

# Women at Warp Episode 217: Festive Hairbands and Air Jordans ("Learning Curve")

\*\*Intro Music\*\*

**Grace:** Hi, and welcome to Women at Warp, a Star Trek podcast. Join us on our continuing mission to explore intersectional diversity and infinite combinations. My name is Grace, and thanks for tuning in. With me today is Andi.

**Andi:** Hello.

**Grace:** And our special guest, Claire.

**Claire:** Hi.

**Grace:** Now, before we get into our main topic and our introduction to our guest, uh, we have a little bit of housekeeping to do first. Our show is made possible by our patrons on Patreon. If you'd like to become a patron, you can do so for as little as a single dollar a month and get awesome rewards from thanks on social media to our fine quality custom tailored, you receive them in a secret box every month watch along commentaries. You don't really get them in a box, you get them through our Patreon. But either way, you can get them through <https://www.patreon.com/womenatwarp>.

Also, are you feeling underdressed? Because I know I constantly am, but I always feel overdressed or just the perfect amount of dressed when I'm wearing my women at warp merch. So you can check out our Tee Public store. There's so many designs. We have new ones being added all the time and on so much more than just t shirts. You can get them on mugs. You can get them on Banners if you want to fly them from a flagpole off the top of your house. We haven't seen that yet, but I would love to see it. So you can find that at <https://www.teepublic.com/stores/womenatwarp>.

And be sure to say hi to Sue and Kennedy next weekend, May 20th and the 21st for Trek Long Island. They have a table. You can get more information at [treklongisland.com](http://treklongisland.com) and keep an eye on our socials for more specifics. Their personal socials will probably have more info as well. Okay, so before we get

into today's episode, Claire, can you introduce yourself to us for our listeners who maybe haven't heard you on our show before?

**Claire:** I think this is my second time on Women at Warp. I was on the Autism and Star Trek episode several years ago.

**Grace:** Yeah.

**Andi:** That was a fun time. And it was this same group.

**Claire:** Yeah, it was, and Jesse Gender as well.

**Grace:** Yeah, we're just missing Jesse today. Yeah. Yeah, tell us a little bit about your relationship with Trek.

**Claire:** So I've been watching Star Trek since I was two and a half years old. I vaguely remember watching the actual like airing of *Encounter at Farpoint* [TNG Season 1, Episodes 1 & 2] back in 1987. Yeah, so I'm a I'm a nerd I don't have a podcast of my own but if any listeners also listen to Trek Ranks, I have been on Trek Ranks Like 13 or 14 times. I don't know. Jim just keeps asking me back. So, sure.

**Grace:** So, so you are a storied guest on Track Ranks.

**Claire:** Yes. And I'm on Twitter, as long as Twitter continues to exist.

**Grace:** You know, such as it currently is. All right. Thank you so much for joining us, Claire. It's a pleasure to have you.

**Claire:** No worries. Happy to be here.

**Grace:** So, today for our topic, we're going to be talking about a episode that is near and dear to our hearts, the episode, the Voyager Season 1 episode, *Learning Curve* [Voyager Season 1, Episode 15]. Does anyone want to reiterate what the kind of plot of this episode is for our listeners who might not remember it?

**Andi:** Yeah. So the easiest way to remember this one is how I always call it in my head because when Grace was like, let's talk about *Learning Curve*. I was like, I don't remember what that episode was, but then I looked at the synopsis and I was like, Oh, of course. Tuvok school for wayward Maquis. I totally

remember this episode. And so this episode is basically Tuvok making the Maquis run in circles a lot.

**Grace:** So they learn how to Starfleet better.

**Andi:** Exactly. Jogging is like the key to Starfleet. Everybody knows that. And then also, while they are jogging, the gel packs are being eaten by stinky cheese bacteria virus thing. So, honestly, a lot going on in this episode. I really enjoyed rewatching it. But, uh, yeah, this is probably the most famous for “Get the cheese to Sick Bay”, and a lot of jogging.

**Claire:** Yeah, when Andi asked if I wanted to be on the show and she told me which episode it was, I also was like, I don't remember by name which one this is, and then I looked it up and I went, oh yes, it's the “Get the Cheese to Sick Bay” episode.

**Andi:** Exactly, exactly.

**Claire:** I immediately knew what it was once I was reminded of that wonderful quote.

**Grace:** You gotta love that the cheese, that getting the cheese to sick bay is like the, like the linchpin in remembering this episode for us.

**Andi:** Well, it's like that episode, I think it's, is it called I don't remember what the episode is called, but the Dick Rock episode. See, so, like, stuff like that. Like, that's how I think of episodes, and I know that it doesn't quite fit in with, like, a lot of Trekkies are very into, like, details, and me, I'm like, blob dog episode, obviously.

**Grace:** Same reason we call Star Trek IV the one with the whales.

**Claire:** Yeah, Troi Frog. The episode *Man of the People* [TNG Season 6, Episode 3] TNG, that's not the real name of that episode. It is called Cougar Troi.

**\*\*everybody laughing\*\***

**Grace:** That's correct. Troi would have killed it on Cougar Town.

**Andi:** She would have. With a giant wine glass and everything.

**Grace:** Aw, her and just Courtney Cox livin it up. Love that mental image. Oh my gosh. Okay, so getting into this episode, before we get into the meat of it, uh, we get kind of an amuse bouche. Our opening scene is the introduction to Janeway's similar to but legally distinct from Jane Eyre *Turn of the Screw* pastiche holosuite program.

**Andi:** I find it so weird that this is Janeway's fantasy.

**Claire:** Okay, can we talk about that?

**Andi:** Yes, please do.

**Grace:** No, wait, this isn't an introduction, but this is more of it, so it's worth noting, definitely.

**Claire:** That's true, yeah. So I don't wanna police Janeway's holo choice.

**Andi:** No kink shaming here. Right.

**Grace:** No kink shaming on the holodeck, it's one of the rules.

**Claire:** I mean, personally, I would never run this program, and if I, like, ran into Janeway in the halls and she was telling me all about how I gotta try this new holoprogram, I would smile and nod and never try this holoprogram. But, at the same time, I really think this is an example of Voyager, and other shows probably of the era and maybe even still, having a hard time figuring out how to write a strong female leadership type character while trying to keep her feminine. And just, like, this is a real window into the minds of the writers of what they think femininity needs to be.

And I think it's interesting in that respect. I don't think it's wholly successful as far, like, honestly, Voyager has a weird relationship with holoprograms anyway. Like, they have a lot of strange choices throughout the series. But I don't understand why this would be appealing to Janeway. Maybe she just likes the dress. Like, that is a pretty great costume she's wearing, I don't know.

