make it feel natural and more fleshed out. Towards the very end, certain elements felt like a narrative leap. However, since the game does a good job placing clues and gradually widening the scope, it was easily swallowed.

Ultimately, I think all the plot elements worked together to tell a cohesive and interesting story. HarvestStella features a type of story that is not often explored in the genre. It introduced interesting questions about the nature of

the world your character lives in. Unfortunately, with that, there are a lot of engaging elements to the world that are left on the table that, if explored, could have easily aided the longevity of the game.

The nature and scope of HarvestStella's plot is refreshing as far as farming sims go. I was excited by the themes and the scope explored, but left wanting in certain elements. Overall, I give the plot a Gold.

Construction

Herein lies my biggest issue with HarvestStella. A lot of farming sims have added elements that improved their longevity and given players a reason to keep returning to the game. Customization options, mini games, festivals, contests, and farm leveling can keep players coming back despite the repetitive gameplay.

A lot of these elements are not





present within HarvestStella. There are no festivals, contests, or mini games outside of the main plot to give players something to do. The animal husbandry interactions are shallow. You can upgrade your farm, but there's no crop leveling. The characters populating the world are static outside of their specific one-time events.

Given this, it seems the game relies more on checking off a completion list to keep players going. Inns have a recipe list to check off. There are companion and side quests to complete. A goofy monster on your farm will give you a fishing list to check off. Completing the branches of the different varied fighting styles can also be a driving force. However, if this doesn't motivate you, then the game offers little to do once you've experienced the main plot.

If you're a completionist, this can

keep you going for a bit, but once it's done you realize how empty the world is. For example, you can level your farm by completing the goals set by the fairies that live on your farm. I finished the fairies' requests by the summer equivalent of the second year, around the same time I finished the main plot. Without any incentive to set personal farming or character goals, there was nothing to drive me other than to continue completing the lists the games provided me. By this time I was done with the majority of them.

A rudimentary fighting system is another way to add interest to farming sim. Square Enix does a good job in this regard. There are a large number of different fighting styles within the game that you can freely switch between. Each fighting style comes with its own elements and benefits, ensuring that they feel

varied and diverse. However, by the time you complete the plot necessary dungeons you've leveled up enough that you can easily devolve to button mashing.

Any game's dungeons can easily become tedious once you've beaten them for the main quest line. For a farming sim, dungeons are often necessary to pair with a fighting system and HarvestStella does them well. Their dungeons' layouts are interesting and varied and feature atmospheric level designs that give them a great deal of personality. Their save point and teleportation system also make sure that traveling to different gathering points doesn't get too tedious. Each has unique features, puzzles, or secret areas to discover that add areas of engagement.

HarvestStella allows you to play past the main plot, but there's definitely an unspoken cut off point. There's nothing wrong with this choice, per se, but it does leave the game feeling wanting. Given this, the construction for this game is a Silver.

Theme

HarvestStella's main themes are well supported by the plot. Final Fantasy's influence is immediately recognizable in terms of the themes which sets it apart from other games within the same genre. It begins with a focus on the world's nature, but as the scope expands and the

plot thickens the themes compound as well.

Outside of the main plot, the companion characters wrestle with aspects of the theme that intersect with their individual plot. This is done with some characters better than others. While not everything always needs lengthy exposition, there are moments where more worldbuilding would better support the character's plots and the themes as well.

Side quests rarely fall within the realm of the main themes, but are not explored. Those that support the worldbuilding aid more, but the nature of these quests are surface level. Here, additional festivals that reflect how the villagers grow and interact with their world could arguably work together with these side quests to help, but without content like this, it falls flat. The main quest line does the majority of heavy lifting in regards to theme.

HarvestStella's themes are well supported by the main plot and reflect its status as a Final Fantasy styled farming sim. The farther you get from the main plot, the less it's supported, but due to the nature of the genre this is understandable. Still, there are areas where basic additions could make a bigger impact in weaving the themes together with the rest of the game. Considering this, this game's score for Theme is Gold.

Overall Score

All in all, HarvestStella is a great addition to the collection of farming sims. It does drop the ball in some aspects, such as longevity and replayability. However, its plot and themes are unique enough for the genre to make it an enjoyable experience. The diversity of the fighting mechanics and the build of the dungeons are also fun to play.

With a Silver in Characters, a Gold in Plot, a Silver in Construction, and a Gold in theme, HarvestStella has an overall score of HarvestStella earned a respectable Silver.



Summary

Character: Silver (3)

Plot: Gold (4)

Construction: Silver (3)

Theme: Gold (4)

Final Score: Silver (14)



Megacon 2023 - Photo Essay

By Derrick Jean-Baptiste

Photos by: Emily G.

Megacon 2023 was a fantastic experience for all in the Entertainment Stew crew. We had a wonderful time performing for all of you at the Creator Stage and the various panels we had this weekend. Thank you to everyone that visited us at our Table at the Creator Stage, and we hope you enjoyed having us! Check out these fantastic photos taken by our Staff Photographer, Emily G.



The E-Stew Crew

Megacon Cosplayer





**Bombalurina,
Cats**



**Megacon
Cosplayer**



**Greta,
Gremlins**



**Wrestler,
WWE Champ**

Megacon Cosplayer



Little Nightmares





**Sans,
Undertale**



**Poppy
Playtime**

Jynx, LOL



Pyramid Head





**Daisy & Peach,
Mario**



**Cart Titan,
Attack on Titan**

Eeveelutions, Pokemon



Dalek, Dr. Who





**Mohg, Lord
of Blood**



**Megacon
Cosplayer**

Cinderella



Woody and Jesse

