

THE IB TIMES

SPECIAL EDITION 2021



**From students,
for students**

**IB word school
no. 6159**

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THE IB TIMES

Szanowni Czytelnicy! Przyszli Uczniowie II LO w Białymstoku!

Od kilku lat jestem opiekunką szkolnej gazety The IB Times, redagowanej przez uczniów klas z maturą międzynarodową. Teksty do naszego miesięcznika mogą pisać również wszystkie chętne osoby z innych klas. Tradycją jest, że redakcję czasopisma tworzą uczniowie I roku IB, z reguły we wrześniu przekazują pateczkę kolejnej grupie, wprowadzając w tajniki szkolnego dziennikarstwa.

Praca w redakcji daje młodzieży wiele satysfakcji, motywuje do zainteresowania problemami współczesnego świata, pozwala rozwijać talent pisarski, umiejętności techniczne niezbędne przy składaniu i publikowaniu kolejnych numerów, a także stwarza pole do działania szkolnym grafikom komputerowym.

Redakcja to zwykle bardzo zgrana, sprawnie współpracująca grupa ambitnych, otwartych i dojrzałych ludzi. Ponieważ interesuje ich świat wokół nas, z gazetki dowiedzieć się można bardzo wielu ciekawych rzeczy, poczynając od wiedzy o tym, jakimi cechami powinien wyróżniać się uczeń IB, na czym polegają różnice kulturowe między różnymi narodami i czym jest tolerancja, jak radzić ze stresem, kończąc na poradach, jak ugotować coś pożywnego i pysznego lub jaki film warto obejrzeć. Na łamach czasopisma chętnie też publikujemy teksty literackie uczniów.

Zapraszam serdecznie do czytania, a w przyszłości do tworzenia kolejnych numerów.

Małgorzata Dubrawska
Opiekun gazetki

ABOUT THE IB TIMES

1981 saw the release of an EP by the legendary SoCal band The Germs. It was called What We Do Is Secret and even though I'm not the biggest fan of the late 70s/early 80s LA punk scene (San Francisco did it way better) I can't help but think of that title every time I take a look at the process of writing itself. Think of it this way - builders can look at their work with great pride because it's an actual, physical thing. You can see the quality of craftsmanship, appreciate the architectural details, understand the amount of labour that went into a building. With writing, what you see is only a small percentage of what actually happened. The published text doesn't always show the agony of staring at an empty page, the bad turn of phrase that can destroy even the most meticulous planning. What writers do is, essentially, secret. Their job, their work passes us by while we focus on the very last element - the final written text. No more! What The IB Times decided to do, gracefully, is to allow us to see what really goes on behind the scenes with preparing and assembling a collection of written texts. I really hope you'll appreciate being let in on a secret.

Marek Sawicki
The IB Times coordinator

THE IB TIMES

Od naszego zespołu :)

Cieszę się, że mogę być częścią IB Times, gdyż to super możliwość doskonalenia moich umiejętności pisania i praca z super grupą ludzi :)

Alex

fajne jest to, że mamy naprawdę różnorodne tematy i wychodzimy poza typowy schemat gazetki szkolnej:)

Magda

rozwijam się literacko i pisarsko w IB Times i mamy bardzo niekonwencjonalne pomysły, które wychodzą finalnie genialnie :)

Lena

Co zaczęło się jako szybki CAS przerodziło się w trzy lata świetnej zabawy i pracy z genialnymi ludźmi, zawalania deadline'ów i rozwijania zainteresowań i umiejętności, które kontynuuję teraz w środowisku akademickim!

Marcin

Cieszę się, że mogę rozwijać swoje umiejętności pisarskie oraz pracę z innymi ludźmi!

Asia

IB Times umożliwia mi współpracę z grupą pełną świetnych ludzi, którzy wymieniają się pomysłami na temat tego, jak ulepszyć naszą gazetkę. Każdy z nas rozwija się i wchodzi na wyżyny kreatywności, aby stworzyć jak najlepszy numer co miesiąc. Najbardziej w IB Times lubię to, że robimy to wszystko, ponieważ naprawdę się nam to podoba i nas interesuje.