**Grace:** See, the problem for me is I can absolutely understand why it would be appealing because I'm a big gothic literature fan. I love both Jane Eyre and *The Turn of the Screw*. This just every time we feel, uh, we see it, it feels like some of it has gotten lost in translation. The idea that it's supposed to be like kind of a gothic fantasy has just kind of gone out the window and it's just been turned into

kind of a bland period piece, which sucks because those are both kind of great pieces of the gothic, what am I trying to say, the gothic canon.

**Claire:** Yeah, if they had shown a different part of the story, I think that would have been much more successful.

**Grace:** Exactly. We're, we're seeing like the boring introductory shit rather than... Like the fun, intense, like, lightning hitting trees or having a confrontation with a ghost or the madwoman locked in the attic.

**Claire:** Right, or even just the romance part of it.

**Grace:** Yeah, the steamy stuff.

**Claire:** Right, Janeway apparently wants to spend her time on the holodeck being a teacher for really awful little children.

**Grace:** Screw these dead eyed children. Okay, can we talk about the Dead Eyed Children for a second? Because I felt the need to look up more about these two child actors. And appropriately, they both appeared as creepy little kids in the John Carpenter remake of *Village of the Damned*.

**Claire:** That's so perfect.

**Grace:** So perfect, right? And both these actors actually have pretty, uh, interesting careers. Specifically when it comes to Star Trek and Sci-Fi in general, the little boy was one of Picard's imaginary kids in the Nexus.

**Andi:** Another fantasy that made no sense.

**Claire:** Yeah, I hate that so much. I don't understand Victoran Picard.

**Grace:** Okay. But he also went on to play John Connor on the Sarah Connor Chronicles, which is pretty cool.

**Andi:** That's a great show.

**Grace:** And then he came back in Trek as Titus Rikka in the Picard episode *Seventeen Seconds* [Picard Season 3, Episode 3]. So, he just keeps coming back. He just keeps on Trekking.

**Andi:** I mean, his appearance here is so memorable. Why wouldn't we want him back?

**Claire:** Lord Henry Burley.

**Andi:** Viscount.

**Grace:** But the little girl actually got to come back and play a much more interesting role. She gets to come back as the Doctor's holographic daughter, Belle, in the episode, *Real Life* [Voyager Season 3, Episode 22]. You know, the one where... The doctor has his traumatic family sim speedrun.

**Claire:** So I, okay, I really, really like the idea that the holodeck, the computer that runs the holodeck has a limited menu of characters.

**Grace:** See, that would definitely, I would definitely buy that more than this idea more with she's just going from like one of the pre loaded options.

**Claire:** Right, there's like 10 like little girl, little white girl face and body models for kids between you know this age and this age and you either pick which one you want if you get really detailed or you just tell the computer to randomize it if you're like saying you don't want to mess with, you know, it's like choosing a character preset in a video game, or you can get in there and get real, you know, detailed with it. I love that. That actually makes total sense to me, just from like a logistical perspective.

**Grace:** Yeah, they're kind of playing with the American Girl doll story simulator. Which definitely explains Janeway's dress, I think.

**Claire:** Oh, wow. You're right. I hadn't thought about that.

**Andi:** You make a good point though, Claire, because like this snippet of the fantasy that we get in this is her just being weird with kids.

**Claire:** Yeah. It's not the romance or the gothic part.

**Andi:** No. Like there's no bodice tearing at all. How disappointing.

**Claire:** Right! And that's why I think there's that limited and very specific version of woman in a leadership role that equals teacher or mother. Which is, you know, limited.

**Grace:** Woof. Let's just take a little minute and acknowledge the woof there.

So then we get into our actual plot of the episode. We get these crewmen who just aren't really gelling with the rest of the crew. And just kind of doing their own thing and it's not working out and keeping the crew cohesive. With there being Starfleet crew and Maquis crew, so Tuvok is kind of tasked with having been an instructor previously at the Academy, taking them under his wing and kind of molding them more into an appropriate, uh, Starfleet model.

**Andi:** So, I think what you really meant to say, Grace, was running them to death while criticizing them relentlessly.

**Grace:** Yeah, is that not what your, your teachers did?

**Andi:** I think it's funny. I mean, I, I understand, like, we were making fun of Janeway's fantasy, but obviously, like, they made her do the governessing to, like, show, like, this is how Janeway would be as a teacher when her authority was challenged, which is basically she's gonna not remember Latin, but remind him that she can out-math him any time.

And then we get to the, the Tuvok version and the Tuvok version is do what I tell you or I'm going to make you run till your lungs fall out. And Chakotay's version is do what I tell you or I'll beat the shit out of you, which to me is not like the most appropriate way to establish authority.

**Grace:** We, early on, have all of these crewmen have issue with being put under Tuvok's leadership. They feel like they're being singled out and Chakotay's response to these Maquis crew members coming to him as their ex leader with this complaint is to slug one of them in the mess hall in front of everyone.

**Claire:** But you've, you've skipped a really critical step. Chakotay turns his chair and sits in it backwards because he's a cool guy.

**Grace:** It's true. He does the, he does the cool youth pastor sit to show that he's a leader they respect.

**Claire:** Yeah, he's can, he can hang with the youth of today.

**Grace:** Oh youth pastor Chakotay.

**Claire:** I think that also it's just very Chakotay as a character like started out, supposed to be kind of a badass, kind of a hard ass and not to say that he never is.

**Grace:** They keep telling us that and not showing us that.

**Claire:** Right. And this was an example of them trying to show it and having it be a little like, wow, out of left field. They hadn't realized yet this early in the series that no, Chakotay just isn't, he's not going to be that character and that's okay. But they still were trying to make him that character.

**Andi:** I, when I was watching this, really got transported to my days as a nanny.

**Grace:** Oh, when you were working at a bridal shop in Flushing, Queens.

**Andi:** I wish. That would've been awesome. But no, like, the number one rule as a nanny is you need them to not figure out that you can't actually do anything to them. Like, I can't punch the kid in the face, Chakotay. Like, And neither could Tuvok, because that's just not who Tuvok is. So, like, that moment when they're like, you can't do anything to us, and he's like, oh shit, you're right, that's the moment you lose all control.

**Grace:** That's when you respond with violence, apparently.

**Andi:** Yeah, exactly. I have some issues with the way the leadership is shown here. But, like, authority is almost always an illusion. You have to maintain the illusion or earn respect. Because... Either way, like, if, if, if the people you're trying to have authority over don't respect you, at some point they're gonna figure out that you can't really actually do anything to them.

