

THE INKWELL QUARTERLY

The Grizzled Veterans of the Wilkes English Program

By Darren Martinez

For someone that's been flotsam on a stormy sea since I graduated high school, the alumni panel really helped clarify a few things. Most people lack the ability to situate themselves in terms of the grander universe, and that's fine. We tend to seek meanings in our individual pursuits and find purpose that way. I had been prepped for university from an early age. I was taking college classes as an 11th grader, with no personal plans or ambition. I mostly just followed along with what I was told and hoped being an honors student would get me where I needed to be. Well, here I am. A senior at Wilkes still with no plan, deprived of at least two years of a college social life. I'd been on these grounds as a high schooler with no real direction, and later taking classes as a full-time student from the paradoxical comfort and unease of my own room. Compared to the aimlessness I floated along with as a high schooler, a newfound sense of dread had gripped me. My schooling felt pointless.

Dr. Anthony told me about her plans to get English alumni together I believe spring of last year. Some fragment of my brain held on to that memory, or it decided to fabricate it. Regardless, I feel like our English faculty had a general sense of the unease that gripped many of their students. I'd told Dr. Kelly in multiple meetings that writing scholarly articles didn't really suit me as a line of work. I had a hard time seeing outside of the box I had built. It's easy to feel like you'll be writing essays and sitting in classrooms for the rest of your life, because you've been doing it nonstop since entering the school system. It's something my professors have been alluding for years but I was unable to see for myself: an English degree is incredibly versatile.

The alums we met came from diverse fields and skillsets. Kendra Kuhar stuck out to me with her position of Campaigns Coordinator at Epic Games. When asked the obligatory English question of "what book are you reading right now?" she mentioned that she was reading comic books. At that moment, it proved to me that I

In this Issue:

Shin Megami Tensei IV:
The Power of Myth
Senior Spotlight
Recognizing the
Importance of Writers
and Members of
Literature Arts



Kirby Hall - accessed from Wilkes University Alumni Association

The Grizzled Veterans of the Wilkes English Program

Continuation of Page 1

could continue to bring English towards my interests as I had been trying to for so long. The box I'd built for myself of what an English student was had been shattered. I always saw myself as a bit of an outsider in the program because I don't really read literature. I've pored over manga like Dorohedoro and Vinland Saga in my off time instead. Frequent readers of Inkwell will recognize that I'm always analyzing video games mechanically, and as stories. They are works, just like everything we English majors cover. For Kendra to work in video games helped me think about my potential future a little more positively.

Despite their differing trajectories, the alums made one thing clear. Getting to where they ended up was a result of hard work. Sometimes it's as simple as learning to spin your previous life experiences in clever ways on resumes. I'm not just writing game reviews or working an awful part time job at a pizza joint. There are words and phrases that frame what you're doing as things that make you hireable. You shouldn't be sheepish about writing a resume, as I originally did while interviewing for an internship this year. It's not embellishing because you really do have those skills! You want to build off your time and Wilkes and pivot into something you want to do.

English majors have a sense of whimsy. I think you all know what I mean. The alums stressed that we English majors are particularly capable of creating narratives surrounding our journeys. Compartmentalizing our trials and tribulations is a part of resume building, but also a part of building ourselves as humans. That is the nature of earning a humanities degree. If you've studied postcolonialism, or even if you haven't, you're probably aware of all the tiny ways in which capitalism kills us. It's a common sentiment to hear that humanities degrees are kind of useless. So much so that once the pandemic hit I pretty much shut down and internalized that idea. We have the capacity to do work that gratifies us in a way beyond just being cut a paycheck, while also still, y'know, getting paid enough to live. We won't have to be slaves to capitalism.

I still don't have all the answers I think I need. However, I'm more confident in my ability to find those answers. I'm not alone being lost, or into video games in English, or in wanting to find purpose in life. Sometimes all you need is a little assurance.

Senior Spotlight

By Alexis Charowsky

Veronica Romanelli



Photo taken by Veronica Romanelli.

Q: What was/were your concentration(s) in English here at Wilkes?

A: I was an English major with a concentration in Literature. I also have a minor in Women's and Gender Studies!

Q: What are your future career aspirations?

A: I wish I knew! I honestly have no idea what I want to do with my degree, so my plan is to try everything and see what sticks! I would also really like to write children's books at some point, but probably not as my full time career.

