I've tried writing all sorts of things: poems, short stories, songs, speeches, the first few chapters of roughly 10 different novels, even a graphic novel once until I realized I really can't draw. I've learned that I love telling stories, building worlds, creating characters and relationships. I've also learned that my attention span isn't great. I've learned that, in order to write well, I need to feel engaged and present at all times. That's how I came to write plays.

I write plays because I think prose descriptions can be really boring. I write plays because I'd rather people live through my stories than read them. I write plays because it's *active*.

When I write, I like to improvise, devise, and revise. I like to watch people bring their own ideas and experiences to my stories. I believe in imperfection, mistakes, and failure.

When I write, I like to speculate. I like to speculate about the parts of society we cannot, or refuse to, understand. I'm still learning how to do that well, but for me it often involves creating fantastical, surreal, sometimes dystopian worlds that magnify my ideas.

When I write, I try to help myself understand the world and my role within it. I believe that writing what you know is the only way to write, because if you write what you don't know then there's no truth, and without truth there's no meaning.

I like to write plays that challenge what theatre is and embrace liveness, that blur the line between audience and performer and promote active engagement rather than passive consumption. I write plays that question temporal restrictions, that attempt to create different experiences for every person watching them, plays that ask for site-specific, community-specific, and person-specific performances. I write plays that don't end when they're over, that try to make you uncomfortable, even angry, that make you want to *do* something about that *thing* you just saw that isn't *right*.

I like to write plays that my dad calls "trippy," because my dad calls a lot of really cool things "trippy," so I take it as a compliment.

When I write, I try to be self-aware. I think self-awareness is critical, and if you can't make fun of yourself then you can't expect anyone to take you seriously. I think learning never stops and I think I may change my mind about a lot of things in this statement by next week.

I think everything is meta to some degree. I think no art can be 100% original and I think that's ok. I think irony is a necessity, and everything should contain at least some sense of humor. I think nuance is overrated and vagueness is lazy.

I think endings are impossible to get exactly right.

I think that's because things don't have to wrap up neatly.