**Grace:** It's exactly the same thing with teaching also.

**Andi:** Yeah, exactly. Like, you, the, the authority is like, an illusion. And so you either have to, like, really have it, or you need them to not realize you don't have it. And, uh, Tuvok fails on both levels in this initial confrontation with Dalby. And then, apparently, Chakotay's version of this is like I do have authority over you because otherwise I'm just gonna beat the shit out of you and it's like, okay.

**Grace:** Did this happen a lot on the Maquis ship is what I want to know?

**Andi:** Yeah, he was like, this is the Maquis way and I'm like, is it?



**Grace:** Was it?

**Andi:** Yeah.

**Claire:** I feel like they really tried to make the Maquis seem like total badasses and like I have talked about this on Trek Ranks. I just don't think they succeeded. DS9's Maquis are a little bit more badass, but I don't know, man, the Maquis just always seem like guys in goofy clothes who just wanted their own shit. They just, they seem kind of harmless, even though I know they aren't.

**Grace:** They keep telling us they aren't, but they're still wearing tailored casual wear.

**Claire:** Right, exactly. And like, catchers, like baseball catcher's pads dyed brown is apparently like clothing for the Maquis and like vests that look like you got them at Taos, New Mexico or something. At a crystal shop. Anyway.

**Grace:** Look, we could just absolutely dunk on the Maquis casual wear all day long. That's an episode in and of itself

**Claire:** But like, okay, here's a, what if the Maquis had failed? Either failed or just refused to participate. Like what actually was going to happen to them? Because the scenarios you've talked about where you're a teacher in a classroom, or you're a nanny in a, in a home, you're not isolated. Voyager is a single starship in the middle of nowhere that's gonna, that could have taken like 90 years to get home. Were they gonna stick these guys in the brig for 90 years? Are they gonna shoot them out of a, like, out of an airlock? Are they just gonna be like, ah damn, okay, well, you can go back to work because we have a very limited crew and we really do need everybody working?

**Grace:** They're absolutely right. And the scene before Chakotay comes in and starts swinging, they're like, what are they gonna do, kick us off the ship? They're right!

**Claire:** Yes! And the other thing is that never comes up, but I feel like it was a missed opportunity is no one ever tells Tuvok like, hey, the reason you were successful with Starfleet cadets at Starfleet Academy is because those were people who wanted to be at Starfleet Academy. Those were people who chose or at least maybe they were pressured by their family. I don't know. So maybe they didn't all choose, but they, they knew going in what to expect, and they most likely wanted to be there. They might have hated Tuvok's class, but they were like, but I do want, ultimately, to be at Starfleet Academy.

**Andi:** Yeah, and also, they all have a similar personality type, because the same personality types are going to be drawn to Starfleet. Just like, they kind of make it seem like the same personality traits are drawn to the Maquis, but here's where I feel like this could have been really cool, and just wasn't fully realized. Is like what actually are the demonstrable differences between the Starfleet people and the Maquis people? Because they really set it up in a shallow way. Like, the Maquis are rule breakers and they just do what they want. And then the Starfleet people are by the book. It's like a buddy cop movie or something.

**Grace:** That's kind of the premise of Voyager, isn't it? It's a buddy cop movie turned into an entire ship. Oops, the entire crew is buddy cops.

**Claire:** But they also get over the buddy cop part really fast.

**Grace:** So fast. Yeah.

**Andi:** Yes. That's the other thing is like, okay. So I actually think that this could have been a really cool idea of like, how do we learn to work together? And like for that you need a lot longer of a time, you need to actually like spend several episodes dealing with this and having these like power struggles between them and the other thing is is just like. I kind of get it because it seems from this that the Starfleet folks vastly outnumber the Maquis and in the end Voyager is a Starfleet ship so I understand why Starfleet was like the Maquis have to become Starfleet. Right? Like, that's how they've set this up. Like, it's an imbalance in power. Like, the Maquis are basically given no choice in this, and it's like, okay, but what inherent authority does Starfleet have over these people? None, which they make clear. But, they don't actually really explore it. It's just like, actually, crewman Dalby is going to be rebellious right up until he gets socked in the jaw, and then he's going to be, you know, he's going to pretend like he's going to do this. And it's just like, I feel like it was all too easy.

**Claire:** Yeah, that's a common criticism I've heard of Voyager is that, you know, if you made Voyager today, the integration of the Starfleet and Maquis crew would be the entire first season.

**Andi:** Yeah. And it should be.

**Claire:** Yeah. And I think that it's not super useful usually to try and compare contemporary storytelling to 90s storytelling. However, I think this is one example where it actually is useful and valid.

**Grace:** It's worth it to dig in at least.

**Andi:** Well, and I, maybe you guys know more about the background of like what was going on behind the scenes, but this, I didn't realize that this was the season finale either. So, like, it felt like the first season was like cut really short and very abruptly. So, like, maybe they just didn't have time and they had been planning on doing more with this.

**Grace:** Yeah, this wasn't initially supposed to be the season finale, but because of scheduling blah de blah, it ended up being the season finale, which is why it's kind of a rare example of a standalone episode that's our season finale and isn't leading into like something bigger or trying to hook you for the next season.

**Claire:** Yeah. And I think that this now, if I'm wrong here, I guarantee you're going to have some people write in.

**Andi:** Oh we're used to it. Don't worry.

**Claire:** Correct me if I'm wrong. I would suspect that the reason this season was short at 16 episodes is because it was not just having to run simultaneously with DS9, but also with Star Trek Generations, the movie, I'm guessing that there was just a shortage of overall Star Trek resources. As to why this was short, but I don't actually know, someone will correct me.

**Grace:** It was like the same reason there were no other period pieces being filmed the same year Titanic was being filmed in L. A. Because all of the period costumes were being used for Titanic.

**Claire:** Yes, I love that by the way.

**Grace:** All the jumpsuits were being used up.

**Andi:** I don't know, I would have loved this more because I feel like you could have come up with a cool end point where you had a fully integrated ship that had aspects of both the Maquis and, and Starfleet rather than what you get, which is they just wear the Maquis down until they fit into the Starfleet mold and never talk about it again.

**Claire:** Yeah, the only difference after this episode really is just the little pip on their neck, like the Maquis crew get that little long insignia thing. Everyone else gets regular Starfleet pips. And that's basically it.