Note from the editors

Aurelia Adamczak
Editor in chief

If I were to describe my job in The IB Times, I would say that it's challenging. Being the editor requires big amounts of patience, sense of timing and decent organisation, however, the results are certainly worth the worry. My job is to set the deadlines for the articles and then send them to our coordinator to check their correctness, so it's mostly based on teamwork and communication. That's the aspect of my work that I adore and hate equally. Creating a piece of art with other people is splendid and it evokes the feeling of accomplishment and pride. Nevertheless, I have to admit that it's sometimes tiresome and stressful. Especially when deadlines are not kept and time is running out. The biggest challenge I have to face is not to get lost in schoolwork, remember to set the deadlines and collect all the articles, but sometimes it's not as easy as I wish it were. Despite that, I really do enjoy my job because the advantages outweigh the drawbacks and the happiness when an issue is released is immeasurable :)

Julia Chwatko
Vice Editor in chief

In this edition of The IB Times we would like to present You with the creative process behind each edition. You will get the chance to get to know a part of our team and see how they perceive working on The IB Times. We hope that those interested in writing articles or graphic design will be able to make use of some of the information contained in this edition.

Since The IB Times is an online magazine created every month by students, to students we would like to remind You that every person willing to join us is welcome on our team!

INTERVIEW WITH AUTHOR

Featuring Magda Alifier



Magda is known for her 'movie for the month & a month for a movie' series that appear in each issue. In her free time she enjoys drawing and reading.

Hello! My name is Magda and I'm the author of the 'a movie for the month & a month for the movie' section. I hope my answers will encourage You to join us or at least to read one of our issues;) !

1. Where do you get inspiration from?

When it comes to the last couple of issues, our IB Times Coordinator Mr Sawicki gave me suggestions for what movies to watch. I also used to just write about things I saw some time ago. I try to pick films that stayed on my mind for a while, the ones I remembered.

2. How long does it take you to write an article, on average?

It depends on the movie I picked, really. I always do some background research, so that normally adds up to the equation. There's no universal measure of time. I don't set myself limits because I hardly ever manage to meet them:p

3. Where do you get information from?

The information in my articles is mostly just my opinion, so. But, yes, I tend to read other reviews or just some material on the movie I chose, just to gain perspective. I search it up online and pick the sites I like.

4. How do you prepare to write? What does the process of writing look like?

First, I watch the movie, even if I've seen it before. I do my research (!) and start from the beginning. The worst part is always the introduction, so it usually comes out rather awkward. My review consists mainly of things that came up to my mind about what I watched. I don't follow a scheme! Sometimes while watching I write down what caught my attention, though.

5. Why do u write?

I really like English and I enjoy writing, too. It's also a cool CAS activity, if you're an IB student;)

6. Do u think that u have to be well-qualified to start writing? or have high grades in English/Polish?

No, but it's better when you're passionate about (or at least interested in) the topic. It makes the whole process so much easier. The grades do not matter, really. The articles are checked before being published anyway:)

7. What do u like in The IB Times?

The people!! We have a really cool group and it truly enables the whole teamwork process. What makes it even better, are the possibilities. You can choose literally whatever topic you'd like. The whole paper is rather flexible as well: there are no mini- or maximums. Also, if you feel like you won't manage to contribute this month - no pressure, there's no obligation to.

8. Which was your favourite movie? form the ones that You have described in previous editions?

My favourite movie of the ones I wrote about was 'Portrait of a Lady on Fire'. It was just dreamy and subtle, beautiful regarding the plot as well as the scenery.

HER BEST ARTICLES



February



December

INTERVIEW WITH AUTHOR

FEATURING ALEKSANDER SKUTNIK



Aleks is the author of our series 'Complete Guide to Astrology' that made appearance in every issue. He enjoys spending his time sightseeing big supermarket stores.

