Introduction by Nintendo

By Reuters

Aug. 22, 1995


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Nintendo of America introduced Virtual Boy today, a 32-bit home video-game system that it says includes three-dimensional effects. "Virtual Boy will take video- game players to a completely new dimension in gaming," Peter Main, Nintendo's executive vice president of marketing, said, adding that the American unit of the Nintendo Company of Japan expects to sell more than 1.5 million hardware units and 2.5 million pieces of software by the end of the year. The new game will have a retail price of $179.95.

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First to College, and Then to the Mill

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pursue last year. Sander, now student body president and working toward graduation next month, said:

"Consider the Allegheny bottom: Corporation is predominantly white. I have lived in Pittsburgh. I'm the last people on earth would think that. But I still can, 99 percent had one's from a high school background. And Kodak's Rochester, they're predominantly white. Xerox's Rochester, 90 have lived there. I'm still not used to being around. There's more than an hour to finish to get used to it."

Rochester workers are learning as are minority hires as well as to the company's culture. Kodak, for example, recently put the problem-solving method to newer people have high school degrees — and about 40 percent of college graduates have come in recently. "We're trying to get to the point where it's as important as the degree," Mr. Sander said.

Training is crucial to him. He has one objective that the average person thinks of when a new job begins: how much will I get paid, and when and how can I get more? Mr. Sander, who is from Gadsden, Alabama, by education, pursued an engineering degree because his father, a retired Army officer, left an engineer's job after several years at a global giant.

Young engineers see automated factories as a form of graduate school.

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