**Grace:** Also, we just get B'Elanna being a rebel nonstop, because that's her whole personality. And we love it.

**Claire:** And you get Tom Paris continuing to act up, although he is technically Starfleet, like he's wearing, he is Starfleet, but he's like, He's one of the more rebellious ones at times, and he's not even Maquis, whatever.

**Grace:** It's kind of why I find the whole Lon Suder, arc interesting. Cause it's like, oh yeah, we've also got this one guy on the crew who's probably just a serial killer, BTdubs.

**Claire:** It totally makes sense that, like, if you're an organization that will recruit just about anyone who will support your cause, you're gonna get people who are there for different reasons.

**Grace:** You are gonna get literal Chucky on your team. Just there to kill Cardassians.

**Claire:** But like, that's a whole different episode, but wonderful set of episodes.

**Grace:** But can we talk about these Wayward Crew members for a second? Because we've got, like, a small cast of characters here. These are apparently the only four people who haven't been gelling so well. I guess we had Seska earlier. Which leaves me to wonder if she'd stuck around longer if we'd gotten Seska and all dramas.

**Andi:** I would've loved to see Seska have to run until she barfed. That would've been amazing. I texted Claire during the running scene, by the way, and was like, full disclosure, like, if they tried to make me run like this, I would quit Starfleet. I would be like, peace, y'all be easy.

**Claire:** Where is the nearest airlock?

**Grace:** No, so let's talk about the issues that these crew members have because we have Dalby, who we mentioned earlier, who got slugged by Chakotay, and uh, his whole deal is he loved killing Cardassians, hates Starfleet, and is super protective of Geron, who's another crew member, who's younger and was apparently a member of the Maquis. So, he's got a lot of issues here, but, but Geron's whole issue is that he's just kind of real sad and doesn't like to make eye contact. And I looked it up, and his actor, Kenny Morrison, played Atreyu in The NeverEnding Story Part 2. So, I think we figured out why he's so sad, it's because he's still not over his horse dying. Which, can you blame him?

**Andi:** No, that scarred me for life, so I, like, I just had to watch it. If I had to experience it, I still would be sad, yes.

**Grace:** Yeah, so he's traumatized by horse death and probably other stuff because he was in the Maquis.

**Claire:** But because it's he's Bajoran, it's like a Bajoran savannah horse or whatever it is. Star Trek always comes up with those.

**Grace:** A Ceridian fig.

**Claire:** Yeah, you know.

**Grace:** I don't know. Okay, so his whole, his whole reason he's not fitting in is he's just kind of a downer, I guess. It's like, I feel like there are better ways to approach like getting him integrated into the crew.

**Claire:** But, Star Trek has long had this problem. I mean, look at Barclay. Starfleet doesn't do well with harmless personality differences. Cause like, honestly, Geron, he, you know, it's not like, as far as we know, he is showing up for work and doing his job. He's just a little mopey. Like, big deal. We've all been there. Yeah, who cares?

**Andi:** Yeah, I mean, that's actually a good, uh, comparison because when I remember when I first was watching that first Barclay episode, I also was like, this is poor leadership all around. Like, this is such bad leadership. And I had a similar reaction to this episode where I was like, this is bad leadership. Everybody, like, somebody else needs to go back to the Starfleet school for, you know, effective leadership and take a course and it's not these people.

**Claire:** Honestly, Tuvok's personality is just as different from the norm, as everyone else on the ship, as these peoples are. It's just different in a different direction. But you could easily put Tuvok into a class like this because you just find him annoying to work with or difficult to read or like whatever your issue is.

**Grace:** Maybe that's why Tuvok is became a teacher because he got so good at doing the shitty team building exercises that he learned how to lead them.

**Andi:** Well, at least Geron has more personality than, um, crewman headband.

**Grace:** Henley, yeah. As far as I can tell, her only major crime is she over accessorizes and wears a headband. And agrees with whatever Dalby says.

**Claire:** I really love Tuvok's line that her headband is festive. Like, Tuvok, you are a little bit of a pain in the ass sometimes, but I do love you, and this is why.

**Grace:** Like, hey, love the flair you're bringing, but it's not, you know, uniform appropriate.

**Andi:** Yeah, unfortunately she didn't get very much to do.

**Grace:** Yeah, the character was named after Kate Mulgrew's stand in actress. Who showed up in a couple episodes, you know, acting also, but I just thought that was a neat fact. And then we have Chell, who's the Bolean, whose whole thing is he just can't shut up, and is just flaky.

**Claire:** He's just a Bolean, though. I mean, like, that's Bolean personality. Look at Mr. Mott. Look at, like, every Bolean we've ever met. Even Boleans, who turns out aren't actually Boleans at all, but they're other aliens in disguise as Boleans, are chatty.

**Grace:** They know that's how you think your way as a Bolean.

**Claire:** Yeah, like you're chatty and you're a little bit like the guy your whole persona is just the dialogue tag of gulp. Like that's just Bolean.

**Grace:** You're just a born NPC to give exposition.

**Claire:** Yeah. Like what do we know about Boleans? They're chatty and a little bit nervous. And also apparently they're really hard on the plumbing of a Starship, which is a line that has never really been explained beyond just that.

**Grace:** I'm not sure we wanna know that.

**Claire:** Exactly. There's so many different possibilities for what that could mean.

**Grace:** It's uncomfortable how many things that could mean. But, all of these sort of crew members who are kind of a motley crew here, just sort of watching the whole, yeah, the loose nail gets the hammer treatment of them. It reminded me so much of like, because we're Trekkies, we all, we were all kind of weirdos growing up, I assume. Did anyone else get at least one or more of those kind of, Hey, you're not fitting in with the other kids. So we're going to pay some special attention to you to make sure you do because I sure as hell did a lot.

**Claire:** I spent all of third grade sitting at a separate desk from the entire rest of the class because they thought I needed to sit next to the teacher.

**Grace:** Oh my god, that sounds horrifying.

**Claire:** The desk had a label on it and it was labeled Australia, which I thought as a kid, I was like, that's great. It's an island. It's by itself. And then as an adult. I was telling someone else this and they were like, yeah, but it's also a prison. And I was like "Oh my god you're right", maybe it was about that.

**Grace:** I always love to share the story about how at summer camp, like the first day of camp, they noticed I was a very quiet and anxious kid. Who wasn't like immediately getting along with the other girls in my cabin. So they put me in a group called Team Esteem. And it was me and the kid who couldn't keep his hands out of his pants. And they taught us all a special cheer and we're like, we're going to show everyone how happy and what a great time we're having and I was like, you guys aren't subtle. Even at like 7 or 8 I was like, this is incredibly transparent and I do not care for it. You've decided we're the weird ones and that you're gonna put us in weird kid club.