Hi guys! I'm really glad that I can take part in this interview and tell you some interesting things about myself and the IB Times!

1. **Where do you get inspiration from?**

I mostly get inspired by the perspective of improving my writing skills and being a part of some bigger project. IB Times connects both personal development and collaborative skills between our classmates!

2. **How long does it take you to write an article, on average?**

It usually takes me a few hours to write an article- research, organising the structure and putting it all together into a coherent, easy-to-read text!

3. **Where do you get information from?**

I do research in my personal little library, and I extend it to various online sources and data- this way, I'm sure that my readers receive the most accurate information.

4. **How do you prepare to write? What does the process of writing look like?**

To be fair, my process of writing is more like bursts of energy and motivation rather than a collected, planned process. I don't like to force myself into doing something, and that is why I write my articles when I'm motivated and driven.

5. **Why do you write?**

I think it's a great way to contribute to a bigger project and get feedback from others. It's really valuable and it makes us reflect and improve even more!

6. **Do u think that u have to be well-qualified to start writing? or have high grades in English/Polish?**

I believe that anybody can try writing, as it is a skill developed with practice! We all have each other's backs and we help each other when we need it.

7. **What do u like in The IB Times?**

The best part about The IB Times for me is working in a team and creating the final outcome together. It really bonds us and we get the opportunity to get to know each other better and improve our teamwork skills

FUN FACTS

Favourite sign: *Virgo*- they are one of the most balanced, careful and precise people I know! They pay attention to details in everyday life and relationship with others. Friendships with Virgos are based on mutual respect, caring and supporting each other! They are also really fun people to be around, and when they feel comfortable enough to be their true selves with you, they turn out to be even more interesting people than you first could expect!

Least favourite sign: *Capricorn*- their strong side are their ambitions and hard-working attitude, but they are also cold-hearted and don't want to show their emotions. As a Pisces, expressing feelings and emotions freely and easily is a staple element of each friendship, but when the other side lacks this quality, I often end up feeling hurt or distanced. I can't feel comfortable when the other person avoids or ignores my expression of feelings, and even more, doesn't show what they feel about me at the same time.

HIS BEST ARTICLES



November



January

INTERVIEW WITH GRAPHIC DESIGNER

Featuring Jędrek Wójtowicz



Jędrek is The IB Times' graphic designer and writer. He created most of our covers and is the author of 'Get entertained' series'. In his free time besides watching films and doing computer art he enjoys spending time with his friends.

Hi, hello welcome. It's a pleasure to be able to talk about my work in The IB Times for you. First of all, let me express how grateful I am for you reading our monthly paper. It's fantastic when you get to share your work with others. Secondly, I would like you to feel free to ask me any questions regarding our paper and I hope I will be answer you anything you won't to know, if not with my interview in here, just talking with you.

1. What do you usually do in The IB Times and how much time does it take you to finish your part of work?

As a part of the graphic design team, we have to do the final work in the paper. Mostly it consists of including the texts, photos and other crucial parts of the articles in the final edition. The job would be impossible for just one person and that's why the teams matter so much in the work. For me personally it takes a couple of hours to do the job but I know that particular one person in our team puts a lot of effort to master every single detail in the job and she doe's a rather marvelous and exquisite job. Usually I'm also the person responsible for the background on our Facebook page which I find the most creative and passionate part of my duties, as it also includes modeling them later on to fit the front page of the paper. Apart from that I occasionally write articles myself but I treat it simply as a pleasure and a nice creative thing to do.

2. Where do you get inspiration for your work?

For me personally a great deal of inspiration comes from the articles themselves. I believe that the authors do a great job writing them which gives us the idea of how to include them in the final version of the paper. Of course it's hard not to get at least some inspiration from other well known paper and magazines but thanks to them we can master our job to some extent.