Shin Megami Tensei IV: The Power of Myth

By Darren Martinez

It's quite interesting how my *Inkwell* game reviews catalogue the hyperfixation phases I've gone through in this extended quarantine. I'm not very good at collecting my thoughts about writing on manga, so once I learn how to do that I can paint a more full picture of the media I've been consuming while I've been stuck in my room.

Since February 23rd, I've hit 40 hours in *Shin Megami Tensei IV* (*SMT IV*). With the way my workload has been, I'd imagine about half of those hours are sacrificed sleep. I've probably got an equivalent amount of hours listening to music from *SMT IV*, as well as other games from the franchise. God damn, does this game have a grip on my life. I'll do my best to try and explain why, but quite honestly going into the series blind has created the best impression for me.

My initial intrigue for the series had to have come from the *Persona* series. *Persona* is a spinoff of *SMT*, but by combining labyrinthian dungeon crawling with dating elements, it became a bigger hit than the *SMT* series did on its own. I'd listen to music from *Persona 4* and *5*, both of which I only have passing familiarity with. *5*'s protagonist netted a spot as a DLC character in *Smash Brothers*, further cementing the series' popularity. That protagonist sits in front of me as I type as an *amiibo* figure.

I own *Persona 4* but have



Photo accessed on IGN.

not had the chance to dive into it very heavily. The *Persona* series has great music to listen to while working, which I'd engage with more than the game. Eventually, the YouTube algorithm started catching on. It would recommend to me battle music compilations of *SMT* games, which I eventually clicked on after exhausting my *Persona* tastes. I was blown away by what I heard. *SMT IV* in particular had this insane guitar riff for its Tokyo battle theme, and if there's anything that sold me on the game, it was this theme.

Some **light story spoilers** from here on out, so be **warned**.

I haven't actually gotten close to completing the game, so I'll consider this review incomplete as well. There is no overarching series story, so starting at the fourth entry in the mainline series makes no

difference to the overall enjoyment. However, what I've since learned in watching video essays on the series is that it typically prioritizes a story system of differently aligned endings. The game makes these end goals apparent. You often make moral choices like sparing or slaying enemies and decide between dialogue options that tend to be opposites. The series as a whole encourages the player to select endings among law, chaos, and neutral factions. Characters and setting are usually built with these choices in mind.

I haven't gotten to the point where my alignment has been set, but I think in my head I lean towards chaos. The stratification of the lawful society is sickening, and reminds me of everything I hate about capitalism. You start as an outsider to a medieval fortress, the

Senior Spotlight

Continuation of Page 2

Q: What was your favorite literary text from a class you've taken here, and why?

A: I really liked reading *Love and Information* by Caryl Churchill in Dr. Stanley's British Drama class. It covered a lot of different topics and showed how different people dealt with everyday human experiences, and I really enjoyed that!

Q: What literary text for class did you hate the most, and why?

A: I can't think of anything I hated!

Q: What English class do you wish you would have had the chance to take?

A: I wish I took a creative writing or poetry class.

Q: What was your favorite non-English class at Wilkes?

A: Women's Studies!

Q: Tell us a favorite quote from one of the English professors.

A: I always liked when Dr. Hamill walked into class and asked, "We gonna make it?"

Spoiler alert: we did!

Q: What advice do you have for English majors/minors at Wilkes who have yet to graduate?

A: Don't be afraid to share your ideas in class! My first year at Wilkes, I always had so much anxiety about sharing my ideas, but I eventually realized that was what I was there for! It's so much better to be involved, and there is rarely ever a "wrong way" to interpret a text, so don't be afraid!

Q: What is your favorite memory from Wilkes?

A: Probably either presenting my work at a conference at Moravian College, or visiting the Morgan Library in New York. Both were for Dr. Hamill's Chaucer seminar.

Q: What is your favorite book/author you have read, separate from English courses here at Wilkes, or just in general?

A: I did take a Toni Morrison course with Dr. Kelly at Wilkes, but I also read *The Bluest Eye* in high school and really loved it. I was super excited to take the Toni Morrison class because of this, and after reading so many of her books, I would definitely say she is one of my favorite authors.

Q: Do you have a favorite movie?

A: I have many, but I have been falling asleep to the Disney movie *Soul* every night. It's so good!!

Q: What are you most hopeful for or concerned about for your future as you move past graduation?