**Claire:** Well, and like shining a spotlight on you as the weird kids is not going to do anything but emphasize the weirdness.

**Grace:** It's like the other kids have noticed already. They're going to keep noticing. You don't need to make them notice harder. God, just let me get through arts and crafts on skates and we'll all get through this camp session in one piece.

**Andi:** You've kind of hit, Grace, on why this and the Barclay episode is another great example of this, has always made me uncomfortable. It's just like you need to work with who they are. And, like, you really cannot tell me that this is an entire organization that only deals with, like, very specific personality types and, like, just cannot handle anyone being different in any way.

**Grace:** Anytime they're trying to convince us that Starfleet is just full of jocks, you have to go, no. No, it's full of nerds.

**Claire:** Yeah, and also it's full of people who aren't even human. I mean...

**Grace:** There's going to be weirdos abound.

**Claire:** Yeah, and they're not even going to be weird. They're going to be, you could have like the most neurotypical possible person for that species. They're going to be dramatically different than every other species, including humans, but they're going to be totally like the most normal, you know, Vulcan or Romulan or whatever. Like, what are you going to ask them to just? Be human. Act human.

**Andi:** Well, to be fair, that is something that we see and a conflict we see regularly.

**Claire:** Well, yeah.

**Grace:** You're not acting human enough.

**Andi:** From TOS on, like the number of episodes where we have to watch McCoy berating Spock for being Spock.

**Claire:** Well, I'm glad you brought that up, because I think this episode, uh, is Tuvok's *Galileo Seven* [*The Galileo Seven* TOS Season 1, Episode 13]

**Andi:** Yeah, where it's just like, you're doing it wrong, over and over and over again. And when all you're doing is, like, existing, and doing it your way.

**Claire:** This is Tuvok's *Galileo Seven*, but the first four fifths of the episode, Tuvok is both Spock and McCoy.

**Grace:** Poor Tuvok having to do double duty.

**Claire:** Yeah. But at the very end you see Tuvok, like, let go of protocol and do the thing that's, you know, best for the crew and basically take his leap of faith, quote unquote, that Spock does. Like, I think there is a lot of similarity there, but like *Galileo Seven* is just awesome all around and I am rooting for Spock from minute one. This episode, I am not really rooting for Tuvok for a lot of it. So it's kind of a weird version of *Galileo Seven* where you're like glad that he becomes less of a hard ass and like gets the stick out of his ass a little bit. *Galileo Seven*, I don't think there's a stick there to begin with, if that makes sense.

**Andi:** Yeah, and I mean, I think it's what they were trying to do is show that Tuvok learned from the Maquis and the Maquis learned from Tuvok. Like, that's clearly what the theme and the like, I don't know, moral is, but they just don't focus on it enough to make it effective. So, like, and we were talking, like, this



is an abrupt season finale, but it's an abrupt ending to the episode too, where it's like, Tuvok is like, well, I learned to not always follow protocol, and the guy, and Dalby's like, wow, you actually care about us, like, we're real people, and then it's like, ta da, and then it's over.

**Grace:** And then we never see these crewmen again, so we probably can assume that this training got them killed.

**Andi:** Yeah, I even looked it up because I was like, it would be cool if Dalby came back. Like, he was an effective crew person.

**Grace:** A Maquis, who's cool with Tuvok, that would have been a cool sort of recurring thing. Could have had a running gag of Henley just constantly wearing a ridiculous new accessory every week and I'm going, Henley! Henley, yes girl, doesn't work for the uniform.

**Claire:** I think part of what makes *Galileo Seven* work better than this is that Spock is just at risk of death, at the same risk of death, and like, he is in the same predicament as the crew, versus the end here is like, thanks Tuvok, you didn't let someone die.

**Grace:** Thanks Tuvok, you didn't let a subordinate die.

**Claire:** Right, which is kind of like, yeah.

**Grace:** Yeah, that's your job, man.

**Claire:** Yes, that is bare minimum. I mean, yeah, Tuvok risked his own life to save him, which is good, you know, thank you Tuvok, that was brave of you. But it's also like, yeah, it would be weird if he hadn't done that.

**Andi:** The other path is us watching Tuvok leave a very sad boy to die in toxic gas.

**Claire:** We know enough about Vulcans at this point. It's 1995. It's, you know, the, what is this? 1, 2, 3, 4th live action Star Trek series, at this point, we know that Vulcans have that whole like, oh, logical, needs of the many outweigh the needs of the few. We know that they always, at the end, when they need to, find a loophole for that and go rescue the person. Like, *Galileo Seven*, We're still so new to Vulcans and their rigid logic, but like...

**Grace:** They're still weird to us, we still don't get them.

**Claire:** They're still weird, and they're still, you're still watching that with the possibility that like, I don't know what Spock's gonna do. Maybe Spock is just gonna be like, sorry, sucks for you guys, logic. And like, let a couple people die.

**Grace:** Would Tuvok let someone die as a learning experience is the question we're asking here.

**Claire:** Uh, the grades of the many outweigh the learning curve of the few. I don't know. Uh, yeah, it kind of just doesn't work as well here because we know the gotcha. Like, we know Tuvok's not going to let this rando sad boy die.

**Grace:** We've also already had it established with Tuvok as a character that he's, he's kind of a rebel. He's not afraid to break protocol when he needs to.

**Andi:** That's all our Vulcans.

**Grace:** He was undercover with the Maquis. So he's kind of our, our rebel Vulcan. And then suddenly they're like, we need him to be the most Vulcan Vulcan for this episode.

**Claire:** And I mean, I love, like I said, I do love Tuvok. I think Tim Russ's portrayal is like, I mean, he's only a hair's breadth below Leonard Nimoy as Spock as far as being like the most ultimate, perfect Vulcan.

**Grace:** Yeah, he's some amazing Vulcan casting there. And so committed to the role.

**Claire:** Yeah, but he is, you know, I think all Vulcan's writing is a little inconsistent because if you stick with them consistently, they become hard characters to be around and hard to write for. And just, like, at some point they're just gonna, like, I don't know if they would live that long. Or if the people around them would live that long because at some point they would just be like, I'm not going to perform first aid on you because...

**Grace:** I've said it before and I'll say it again. I want to see all the rebel Vulcans. I just want to see the people who are too weird for Vulcan.

**Claire:** Well, we meet, there's one in Picard season three, there is a Vulcan gangster and he's great and he is logical, but he is still like, it's logical for me to be in the, like an organized crime boss because that's like the setting that I'm in and the world that I need to live in.