3. Were you interested in computer graphics or drawing before joining The IB Times? If yes, then since when?

I've spent quite some time doing graphics before. I have never done anything similar to my work in paper but I believe that knowing one's way around programs like AffinityPhoto or Adobe Photoshop may come in handy while working on the paper. But a great deal of creativity and sense of style is also very useful. I've been working around the graphics for... oh gosh around 5 years by now.

4. Do you draw or design something in your free time? If yes, then what do you enjoy creating?

I'm trying to spend a great amount of time on graphic design on my own. After all, everything I know comes from practice and self-learning. I usually do some 3D graphics and conceptual arts which I later share on my Instagram profile, if I'm found enough of it. Creating is a way to process my emotions and express myself. And also a particularly good way to cut-off from the all day struggle, stress and duties.

5. Do you think that the graphics should be complementary to the contents of the article or be an independent creation?

I believe that it shouldn't be either. The articles, without the graphic, might be missing something, but on the other hand, the graphics wouldn't work if they weren't kept in a similar style to the text itself. It's a harmony between two, highly functioning, and essential, assets of the paper.

6. Is constructive criticism an inspiration or discouragement for you?

It definitely is an opportunity to learn. I'm afraid I will never forget the flop I should take blame for, when it comes to the October edition of the paper, but I believe that with every other edition the paper looks only better. Of course the additional parts that joined our teams also made an essential change. I believe that good critique is a must-be in every work one does but the most important factor is to learn how to take it and learn from it. A good example is when one starts to work in social media, no matter how, at the beginning it's hard to gain rather positive comments on the work and most of the negative ones are not very constructive but out of most of them, after excluding the useless slurs and offends, a great lesson may be learned.

7. What advice would you give to other people interested in taking up computer graphics?

Try, and try, and try. No matter if you will turn out to be the next Mike Winkelmann or Andrew Price, you need to start somewhere. Luckily, it never was easier than it is now. The amount of well-made tutorials on YouTube is incredible. Try yourself in free programs first. I myself worked in Gimp for a long time and then moved to any program I could find when finally I could purchase AffinityPhoto for the money I made. If you would rather try 3D graphics, download Blender straight away. Blender is becoming a market standard all over the globe and it's free so everyone can try it. And really no matter what software you decide to use, neither what your starting effects will be, just continue on working. After All that's where most of inspiration comes from and the only way to gain experience.

INTERVIEW WITH GRAPHIC DESIGNER

Featuring Szymon Łukaszewicz



Hello, I think it will be the first time my words will appear in an IB Times article, so it's nice to meet you, dear readers. When I first started editing this magazine, I did not know what I was signing for. However it turned out to be a pleasant experience. I really hope that in a few months our editing team will be leaving Ib Times in good hands. I recommend trying graphic design to everyone and I will gladly help with it if I'll have a chance.

1. **What do you usually do in The IB Times and how much time does it take you to finish your part of work?**

My job in IB Times consists mostly of turning raw text into (I hope) eye-pleasing articles. Aside from that, I have also spent a fair amount of time helping with the magazine covers. The time needed for one edition may range from an hour to a whole afternoon and evening.

2. **Where do you get inspiration for your work?**

Most of the things that I include in the design of the articles comes from my head. However it would be a blatant lie to say that they are all my ideas, because in reality they are just an accumulation of the things I saw on book covers, advertisements or even textbooks.

3. **Were you interested in computer graphics or drawing before joining The IB Times? If yes, then since when?**

I have been interested in digital art for a few years and tried it myself about over a year ago.

4. **Do you draw or design something in your free time? If yes, then what do you enjoy creating?**

The things that I enjoy creating the most are mostly designs of houses, characters and so. Even though I don't spend that much time drawing, doing it still brings me joy.

Szymon is The IB Times' graphic designer. He had a big share in the creation of the November Edition. He is interested in programming and robotics. In his free time he really enjoys running.

5. Do you think that the graphics should be complementary to the contents of the article or be an independent creation?

I think that in context of articles, graphics should be carefully chosen and suitable for the text. Even though art is something associated with freedom, it also has to have a purpose.

