

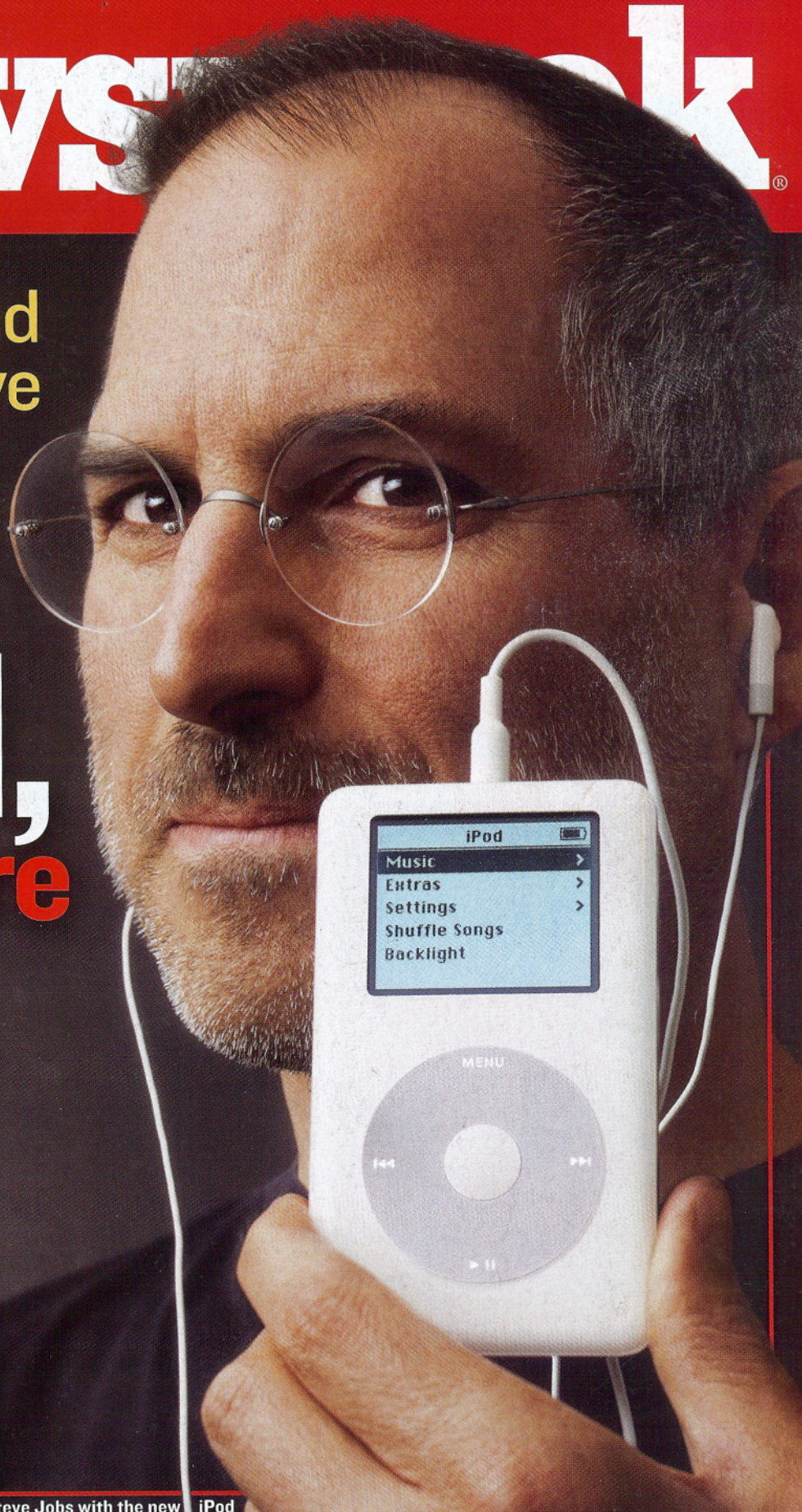
9/11: THE IRAN CONNECTION • IRAQ: A NEW STRONGMAN

