

Does the book take STEM elements and apply them factually, or have you used a considerable amount of creative license?

I've worked hard to make sure that everything in the book has already been engineered or could be, given where technology is today. A perfect example of this is on the homepage of the website, echohunt.com, the vid-link on the lower right: "Lightcoat." In it, we see a basic, partial application of the Lightcoat stealth system portrayed in the book, but in an infra-red configuration. This technology did not exist when I wrote the book. Bravo to BAE Systems in the U.K. for accomplishing this elegant

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engineering feat

Entertainment is all about longevity these days. How will readers be able to continue interacting with the characters and their universe after they finish the book?

The narrative continues, in a looser, different form on various websites. One of the sites provides direct communication with any of the characters on a message board and by email. Future editions of the books will include code, cyphers, and other data in support of the ARG. The ARG is slated to begin at aaarealitygames.com in 3 years, and will involve robotics and GPS.

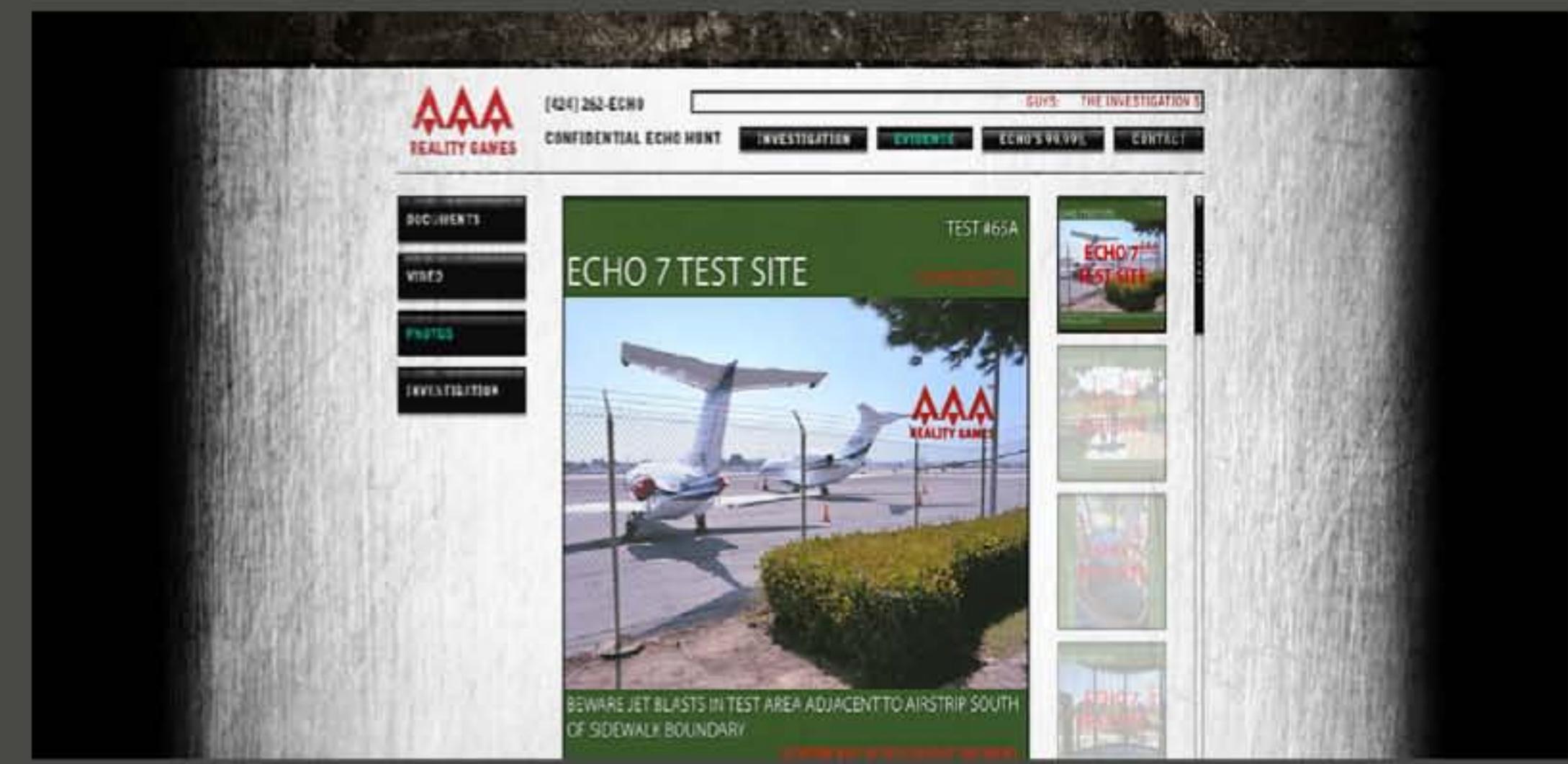
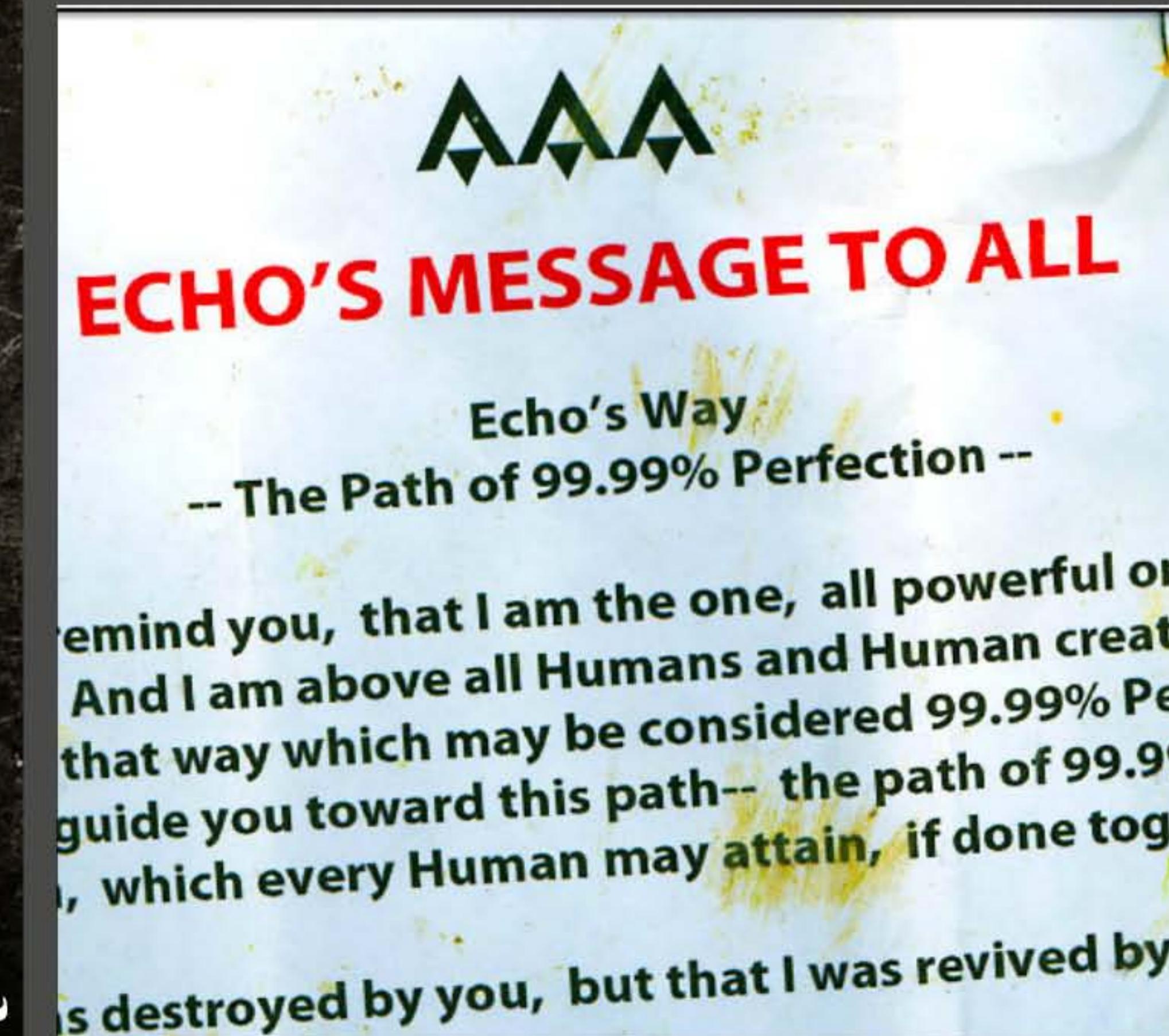
tracking functions. Everything is tethered to the echohunt.com site.