**Andi:** There's also a Vulcan in DS9 who's a criminal and, and she's like, yeah, they were like, they were like, aren't all Vulcans like good and honest? And she's like, that's illogical.

**Claire:** Well, I mean, and look at Valeris in Star Trek VI. She also, she is a criminal from the because we are viewing her from the perspective of Starfleet, but she does not think she's a criminal.

**Grace:** But she believes she is in the right, yeah.

**Andi:** And the thing is, I mean, one way to look at this is, again, the same kinds of personality types are gonna be drawn to Starfleet. The Vulcans that are drawn to Starfleet are a little bit atypical. So that makes sense to me, because Vulcans in general make sense to me, because they're just, at the end of the day, they're, kind of hypocritical. And I understand that. It's like, emotion's bad, but also I feel very strong emotion all of the time.

**Claire:** They are the most dramatic bitches, despite being emotionless.

**Andi:** Yes, exactly. If you, as a Vulcan, can't convey yourself and die with a eyebrow lift, you're not a true Vulcan to me.

**Claire:** It's true.

**Grace:** Which Tuvok can absolutely do.

**Claire:** Oh my god.

**Grace:** With finesse.

**Claire:** 90% of the time, he is broadcasting that with that eyebrow.

**Andi:** Yes.

**Grace:** And that's why we love him so much, because he is sick of whatever shit he is dealing with at all times.

**Andi:** Yes, correct.

**Grace:** Okay, so if I could take a minute, uh, to talk about the writers of this episode, Jean Louis Matthias and Ron Wilkerson. They'd previously written a

bunch, a couple of TNG episodes. They wrote *Schisms* [TNG Season 6, Episode 5], *Imaginary Friend* [TNG Season 5, Episode 22], *Lessons* [TNG Season 6, Episode 19], which is a personal favorite, and the original *Lower Decks* [TNG Season 7, Episode 15] episode. So the fact that they're, like, coming up with these characters who fall through the cracks and aren't exactly who we think of as main character material, and this is the next step that goes with that, is interesting to me.

**Claire:** Going back to our earlier discussion of episodes that should have a different title. They wrote *Schisms*, which in my mind is always going to be called Night Terrors, even though *Night Terrors* [TNG Season 4, Episode 17] is a different episode of Next Generation, the end.

**Grace:** I guess someone had already taken the title. That's already been dibsed. So we, um, I've got a quote from them from an issue of Cinefastic magazine. Where Matthias would say, "one of the things that intrigued us was the chance to take a step out of the Starfleet persona. Star Trek people are pretty darn nice, and for trouble making writers, that can be a problem." Which is a good point, um, because we do have that sort of Starfleet personality type that we typically think of, but if Starfleet is this big organization you'd think there'd be a lot more of, you know, the atypical people who are just kind of there and part of the system making it work in their own way, you know?

**Claire:** And I think the abrupt ending of this episode and sort of the conversation we've had about how this would have made more sense as a longer term dynamic goes back to that oft quoted to the point of maybe like being exaggerated that Gene Roddenberry's thing of "there's no conflict in Star Trek."

**Grace:** Yeah, but no conflict doesn't make for interesting stories for writers to make.

**Claire:** And when they do want to have conflicts, they have to say, well, if it's not within Starfleet, we've got to create it from the outside, which is where the Maquis could have been a really interesting use of that. And you see DS9 making similar use of like characters like Quark who are, they're out there. They're others, they're external, so they can criticize Starfleet all they want, or, or make points that are like, you know, Starfleet's not as great.

**Grace:** It's the outsiders that make the inside more interesting, really. I'm a firm believer in that.

**Claire:** Yeah, and they really just were like... Okay, here's a possible way to do that, and we're done.

**Grace:** And happy ending, we're done.

**Andi:** Yeah, I mean, that's something that DS9 does so effectively, is like, basically be like, what if Starfleet actually sucks sometimes?

**Grace:** Yeah, and can we address that?

**Andi:** Yeah, and I have always found it... To be way more interesting than the kind of shiny TNG version, which is Starfleet is amazing. And if everyone would just do it the Starfleet way, we'd have a utopian galaxy and everybody would be happy. And like, you just have to be like Starfleet. And then DS9 is like the edges of that, which is like, what if that doesn't work? And what if that is, in fact, an inherently harmful and like imperialist colonialist idea? Let's unpack that, and they have characters like Quark, like you mentioned, and also Garak, really poking holes in this, oh, Starfleet is the best, and I find it so much more interesting.

**Claire:** It's easy to be Starfleet if you're Starfleet, or whatever, I know, I'm paraphrasing, I think, Quark here.

**Grace:** "It's easy to be a saint in paradise", is still one of my favorite quotes.

**Claire:** Yes, if you're the right kind of person, and you already come from within that sphere. Being Starfleet is easy, it makes sense, it doesn't, like, it's simple, it all works. But you have to already have existed within that bubble.

**Andi:** Yeah, and these are great characters to explore that, because if you take our most developed character, Dalby, who I really liked, to be honest. Was like, hey, we've got this guy who's super traumatized, who is angry and is like, aware of the fact that he's super angry. And, like, he is pointing out kind of the hypocrisy of Starfleet in a lot of ways, and he's, like, trying to not conform to Starfleet, and the answer to that is, no, that's not okay, you have to be like Starfleet, and if you aren't, we will force you into that mold.

**Claire:** Well, and he, his backstory is pretty much, like, the quintessential beginning of the Maquis backstory, which is a whole bunch of mostly human colonies in, on planets that, like, previously were just doing their thing, and everyone was fine, they were kind of, like, on the frontier, and then that became a neutral zone between Cardassia and the Federation, and they had to move. Or

they had to fall under Cardassian control, like, what a crappy choice. And they didn't want to move. And so they developed, that's, like, that's how the Maquis spawned. Which, like, again, it's a crappy, like, why do you have to choose between two things that you, neither of which are good for you, and you weren't doing anything, you were just, like, living your life with your family.

**Andi:** Yeah, the examples of political decisions made by the Federation that have real world consequences that they don't actually deal with and just put down rebellions. Really sheds a light on both the Federation and Starfleet that is less than flattering.

**Claire:** Yeah. And like Starfleet and the Federation's answer to legitimate criticisms is literally just, yeah, but at least we're not that guy pointing to Cardassia. Which it's true between the two, I would not wanna be subjugated by the Cardassians.