Newsweek

July 26, 2004

Steve Jobs and
The Must-Have
Music Player
Everyone Is
Talking About

iPod,
Therefore
iAm



\$3.95

01134

0 706288 9

30 >

newsweek.msnbc.com

Steve Jobs with the new iPod

BEHAVIOR

Hoarders Pack It In



NOT MERE ECCENTRICITY: One room in the notorious Collyer mansion

A MERICANS HAVE had a sordid fascination with compulsive hoarding ever since the 1940s, when the infamous Collyer brothers crammed their Harlem mansion, floor to ceiling, with 136 tons of hoarded junk. But a problem that was once seen as a mere eccentricity is now viewed by psychologists as a serious disorder that breaks up marriages, isolates individuals and instills deep shame. "I dated a woman for five months without ever letting her see my house," says one recovering hoarder in Connecticut. Hoarding can lead to fires, evictions and removal of children from the home. The question is, how to treat it? "Forced clean-outs don't work," says psychologist Randy Frost of Smith College, the nation's leading expert on hoarding. "People are traumatized by them and may even become suicidal." Support groups work, but how do you get a sufferer who's in denial to join?

Now a new source of help is at hand. Last week the first book of its kind was published—"Overcoming Compulsive Hoarding" by psychologist

Fugen Neziroglu and colleagues at the Bio-Behavioral Institute in Great Neck, N.Y. The book gives a step-by-step approach. (Begin by organizing rather than tossing, and divide the cleanup into manageable tasks.) Neziroglu has no illusions that the book alone will cure people. But it can help sufferers make inroads and may open them to the idea of formal treatment.

It couldn't be more timely. A dozen cities have organized hoarding task forces, and

workshops are springing up nationwide. "The problem has escalated in modern society, because there's just so much stuff out there," says Beth Johnson, founder of the online Clutter Workshop. Her mantra: "Fewer things mean more freedom." Let freedom ring.

—ANNE UNDERWOOD

MARSHALLS

A Real Class Act

AN AVERAGE CLASS project would be to raise money to update the library or to help a disadvantaged community. The class of 2002 Marshall Scholars will do both—but this is no average class, and it has no ordinary ambition. Fresh from their two-year stints at Oxford, these 40 college stars (all graduated with at least a 3.7 GPA) have set their sights on Rwanda, and have helped raise more than \$1 million to build the country's first public library.

Marshall Scholars for the Kigali Public Library has joined local Rwandans and the Rotary Club of Kigali-Virunga with the hope of opening the library

by the end of 2004—10 years after the country's catastrophic genocide. Nearly all of the 2002 class has participated in the project by fund-raising, making donations or helping publicize the group's efforts. Eleven have spent the last few weeks in Rwanda, meeting with President Paul Kagame, discussing the 1994 tragedy with survivors and hauling rocks and wooden beams to help build the library itself. This week, at the request of the U.S. Embassy, the group will promote literacy and higher education, and encourage local women to pursue the sciences. At night the Americans hang with their Rwandan peers—comparing both life experiences and hot dance



HELPING HANDS: At work on the site

moves. Says Claudia Veritas, a 2002 Marshall Scholar, "You realize that you're no different from the people here and feel thankful to live in the stable political and social conditions that we have in America."

—JORDANA LEWIS

GAMES Guy Behind the Guy

If you don't like the way the election goes this fall, don't worry. A PC game out next month lets you play campaign manager—either for Kerry or Bush, a candidate you create from scratch or, after displaying some proficiency, historical figures like Teddy Roosevelt. The Political Machine takes you through day-to-day campaign operations: there are endorsements to be had from

organizations like the National Association for Women, speeches to make, ads to buy in contested states, a travel budget to stick to and a running mate to choose. You also decide where your candidate stands on hot-button topics like

homeland security, gay marriage and outsourcing, and evergreens like tax cuts. Should your candidate appear on "The O'Malley Factor" or "60 Seconds"? And what about hiring a writer to pen a book that trashes the opposition? Brad

Wardell, the game's designer, says the hotly contested 2000 election provided the "perfect backdrop" for a game giving voters insight into the political process. And this one the Supreme Court can't touch.

—PETER SUCIU



TRAIL MIX: Poles on PCs