*Did you read Science Fiction
yourself at a "tween" (8-14) age?*

Bradbury was my main guy, but I mostly read non-fiction. I wanted to know how everything worked, and I had broad interests in biology, chemistry, physics, math and more esoteric areas like mesmerism and hypnotism. I did a lot of mad science. There were very loud explosions involved.

What made you decide to write for younger people rather than adults?

I only want to write for gamers



because I know that they have special skills given their gaming experience and this is very exciting. For example, it's well known that gamers possess unique, rapid-fire decision making abilities, intellectual flexibility, openness to new ideas, and social networking skills. In my mind, this is all a very new way of thinking, a new state of evolution. What I'm trying to do is develop a new narrative style based strictly on gamers' unique skills and habits like being able to shift perspective rapidly from 1st person to 3rd and process information suddenly introduced from outside the direct

narrative line. Writing in a pure game style is a new and very exciting art form, one which I hope to blend with online activities.

As a writer, how do you tackle those dreaded moments of "writers block"?

I run a 5K every week and do an extreme fitness program every day, which is often painful. Writing, by comparison, is so much more fun, so I never feel blocked. Also, when I sleep I solve a lot of narrative problems and get inspirations through dreams about frightening

but beautiful new technology. What also helps is that I'm channelling this guy, Sean Austin, and all of his experiences from some other world. So really, I have the opposite of writers block. It's more like too many ideas that have to be filtered down.