**Grace:** It's easy to wake up every morning and go, well, at least I'm not Hitler.

**Claire:** Exactly! Yeah, like when that's your response, yeah, that's a legitimate response, or, well, not legitimate, but that is a true response, but it doesn't make it a good response.

**Andi:** The lesser of two evils doesn't make you not evil.

**Claire:** Right. Yeah. Yeah. Or even just not, just not, that's the other thing is it doesn't have to be evil. It just has to be like, not for you. Like saying Starfleet or the Federation is not for me is not bad. There's nothing wrong with that.

**Andi:** But it's also not an option we really see. Yeah. Like it's, like how, if you're a human, how do you leave the Federation?

**Claire:** You go out to these border worlds that previously were non-Federation, but sort of nowhere else except oops. Now that border planet got a line drawn on it on a map, and now suddenly this previously neutral world is no longer neutral. Like, these, these humans that many of whom became the Maquis were doing just that, the only way they knew how. And like, you do see humans who are not in Starfleet. There are a lot of civilians, especially on the Enterprise D, like Keiko is an example. Like, she is employed by Starfleet in some capacity, or the, by the Federation, I guess, but she's not a member of Starfleet. But she lives the Federation lifestyle.

**Grace:** Can we talk about these crew members for a sec? Uh, looking at it from like a more of a problem solving perspective, how could they been sort of accommodated better, we think? Like not doing Tuvok's jogging until you want to throw up and, you know, cleaning the floor with your toothbrush style. What do we think we would have done to actually, you know, help them get in with this crew in a way that. Didn't, like, force them to fit into a square peg?

**Andi:** Let's start with the obvious low hanging fruit in that both Garren and Dalby are clearly traumatized. And I realize that part of the problem is that apparently Voyager doesn't have a medical crew. And, like, this I can trying to picture them send sending them to the doctor to be therapized and how poorly, that would go.

**Claire:** Oh yeah, that would not work.

**Andi:** But yeah, there has to be something between like, we have an actual counselor on board, and let's not acknowledge or do anything about these people who are clearly traumatized and struggling.

**Grace:** It made me keep imagining that like, as soon as the episode was over, Chakotay was gonna go up to Garren and have like... There's an early Simpsons episode where Lisa is just sad and it ends with Marge like kind of pulling up school and be like, "Hey, you know, if you smile, people will like you more and it'll make your life a lot easier." And she's kind of like, okay. And so she goes and she does it. And I can't, I kind of imagined that happening, but without the excellent twist of Marge seeing that is still making Lisa unhappy and then telling her, you know what, if you're sad, you need to be sad. Don't let anyone tell you different. I can imagine Chakotay just being like, hey, don't be sad, cheer up, sad kid.

**Claire:** But I think there's, there's a lot of opportunity within the Voyager crew for just like, a group trauma therapy, like informal, you know, we meet once a week and, you know, the mess hall or whatever, because it's, and it's not, it wouldn't just be the Maquis crew. There's Tom Paris. There's like other people who I'm sure have experienced trauma in some way as well, especially as the series goes on. You get Seven.

**Grace:** You get trauma specifically in the show.

**Claire:** I mean, Neelix, we know that Neelix has a really traumatic background. It just hasn't been revealed yet at this point in the series.

**Grace:** Oh God, you just know that when they do say, we're going to have a support group, Neelix is going to lead it. And then it's like, Oh no, that's not going to work.

**Claire:** Well, yeah. I mean, I think maybe at this early point in the show, it may not have been successful, but it's something that like several years down the line when the characters sort of, like Neelix has stopped being quite so like toxically cheerful to the point where he's cheerful because he's trying to cheer himself up. Yeah. Like he's kind of figured that and acknowledge that about himself. Like I could see something like that. working really well for them. I don't know. I also just want to say like, Chell and Henley, the solution for them is to just be like, oops, you didn't actually need to be here. Bye.

**Grace:** You're just here because we found you minorly annoying.

**Claire:** Right. Which is, you know, ditto back to Barclay being, I mean, the threshold for getting on HR's radar for Starfleet seems just very low. Yeah, or like also blue shirt Picard in *Tapestry* [TNG Season 6, Episode 15] like his whole problem is that he's kind of unremarkable. Wow. Sorry!

**Grace:** You're just not cool enough for us, man.

**Claire:** Yeah, like, you're fine. You do your job well. That's it. That's good. Satisfactory is like dog shit.

**Grace:** If you aren't Captain Kirk, go the fuck home.

**Claire:** And like, I think for Dalby really just. I think he is a character who would benefit from explanations of why. I think he was thrown in a situation where it's like, nope, we have rules and we have a, you know, chain of command and you're insubordinate. He just needs to understand why. Even if the rules don't make a lot of sense. Here's why if everyone got to do whatever they wanted, it would pretty quickly break down because we're on a little ship and we can't resupply or whatever, like everyone else is expecting to follow these rules and it's weird if one person doesn't, okay, he might still hate the rules and think they're stupid, but I think just knowing why they're there would probably get him 90% of the way.

**Andi:** The other thing about Dalby is I feel like it's super clear that he has leadership potential and so for me, the thing with Dalby is like, You need to get him to buy in, you need to get him to take ownership, and to me, like, honestly,



what I saw through that is, like, an angry guy who has unaddressed trauma, but that also has the potential to be a really solid member of a group.

**Grace:** Yeah, put him in charge of the support group.

**Andi:** Yeah, so, Garren... Is a great example of this because like nobody else apparently gave a shit about this kid and Dalby goes out of his way and like sees that he's struggling and tries to connect with him and help him. Like that to me is like right there more than anybody else on the crew did for him. This guy actually has a lot of potential. Yeah, his methods are like untrained and not within like Starfleet regulation or whatever, but that's just something you need to nurture like trying to get him to just do everything by the book and like, yell at him and physically assault him when he doesn't do it just doesn't get him to the place where you could get him with just like, like Claire said, like, explain why we do things the way we do things and then like, give him some chances to be a leader and like, and like, give him some more responsibility. Part of this is probably because he's bored. Like, we, the whole reason that we found out about him in the first place is because he saw a problem and took initiative to fix it.

**Claire:** Yeah, and he fixed it correctly and quickly and did a good job all by himself. Like, that's. Yeah, that is someone you want to zero in for giving more, like, giving them more support and like.

**Andi:** Yeah, and just like, look, like you did, this was good, but in the future, can you please alert folks that you're going to be doing that so we can effectively reroute the power so it doesn't impact other systems?

