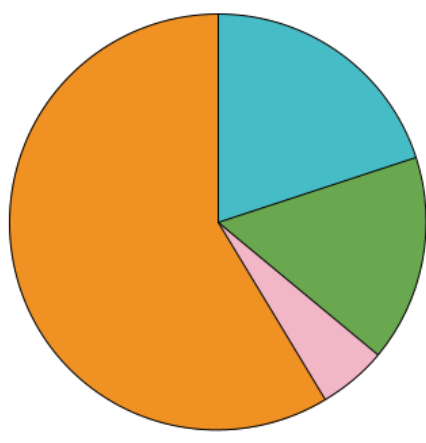


What's Your Opinion?

We asked our followers on Instagram who they thought was in the right in the Academy Awards slapping incident.

Out of 75 responses:
Will Smith – 12
Chris Rock – 15
Both – 4
Neither – 44



● Chris Rock ● Will Smith ● Both ● Neither

Next Poll:

Weather Woes

Do you feel like your mood changes with the weather on campus?



Scan the QR code above to see previous poll results.

Students can answer polls on Mondays by visiting The Herald's Instagram page, [@astateherald](#).

These and future articles can be found on the Opinion section of The Herald's website. All comics and memes can be found in the Comics section.

Why Late Release Dates Are Good For Games: A History

LILY CABIBI-WILKIN

OPINION EDITOR



Lily Cabibi-Wilkin is a senior music composition major from Hot Springs.

The second installment of The Legend of Zelda: Breath of the Wild was supposed to release this year. However, Nintendo recently announced that the game would be delayed until Spring 2023. Producer Eiji Aonuma presented the announcement with an apology, saying, "In order to make the game's experience something special, the entire development team is continuing to work diligently on this game, so please wait a while longer."

Obviously there was disappointment at this announcement, but most of the

responses I saw were surprisingly positive. People were alright with a delayed release, happy with it even, if it meant the game would be polished and completed on release.

Twitter user @ChoctopusYT said, "Can't say I didn't see this coming but if the game needs more work to fully realize the vision, then it needs more work. BOTW2 has big shoes to fill and I can wait the couple extra months."

User @PaulGaleNetwork said, "The sequel...is too important of a game to release any sooner than when it is 100% ready, so I am totally OK with this slight delay. The magnitude of its development can really be felt."

It's certainly a refreshing change from the "we want the game, we want it now" sentiment I've seen in gaming spaces over the years. But it's no surprise – the gaming community has been badly burned by games that were released with speed over quality before.

Fallout 76 is an online installment

of the Fallout series which was released in 2018. The Bethesda game had what Forbes called a "historically bad launch," being full of glitches and bugs but devoid of a proper story or NPCs. To give a sense of scale: game reviewer Joseph Anderson released a three-hour video cataloging all the glitches he found in the game.

"A delayed game is eventually good, but a rushed game is forever bad."

– Shigeru Miyamoto

No Man's Sky, released in 2016, was similarly underdeveloped. Though Hello Games' development team promised a lengthy list of features, most of those features were missing from the game on launch. This was due to a number of factors, such as a massive amount of hype and expectations placed on a very small development team. The game was eventually patched to include all the advertised features, but the controversy

changed how game storefronts and developers would market their games forever. No more unproven promises.

Cyberpunk 2077, released in 2020, was a game with a lot of hype, but much like Fallout 76 it was full of game-breaking glitches and bugs. These were mostly on the console editions, which CD Projekt Red withheld from journalists prior to release. Reviewers of the game said that basic tasks like running, picking up weapons, driving and dodging were impossible. One glitch involved characters suddenly T-posing on moving motorcycles.

An often-memed quote from Nintendo game director Shigeru Miyamoto says, "a delayed game is eventually good, but a rushed game is forever bad." As we've seen, sometimes game developers rush their games to appease hyped fans, but in the process tank their reputation. It's good to see Nintendo taking their time with BOTW2, and hopefully the extra year of development will pay off.

Disappointed With Lack of Diversity at Grammy Awards

REBECCA ROBINSON

EDITOR-IN-CHIEF



Rebecca Robinson is a junior multimedia journalism major from Sheridan.

Every year I have a specific issue arise during the Grammy award season. While I want my favorite musicians to get recognition and receive praise for their work, I also hate the Grammys. I am disappointed year after year and yet I still have the need to watch intensely, fingers crossed my picks win.

I lost respect for the Grammys a while ago but recently I have truly given up. The Grammys used to be considered one of the most sought after awards for musicians and yet it seems like less and less people are caring about receiving the coveted golden Gramophone.

Several artists over the years have called out the Grammys, including

Ariana Grande, The Weeknd, Frank Ocean, Tyler The Creator, Charli XCX and more.

As much as I want to believe that the Grammys are fair and truly recognizes the best of the best with the way I have watched the Grammys since I was a child, I just don't have any faith in them.

The Grammys have a history of snubbing work from people of color since they were originally started. Since 1957 only 11 Black artists have won Album of the Year. Some examples include Prince's "1999" never getting nominated, Frank Ocean's "Channel Orange" losing to Mumford and Sons or Kendrick Lamar losing Album of the Year and Best Hip Hop album.

The Grammys also tend to put artists in a box when it comes to category nominations. Tyler The Creator criticized the Recording Academy and said, "It sucks that whenever we, and I mean guys that look like me, do anything that's genre-bending or that's anything, they always put it in a rap or urban category and I don't like that urban word. Half of me feels like the rap nomination was a backhanded compliment."

The Weeknd even decided to boycott

the Grammys after 2021. "I have three Grammys, which mean nothing to me now." The Weeknd said.

As of 2021, more than 81% of Billboard's Top 10 best-selling albums are made by non-white artists. However, people of color only made up 26.7% of nominations from 2012 to 2020.

BTS have consistently broken several records in the states, calling for their deserved nominations. Despite this, for two years now they have not won in any of their categories they have been nominated for. A lot of fans trended #Scammys after being snubbed the first time. A livestream of BTS post-Grammy

had nearly as many viewers as the award show which speaks to their success and the appreciation many have for them as artists. Within a few hours of uploading their livestream, it accumulated over 11 million views, surpassing the Grammy award viewership.

Award shows have continuously lost viewership and respect over the years. I'll say rightfully so. So many award shows have turned into a popularity contest and a way for rich people's ego to bloom.

I'm beyond disappointed in the lack of diversity and care for the music industry the Grammys have and I will not be tuning in for a while.



IMAGE COURTESY OF THE RECORDING ACADEMY

Correction: In the March 16 edition of The Herald, the Student Speak quote from Gracie McFey should have had a photo of that student. The Herald regrets the error.

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