engineer's 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, ciphers, and other data in support of the
ARG. The ARG is slated to begin at aarea16tvgames.com in 3 years,
and will involve robotics and GPS tracking functions. Everything is
reiterated 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 Rorschach
and hypnotherapy. I did a lot of read science. There were very loud
explosions involved. But I only want to write for gamers.

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

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 perspectives 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 "writer's block"?

I run 5K every week and do an extreme fitness program everyday, 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 channeling this guy, Sean Austin, and all of his experiences from some other world.
So really, I have the opposite of writer's block. It's more like too many ideas that have to be filtered down.