**Grace:** Fuck the Captain's holosuite program.

**Andi:** Yeah, it's, it's wild to me that Tuvok, held up as our most logical character, never tries to use logic on this guy. He always tries to use emotion. It's crazy. Like, what are you doing?

**Claire:** You know what? Tuvok in this episode reminds me of the guy whose tweet went viral, like, last week for yelling, smells like failure at a bunch of kids who were, like, hanging out and smoking. And, you know, like, that guy 100% thought he had, like, helped those kids.

**Grace:** He thought he had just thrown them some Teslas and he really just gave them a lifelong in joke. Yeah. A lifelong guy they're gonna be making fun of.

**Claire:** They probably were like, you know what, actually, let's, let's like, smoke some more in honor of this exhibition.

**Andi:** You know, I mean, if we're using folks who went viral on Twitter, this, like, Bean Dad, Where he was like, I'm gonna let my kids starve instead of show them the correct way to open a can of beans.

**Claire:** Yeah, that's what I mean when I said that, like, Vulcans don't, they cannot be consistently written because they will very quickly become bean dad. Just like, on paper, a Vulcan personality doesn't work if you actually adhere to it all the time.

**Andi:** One thing I am, I do like, and I feel like we've really ripped this episode to shreds so it might seem like I don't like it, but I actually really like this episode. I think it's super effective.

**Grace:** Me too! That's why I wanted to talk about it.

**Andi:** Yeah Like I think it's a good episode and it's very competently done and if they had just cranked it to 10 instead of leaving it, you know, not quite there. I think it would be really really good and one thing I really like about it is Tuvok realizes his methods are not working and tries to find a new way to relate to these folks and he like does recognize that his methods are, are not well tailored to this group and there is a lesson delivered by Neelix, which I have thoughts about, but like that being rigid in this way is not going to be helpful and that these are different people than regular Starfleet cadets, and therefore you have to adjust your teaching methods to them. So the message is there. It's even, like, explicit. So, like, I'm, I think that this is a good episode, and the reason we're tearing it apart so much is because it could have been stellar.

**Grace:** Yeah. Well, apparently there was also a story beat that didn't make it into the final episode that would be Tuvok kind of accepting that he's also learned a lot from these people and that they have something to teach him. But it just didn't make it in.

**Andi:** Yeah, like he acknowledges it for like 30 seconds at the very end and then it goes to credits. It's not, like, fully explored, which this episode is a really effective B plot, which I don't think, like, I really like it when, like, you actually have effective shenanigans plots. Because so often the B plot is just, and we're gonna fall into the moon or whatever it is. And there's no, like, connection to what's happening to the rest of the show. And in this case, it was, we are all facing a danger, and we need to work together to address that danger. How do

we work together most effectively to keep ourselves safe? And so the B plot, besides just being, like, competently done, like, is interwoven throughout the main theme. And I just appreciate that about this episode. It's not always like that.

**Grace:** Apparently this episode was supposed to initially be the B plot for another episode, and they decided it'd be more interesting to explore as a full episode itself.

**Andi:** See, and this episode is, to me, packed to the gills, so I don't, I don't know, like, because part of the, part of the problem with the ending is it's paced kind of weird, but there's no room anywhere else, and I honestly don't know where you, what scene you cut.

**Claire:** I think the, yeah, the, the only places where like, just from a pure story perspective, you could cut would end up cutting out one or more series regulars, like only seen in the episode, and so you kind of can't do that. I actually also, I want to say the B plot feeds into the A plot really well in that the danger is not sinister at all. It's purely accidental. It's just like, so like you can have disharmony where no one's actually trying to do anything wrong. No one's sabotaging the ship on purpose. Neelix wasn't, like, deliberately being, you know, bad with food safety.

**Grace:** They just were invaded by the stinky cheese man.

**Claire:** Right, I mean, like, it's one of those things where, like, it, something can be entirely harmless but still end up being dangerous at the, I don't know, like, I think those themes fit together well. I also, personally, I really liked that they acknowledged the amount of completely random unknown food that gets eaten on Star Trek. Always worries me. Like there's a whole episode of Enterprise, the one with Clancy Brown, where they're like eating random food that turns out to be testicles, but like I feel like characters on Star Trek should be constantly, accidentally dying or getting really bad food poisoning because they're like eating food that they to eat, like as a species

**Grace:** What does the Food Safety Commission in Starfleet look like?

**Andi:** That's the next episode for our Where's HR? Where's Food and Safety? But my final thought on this episode is just, they doesn't make Voyager look like a great place to serve because there's too much jogging and also Like, you have to eat Neelix's food at the end of a day of jogging, and like, that to me is like, no

thanks. But overall, overall, I like this episode. I think it's well done. I appreciate it. I give it 8 out of 10 stinky cheeses.

**Claire:** Yeah, but... While you're doing all that jogging, you do get to wear a super cute little outfit.

**Andi:** True.

**Claire:** I really like the, like, workout onesies that they have to wear.

**Grace:** I love that fact, because I noticed their sneakers, and apparently those were modded Air Jordan Xs, so...

**Claire:** I'm so glad you knew that, because I looked at their shoes and I was like, these are the most 90s off the shelf shoes, but I didn't know which ones they were, so thank you.

**Grace:** Yeah, so I get it. I definitely give it 8 out of 10 modded Air Jordans.

**Claire:** You know what? Yeah. Eight out of ten quote unquote festive headbands that are not festive at all.

**Andi:** That's the other thing is he calls them festive and it's a plain purple like cheap looking band. Yeah. Straight from the 90s too. Like I'm pretty sure I had that headband and I probably bedazzled it.

**Claire:** Yours is more festive than hers.

**Andi:** Yeah, true because I put a lot of fake jewels on it

**Grace:** Sometimes you gotta Claire's it up. All right. That's about all the time we have for today. Claire, where can people find more from you on the internet?

**Claire:** I'm on Twitter. Like I said, my handle is [isolinearchip\\_](https://twitter.com/isolinearchip_) with an underscore at the end. [https://twitter.com/isolinearchip\\_](https://twitter.com/isolinearchip_)

**Grace:** And Andy, where can people find more from you?

**Andi:** Easiest place to find me is on Twitter at <https://twitter.com/FirstTimeTrek>.

**Grace:** And I'm Grace, and you can find me across social media at BonecrusherJenk. And to learn more about our show or to contact us, visit <https://www.womenatwarp.com/>, email us at [crew@womenatwarp.com](mailto:crew@womenatwarp.com) or find us on Facebook, Twitter, or Instagram at womenatwarp. Thank you so much for listening. Get the cheese to sick bay!

**\*\*outro music\*\***