Tagovailoa's injury was easily preventable

JACK BOND

OPINION EDITOR



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On Sept. 25, Miami Dolphins quarterback, Tua Tagovailoa, was knocked out of the game against the Buffalo Bills after taking a hit from their linebacker, Matt Milano. When he tried to get back up, he lost balance and his legs buckled under him as his teammates rushed to help him back on his feet.

He was immediately sent to get checked for a concussion. Not long after, he was cleared by medical examiners to join back into the game during the third quarter. Mike McDaniel, the head coach, and Tagovailoa himself claimed that the leg buckle was a result of back injury.

Only four days later in a match against the Bengals, he was knocked down again by defensive lineman Josh Tupou. This time, however, Tagovailoa did not get back up. He immediately began lying motionless, his forearms flexed and his fingers frozen in contorted positions. According to neurosurgeon Gupta, this was a sign of brain injury. Tagovailoa was promptly taken off the field on a stretcher. He did not appear in Sunday's game against the New York Jets.

"Forget this back and ankle bs we heard about. This was clearly from head trauma!"

-Rex Ryan

An investigation into the sequence of events found that everyone involved did follow the NFL's protocols on detecting and treating concussions. However, the NFL has decided to update its protocols to include ataxia as a no-go symptom. Ataxia is defined by Oxford Languages as "the loss of full control of bodily movements."

Rex Ryan, former coach for the New York Jets and Buffalo Bills, said in an interview with ESPN, "Sometimes as a coach, you gotta protect the player from themself. And I had a simple philosophy as a coach; I treated everyone of my players like they were my son. And I can tell you this: would you put your son back in that game?"

It's a simple question with a simple answer: absolutely not. If your son could barely stand up after taking a hit, you wouldn't (I hope) want them back on the field at all. McDaniel did not see it this way, instead choosing to risk the life of one of his players.

Even without all the medical examinations, this case is really just a matter of having eyes that work. If a player is having trouble standing up, then they should not be put back into the game. It doesn't matter if it's a so-called "back injury" or a brain damage – the player is clearly hurt to the point of hindering performance and risking further injury.

In this case, however, the injury was clearly brain-related. If it was his back, then why didn't he show any signs of back injury? It would be instinct for him to reach for the back when it's hurt, yet he made no attempts to do so.

Medical research journal, JAMA, found that Chronic Traumatic Encephalopathy was found in 99% of deceased NFL players who donated their brains to science. Poor handling of cases like Tagovailoa's is what leads to such unbelievable statistics. Many people have failed Tagovailoa. Many people could have prevented his hospitalization with just a little common sense.

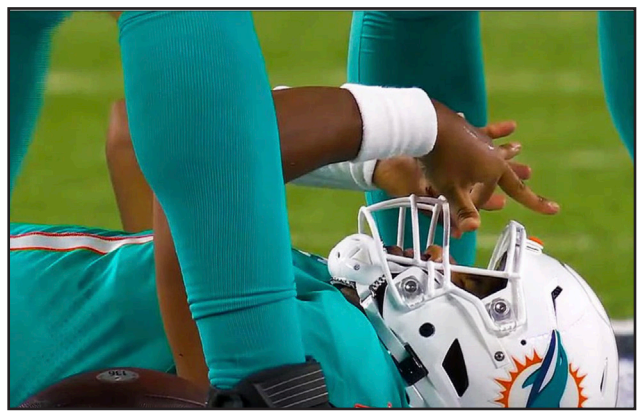


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The Mario movie looks somewhat promising

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The first trailer for the Super Mario movie premiered live on Nintendo Direct Oct. 6. It opened with Bowser's castle flying toward the Ice Kingdom, leaving a lava-filled trail in its wake. As it settles, Bowser himself slowly walks up to the kingdom and destroys it. It then cuts to Mario falling out of a pipe. He's in awe at this strange new world when Toad pops up and warns him not to touch a poisonous mushroom. Turns out the mushroom is fine to touch, and Toad was just misinformed. The two then set out towards the Mushroom Kingdom to stop Bowser.



GRAPHIC COURTESY OF NINTENDO

After seeing the trailer, it's surprisingly good. It doesn't look like the train wreck that most of the Internet anticipated; however, there are still a few things that look a bit off.

But first: the good. The movie is being handled by the company Illumination, known for movies such as "Despicable Me," "Sing" and "The Lorax." They've animated some very successful movies, and their skill shows again in this trailer. The animation and sound design in this trailer are absolutely stunning. The roaring of Bowser's flame breath, the sizzling of the lava hitting the ice, the fluid facial expressions; it's all expertly crafted.

The most surprising part is that the voices aren't bad. Initially, Jack Black as Bowser and Keegan-Michael Key as Toad seemed like a joke. It was impossible not to die laughing. The expectation was for them to just sound like they usually do, but instead they chose to do voices. Jack Black is appropriately gravely with his voice and Keegan is accurately pitched however. It shouldn't be too surprising, they are professionals after all, but many people were under the assumption that they would not be doing any sort of voice.

The only real issue with the trailer is Mario. Whereas Jack Black and Keegan breathed their own life into their respective characters, Mario just sounds like Chris Pratt. It's disappointing to say the least. Mario typically has a slight pitch and accent to his voice that Pratt does not even attempt to do. Mario's voice is iconic, and it's criminal that there isn't even a hint of the original in Pratt's interpretation.

Some people might say that the traditional Mario voice would not fit for film, and to that I would agree. Having to hear that voice for an entire full-length movie would not be a pleasant experience. At the same time, there is a certain personality to Mario's voice that Pratt, unlike Jack Black and Keegan, does not capture.

This could have been easily solved if the original voice of Mario, Charles Martinet, was doing the voice. And no, he shouldn't do the iconic voice, but rather change it ever so slightly to make it more palatable for film. He's a professional with a lot of range, just look at his role as Paarthurnax in Skyrim. Martinet undoubtedly has the talent/skill to do a slightly different voice for the movie.

Aside from that, the movie looks promising so far. I'm not going to say whether I think it'll be good or bad yet, seeing as we've only seen so little. We'll have to wait and see how the other actors portray their roles. Personally, I'm excited to see how Seth Rogen voices Donkey Kong.

At the very least, it already looks better than the infamous 1993 Mario movie.

Editor's Pick Their Favorite Mario Character:



Bowser
Rachel Rudd
Sophmore from Beebe



Donkey Kong
Jack Bond
Senior from Marion



Vivian
Noah Robinson
Senior from Brooklyn



Toad
Kara Campbell
Junior from Benton



Luigi
Jessica McMillan
Senior from Bryant



Daisy
Rebecca Robinson
Senior from Sheridan

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