6. Is constructive criticism an inspiration or discouragement for you?

To be honest, constructive critique doesn't motivate nor demotivate me, but I strongly support it. The facts that some people won't like my work or that I make mistakes are unavoidable and criticism is helpful in improvement.

7. What advice would you give to other people interested in taking up computer graphics?

Observe. You can't get all of the knowledge from tutorials and lessons. Observe pretty things, ugly things and anything you find interesting. After that - analyze them and seek inspiration in them.

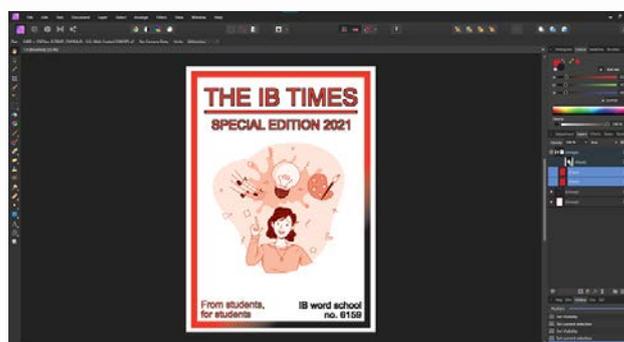
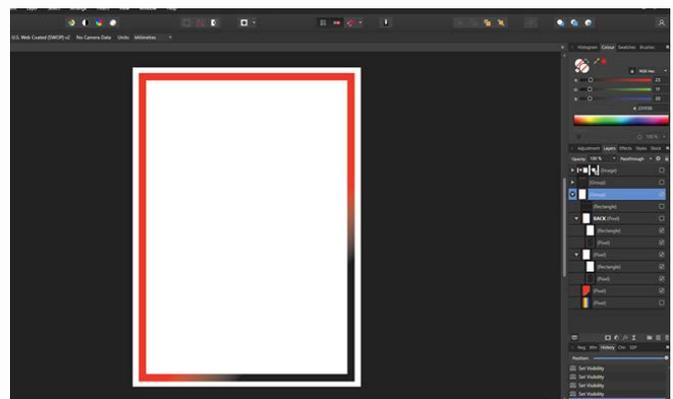
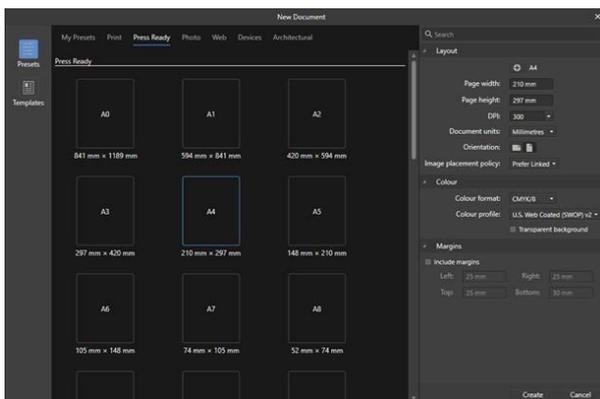
What does the process of creation look like?

by Jędrrek Wójtowicz

Programmes used:
Affinity Photo, Canva

Guidelines

1. I select a resolution that i need. When making a front page i select the ready present of A4. The resolution is very important as it defines the amount of space you have to work on as well the quality in which later on the image will be.
2. I start working on the background. Its rather an easy part but it helps me narrow down the ideas of how it will look and also gives me some perspective.
3. I roughly create the practical parts of the image, the title and all the information in this case. Another narrowing of my ideas nad that's usually the part where the colors starts to come out.
4. I start working on the main, most visible part of the creation. It's the most time consuming part. Usually it takes a lot of tries and starts from the very beginning to find something inspirational and interesting but the main idea is to try until you are satisfied.
5. The most important part of your creation - appreciate it. Share it with others and learn on your mistakes



Previous issues

Issues

OCTOBER



NOVEMBER



DECEMBER



JANUARY



FEBRUARY

