



Bilson broadens her talents

BILSON • CONTINUED FROM PAGE 16

Choices, choices, choices: not only does Bilson look back happily at her decision to co-star beside Zach Braff (*Garden State* and *Scrubs*), Blythe Danner (who won an Emmy for her performance in *Huff*) and Tom Wilkinson (*Batman Begins*), but she's also grateful that she got to work with director Tony Goldwyn, an opportunity that will forever influence her future endeavors.

"Tony Goldwyn really gave me time with the scenes, and gave me as many takes as I needed, especially for my emotional scene," Bilson recalls. "I had a hard time getting there, but Zach really helped me and Tony really helped me, and you can really take your time with it and try and do your best work."

For Bilson, being cast as Kim, the young woman that the main character Michael (Braff) has an affair with, finally gave her a chance to stretch some acting muscles that may have been a little cramped on *The OC*.

"If a role comes along that's similar to my character on *The OC*, [and]

if it's a good project, and [has] good people I want to work with, I would still do it," Bilson admits. "But hopefully this [role] shows me in a different light and shows the other things that I am capable of."

The character of Kim, being the "other woman" who forces Michael to reconsider the choices of his life, could easily have been portrayed as a morally bankrupt sexual temptress. Thankfully, though, Paul Haggis' revisions for the screenplay allowed Bilson to keep her character three-dimensional.

"I thought it was really important for my character to be likable," Bilson says. "Maybe show a realistic side where she wasn't just a seductress—a temptress—she was a very likable girl that [Michael] met and had chemistry with."

Foundational actors aside, one of the most significant choices made in regards to the film was the soundtrack, and who should be given the responsibility to choose the right songs to correspond with the movie's nuanced themes. That task went to cast member

Braff, who won a Grammy for producing the soundtrack for the film he directed, wrote, and starred in, *Garden State*. Zach Braff went ahead and suggested songs like "Chocolate" by Snow Patrol, "Hide and Seek" by Imogen Heap and two songs by Joshua Radin (a friend of Braff's), "Star Mile" and "Paperweight" with Schuyler Fisk.

"I think it's really amazing when a movie has certain music in it, [and] when you leave and you hear the song again, it brings you back to that scene," Bilson says. "I think it's really nice when a song can hand you a feeling, and I really think that Zach captured it in this movie like he did in *Garden State*."

So, one last question to be asked is: why should people decide to go see this movie? "I think [*The Last Kiss*] is relatable because you see a little taste of college life mixed in with a slightly older generation and how they interact—and it's fun," Bilson says. "It really starts conversation and makes you feel certain things, and I think it shows adult relationships in a very realistic light."

Getting their videogame freak-on

Controller Freaks plan to expell their cyber-rage via a semi-regular column right here in A&E, and this time around, they're all about manhandling Sony

RAMIN OSTAD
AND
MIKE SMITH



Welcome, ladies and gentleman, to the launch of the *Gateway's* newest column. Every so often we will be covering the latest in gaming news, previewing upcoming games and dishing out our thoughts on the gaming industry.

Now, a column like this isn't easy to get going. The first edition has to be eye-catching, as well as interesting and informative. Launching a new entity into the orbit of the gaming world is always a make-or-break situation, with all eyes fixed on you, ready to pounce when you make your first mistake. No one in the industry knows this better than Nintendo, Sony and Microsoft.

Which brings us to the Playstation 3. Last Wednesday, Sony dropped a couple bombshells, the first one being the fact that they're no longer doing a worldwide launch of the PS3. Instead, Sony's now only launching the console in North America and

Japan on the planned 17 November release date. All the other countries that were expecting to receive the PS3 won't get their sweaty palms on any wireless Dual Shock controllers 'til an unspecified date in March 2007. The second surprise Sony laid down—and probably the more damaging one—is that they're decreasing the projected number of consoles they plan to ship during first launch from two million units to a meager 500 000—400 000 in North America and only 100 000 in Japan, their home market. The main cause for these developments is the delayed production of Blu-ray lasers in the PS3's Blu-ray drive.

So I hope Kaz Harai—President and CEO of Sony Computer Entertainment—has said his good-byes to the idea of a successful launch of the PS3. Now, don't get me wrong: the PS3 will still sellout in North America and Japan, but in far smaller numbers. Harai and the rest of the "Sony Defense Force" have been spewing nothing but wishful thinking ever since E3 2006, and now it's finally bitten them in the ass. They're already behind Microsoft, who will have had an eleven-month head start by November. Then, they tried to justify their high price points (\$550–650CAD) by pushing the Blu-ray

drive which, ironically, is the source of all their problems.

And, with the idea of console exclusivity from game developers becoming a thing of the past, Sony's trump card should have been their launch. They should have shown developers and gamers why the PS3 was the superior system—with, say, a lineup of launch titles—instead of using terrible PR and empty promises to sell their console.

This doesn't mean, though, that Sony's reign of supremacy over the console market is entirely dead, and it's ridiculous to think that they'll go the way of Sega, and become nothing more than a software house. Sony has a massive fan base, like it or not, and that won't go away any time soon. What's more likely to happen is that Sony will no longer be king of the console mountain, relinquishing it to Microsoft.

Now, the argument has been made that, even with the Playstation 2, Sony had shipping problems during their launch, and despite these problems, they came out on top. But these are drastically different times, which call for new and improved marketing measures. Sony thought they could get by with their old moves, but instead, they'll be left behind in the dust.

SUBtitles

Main Floor SUB Regular Hours: Monday to Friday 9am – 5pm
ph: 492 – 9744 Saturday 11am – 4pm

used textbooks and much more...

Buy, Sell or Consign Texts • UofA Crested Clothing & Merchandise
• Framing • Custom Screen Printing and Embroidery

BUY, SELL OR CONSIGN TEXTS

{other services include} • UofA CRESTED
CLOTHING AND
MERCHANDISE

• FRAMING

• CUSTOM SCREEN
PRINTING AND
EMBROIDERY



From anywhere... to anyone

for further information, visit www.su.ualberta.ca

THE GATEWAY

The Gateway is hiring a Circulation Public Affairs Liaison (Circulation PAL)

The position's duties include:

- delivering the *Gateway* to designated locations on and around campus as soon as possible after delivery from the printer,
- mailing out all issues of the *Gateway* to subscribers every two weeks,
- sorting incoming newspapers and other publications and displaying them neatly in the *Gateway* offices, and
- coordinating collation of the year's issues of the *Gateway* for the production of bound editions at the end of the year.

The successful applicant will:

- be reliable and hard-working with excellent organization and time-management skills,
- be available Tuesday and Thursday mornings and early afternoons (meaning no classes before 2pm on those days),
- possess a valid driver's license and be able to produce a clean driver's abstract, and
- be registered in at least one course for credit during each of the Fall and Winter terms.

The position requires ten hours per week (less if you're speedy), runs until 30 April, 2007, and pays \$314.55 per month. We are seeking to fill this position immediately, and will close the position as soon as we find an acceptable candidate.

For further information or to apply, contact Steve Smith, Gateway Business Manager
3-04 Students' Union Building
T: 780.492.6669 F: 780.492.6665
biz@gateway.ualberta.ca

