

Two of three college grads go into debt

WASHINGTON (AP) - Nearly two of every three undergraduate students are going into debt to go to college, owing an average of more than \$19,000, most often to the government.

Among a dozen states sampled, New York students averaged the largest loans, while those in Oregon and Minnesota were most likely to have borrowed.

About 65 percent of students who graduated in the 2003-2004 school year did so after getting student loans, according to the Department of Education's National Center for Education Statistics.

For students who took out loans, the average debt was \$19,202. Of that sum, \$17,022 came through federal loan programs.

The agency focused on 12 large, medium, and mid-sized states, but did not compile enough data from the other 38 states to create reliable statewide averages.

The figures show:

- New York had the highest average loan amount, \$20,838. Georgia and Minnesota followed. Of the dozen states studied, those with the smallest loan average were Nebraska, Delaware and California.

- In Oregon and Minnesota, three of every four undergraduates got loans. Officials in both states said that was due to budget cuts.

State dollars "are covering less and less of the cost of higher education, and we've had several years of double-digit tuition increases," said Melinda Voss, spokeswoman for the Minnesota state college and university system.

Jacqueline King, an analyst at the American Council on Education, said she was surprised by the figures for Georgia, which has a college scholarship program designed to make higher education more affordable.

King said she believed the government's figures for federal student loan amounts are statistically reliable because they are based purely on government records, while the total debt amount is based on students' understanding of their future obligations.

The overall amount of

student loan debt soared in the mid-1990s but has been relatively flat in recent years. King said she expects it to rise again after Congress voted to increase the limits on student borrowing from the federal government.

According to the College Board, private lending for student loans has exploded in the last decade, jumping from \$1.3 billion in 1993-1994 to \$10.6 billion in 2003-2004. Government lending for that year was \$56.8 billion. The biggest change, though, may be in the cost to take out government loans.

A general trend of historically low interest rates is ending, and the new government loans will have a fixed rate of 6.8 percent. If rates keep rising, students with the old variable rate loans could end up paying as much as 8.25 percent.

Figures for the 12 states:

California: 56.4 percent of undergraduates taking out student loans, \$17,266 average total loans, \$15,259 average federal loans.

Connecticut: 62.4 percent, \$17,990 average total loans, \$17,143 federal loans.

Delaware: 56.1 percent \$16,473 total, \$12,946 federal.

Georgia: 65.4 percent, \$20,767 total, \$18,505 federal.

Illinois: 63.2 percent, \$18,788 total, \$16,594 federal.

Indiana: 61.1 percent, \$19,112 total, \$17,566 federal.

Minnesota: 76.3 percent, \$20,312 total, \$16,406 federal.

Nebraska: 71.8 percent, \$16,200 total, \$15,373 federal.

New York: 67.2 percent, \$20,838 total, \$17,603 federal.

Oregon: 76.5 percent, \$17,772 total, \$16,641 federal.

Tennessee: 70.9 percent, \$19,949 total, \$17,852 federal.

Texas: 64 per cent, \$18,508 total, \$16,624 federal.

All states: 65.6 percent, \$19,202 total, \$17,022 federal.

Contest tests design skills

By Fred Green Jr.
Special to Sentinel-Voice

Microsoft and Howard University in conjunction with the National Society of Black Engineers recently launched the fifth annual Windows Media Player Skins Challenge. What is a media skin? If you have ever taken the time to change the appearance of the media player visual interface that appears on the computer screen when you play a song, movie or video clip, you are changing the skin.

Most people are only aware of media skin in relationship to the look and feel of their DVD menu. Just about all media players have this capability for custom looks, and Windows Media Players are no exception.

Media player or skins tend

to be designed along a theme. That is where the challenge comes in. In previous years, the competition was limited to Howard University and other selected Historically Black College and University members. This year's competition managed to attract the attention of several high school students. Though ineligible to compete on their own, some high school students managed to participate through collaboration with their local college.

The goal of the competition is to get young computer science and engineering students to think innovatively in relation to technology. The success of previous years' competition saw Howard University awarded the Golden Torch award from the society of engineers or

NSBE. The competition is open to any school with a chapter of NSBE, and all are encouraged to participate regardless of declared major.

The media skin is more than a stylized template; it is the interactive interface that appears on the screen whenever you play a DVD or CD. In other words, it has to have functionality: working play, stop and rewind buttons or taps. If you remember the last DVD you watched, the screen gave you numerous options designed with a particular theme (usually but not always) related to the movie.

That, too, is a media skin. Producing one can mean some serious money for its creator.

Here's how the competition works:

The skins are judged on

artistic and technical merit, as well as cultural relevance. Students may work alone or in teams. Many of the students did both, submitting skins they created on their own and in partnership with other contestants. The objective is not so much to win, though a clear winner is established, but for the students to gain experience and recognition.

This year's competition saw a new twist with several participants presenting video games they had created. A natural progression when you considering that all of the finalists received an Xbox 360.


Past winners have gone on to full scholarships in the graduate programs of numerous colleges and universities.

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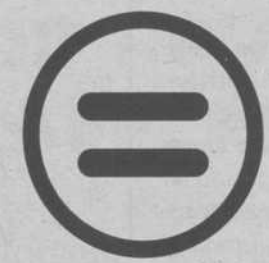
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