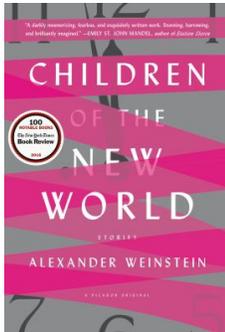


Books by the Stack



Children of the New World by Alexander Weinstein

A collection of short stories explores the near-future world of social-media implants, immersive virtual reality games, and frighteningly intuitive robots.

Why you'll like it: *Science fiction, thought-provoking, compelling, witty.*

About the Author: Alexander Weinstein is the director of the Martha's Vineyard Institute of Creative Writing. He is the recipient of a Sustainable Arts Foundation Award, and his stories have received the Lamar York, Gail Crump, and New Millennium Prizes, have been nominated for Pushcart Prizes, and appear in the anthology *New Stories from the Midwest*. He is an associate professor of creative writing at Siena Heights University and leads fiction workshops in the United States and Europe.

Questions for discussion

1. What story resonated with you the most and why?
2. Does Weinstein have a theme to which he returns to over and over?
3. Is there a certain type of character that tends to crop up in many of the stories?
4. Do all the stories feel as though they are of equal “weight”? If not, what makes one story feel more significant than another?
5. Why do you think the author chose the first story to be first and the last story to be last?
6. Titles can tell you what to pay attention to; titles can set the tone of a story; titles can be mysterious until after you have finished the story, when their meaning becomes clear. What about Weinstein’s titles? What is he trying to do with them? Does he have a “title style”?
7. A lot of stories we’ve read as children had either happy endings or trick endings of some kind, but in many ways, both of those have fallen out of literary style. Do the stories in the book then tend to have the same kinds of ends as each other? Where does the author leave his characters? What kind of ending do these stories have?
8. Are there particular stories you could see going on to being novels? If so, why?
9. Did you find yourself wondering about certain characters once the story was over? If so, why do you think specific ones stuck with you?

- 10.** Do the stories in the collection tend to begin in the same way or is there variety? Are the stories slow to building with an introduction and scene-setting or do they hit the ground running?
- 11.** Does the author tie everything up neatly in the end, or leave issues unresolved?

(Questions adapted from robinblack.net)



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