

Gavin Brown - Author Visits

An author visit from author Gavin Brown combines the power of video games and literature in a **dynamic and engaging presentation** that leaves kids with a **message of reading and self-improvement**. Visits can be focused on either of the author's two novels.

A presentation on ***Josh Baxter Levels Up*** shows how kids can take the lessons and excitement from video games and put it into succeeding in school, with friends, and in extracurricular activities.

The visit focused on ***Monster Club: Hunters for Hire*** features themes of teamwork, research, preparedness, and making hard moral choices, mixed in with silliness and fictional monster lore.

Praise for *Monster Club: Hunters for Hire*

"Brown imagines an offbeat fantasy world filled with clever references to our own and grounds it all with easily relatable and sympathetic young characters." – Bulletin of the Center for Children's Books

"A magical sword-cut above other real-world adventure stories." - Compass Book Ratings

Praise for *Josh Baxter Levels Up*

★ "Smartly paced and emotionally engaging, a book even those who have never held a controller will enjoy." -- Kirkus Reviews, starred review

"An author who gets his audience and knows his games." -- Publishers Weekly

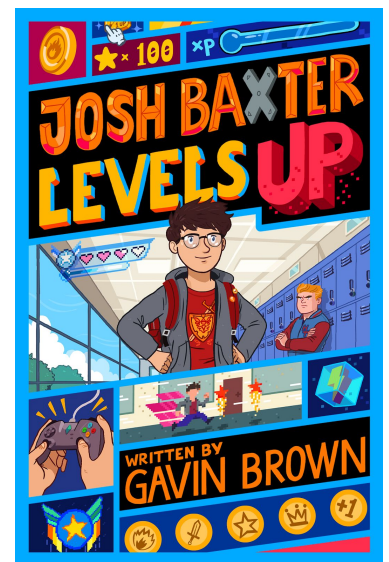
"Recommended as an enticing addition, especially for middle school gamers and reluctant readers." -- School Library Journal

Author Bio:

Gavin Brown has written stories and designed games for the best-selling Spirit Animals and The 39 Clues series, and is the creator of the highly rated iOS and Android game Blindscape. He lives in a narrow apartment in New York City's East Village.

Gavin is also a Digital Product Director at Scholastic, where he directs video games. He has created game for best-selling series such as The 39 Clues and Spirit Animals and is currently working on Scholastic's new digital destination, Home Base.

To schedule a visit or for more information, contact gavinobrown@gmail.com



Visit Theme 1 — Monster Club: Hunters for Hire

The Book

There is only one thing seventh graders Tommy Wainwright, Colleen "Spike" Hernandez, and Karim Khalil want to do -- go on adventures and catch monsters! And in a world where monsters -- big and small -- roam, someone has to keep these creatures in check, right? Luckily, this is the iPhone era, and that means anyone can use the brand-new app, AppVenture ("It's like Uber for monster-slaying!"), to hire their very own adventurer to stop the beasts.

So when Tommy, Spike, and Karim find a way to become registered "Independent Adventure Contractors" for the new app, they couldn't be more thrilled. At first, being full-fledged adventurers is a blast. But when the trio embark on their second quest, they stumble upon a secret: It seems AppVenture has been releasing monsters into the wild in order to generate more business. Now the three friends find themselves on the run from a venture-backed startup that will do anything to make sure our heroes don't live to reveal the truth...

The Presentation:

Gavin's presentation is a playful look at what it takes to be a successful monster hunter, weaving educational themes in with pure fun.

Part 1: Could You Be A Monster Hunter?

Sets the stage for the overall themes of the book and introduces the world.

Part 2: Assemble Your Team

Talks about the value of teamwork and knowing your strengths and weaknesses. Discusses the different characters and how they work together.

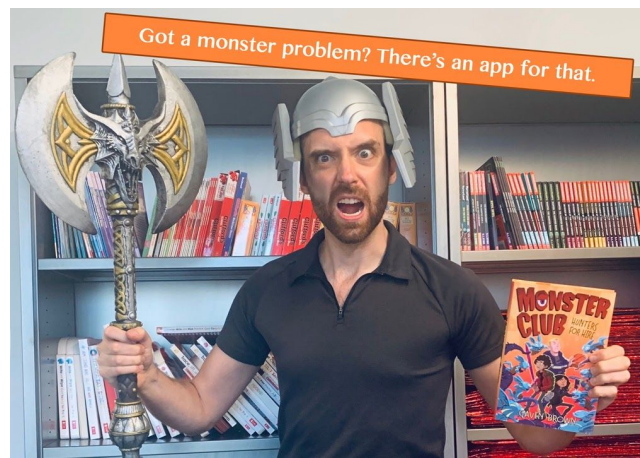
Part 3: Do The Prep

Discusses the fictional Mortimers Monsterpedia and how doing proper research and preparation is necessary to succeed in any endeavor.

Part 4: A Hunt

Gavin reads an excerpt from the book, detailing an actual monster hunt featuring the characters in the book.

The focus of the presentation is to get kids excited about the value of research and the importance of teamwork. A final Q&A session can also discuss writing and being an author at a higher level.



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Visit Theme 2 — Josh Baxter Levels Up

The Book

Josh Baxter is sick and tired of hitting the reset button. It's not easy being the new kid for the third time in two years. One mistake and now the middle school football star is out to get him. And Josh's sister keeps offering him lame advice about how to make friends, as if he needs her help finding allies!

Josh knows that his best bet is to keep his head down and stay under the radar. If no one notices him, nothing can touch him, right? But when Josh's mom sees his terrible grades and takes away his video games, it's clear his strategy has failed. Josh needs a new plan, or he'll never make it to the next level, let alone the next grade.

He's been playing not to lose. It's time to play to win.

The Presentation:

Gavin's presentation is a kid-friendly look at what games are, why we enjoy them, and what lessons we can take from them. It starts with introductions and a discussion the audience's favorite games. It then dives into four sections, each of which addresses challenging questions and answers around games, learning, and success.

Part 1: Play

Why do people play? Why do animals play? What makes play fun, instead of work? How does play relate to learning?

Part 2: The Power of Games

What can we learn from video games? What skills can they teach us? What lessons can we take from them into the real world?

Part 3: Books and Games

How does gaming relate to storytelling? Why do they go together so well? Why did Gavin write this book, and what can you get out of it?

Part 4: Level Up Like Josh Baxter

How does the main character of the book use games to do better in school and life? How can you use lessons from games to win at your life?

The overall purpose is to get kids excited about learning, reading, and success. A final Q&A session can also discuss writing and being an author at a higher level.



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