A: I'm excited to have free time, and I am hopeful that I will find a job I love! Even though I do not know exactly what I want to do, I am so glad I chose English, and no matter what I end up doing, I know I picked the right major.

Erin Schaepe



Photo taken by Erin Schaepe.

Q: What was/were your concentration(s) in English here at Wilkes?

A: Secondary education and English.

Q: What are your future career aspirations?

A: My future aspirations focus on obtaining degrees in Spanish and guidance counseling.

Q: What was your favorite literary text from a class you've taken here, and why?

A: Charlotte Brontë's *Jane Eyre*. The novel explores feminism (a topic that I am very passionate about) and focuses on the romance between Rochester and Jane that is strengthened by the different gothic elements that the author incorporates.

Shin Megami Tensei IV: The Power of Myth

Continuation of Page 3

Eastern Kingdom of Mikado. The city is formed with multiple walls, dividing Casualties and Luxurors. Among these groups, the Casualties are split again based on trade or farming. The Luxurors see some difference based on trade, but they call access to most of the privileges of the main castle. Player companion Jonathan represents law as a Luxuror, and appears in the protagonist's dreams early in the game beckoning him to preserve the peace of the world. The peace is frankly hogwash. The rich persecute the poor for reading, wield the Samurai like personal tools, and claim God dictated these separations in men. Many Casualties buy this rhetoric, as they aren't given the social mobility to know better. Only if Casualties become Samurais can they transcend their rank. I'll get back to the chaos side of things, but allow me to explain the connective tissue between all *SMT*



Photo accessed on IGN.

games.

The Samurai are this game's main "class." They are given the ability to communicate with and capture demons, the main draw of the *SMT* games. "Demons" is a catch-all category that wraps up deities, monsters, spirits, and more from every mythology into one bow. Demons all have varied personalities, informed by their mythologies. The Greek god of war Ares is a powerful physical fighter who rarely loses, but can respect defeat when it occurs. Demons of the Fairy family are typically adept in healing magic and causing status effects. Demons can be talked to in order to recruit, but it's never such a sure thing as answering truthfully or simply giving the

demon gifts like it asks. They might ask for a grocery list of items and take off after you've fulfilled their requests. Or, you might reject their desires and that'll be what impresses them.

Demons also have affinities, playing into the "press turn" system. In *SMT IV*, the player has as many turns as they have demons on the field, for a max of four turns including the main character. Attacking a demon's weakness or netting a critical hit counts as a half-turn, allowing a player to maximize their actions at eight. Demons that represent birds are often weak to Gun type affinities. Ice demons are weak to fire affinities. Judging the weaknesses and strengths is typically intuitive, though you might be caught by surprise and have to reset. It also takes out the surprise factor once their weaknesses are known. Attacks can miss or be nullified, costing two turns. Drained or reflected attacks will reduce the turn count to zero if it happens. Both your own party and the enemy's abides by this system, and it creates strategizing depth.

And now, to explain *chaos*. After a certain point in the story, the party plunges through the initial dungeon to find an apocalyptic Tokyo, with the base of the first dungeon serving as the ceiling of the world they come across. A computer program summoned devils into the world, which caused a fallout of normal life. Factions of humans abide by varying principles and constantly battle. Ashura-Kai are like yakuza, offering protection from demons but forcing the populace into underground cities and taking the best of the remaining resources for themselves. The Ring of Gaea is a cult that respects strength above all else, believing only the powerful deserve to survive. The hunters are Tokyo's version of Samurai, but they're more like freelance workers than a holy, ordained fighting force. There's also the demons, attacking and eating people from every faction. *(Note: I initially perceived Tokyo as explicitly representing chaos when that isn't the case. The Ashura-Kai reflects law because of their creation of 'Reds,' drugs made from human thoughts and emotions that feed demons and placate them. I also neglect to mention the other party ally, Walter, who appears in your dreams appealing to the chaos side. I touch on this in my update.)*

The game really opens up when you reach Tokyo. The story expands, you're offered more freedom, and quests carry you to every corner of the map. I can't even praise the music of this area enough, either. To

Senior Spotlight

Continuation of Page 2

Q: What literary text for class did you hate the most, and why?

A: Any text involving Christopher Columbus.

Q: What English class do you wish you would have had the chance to take?

A: ENG 356 Studies in African American Literature or ENG 357 Studies in Gothic Literature.

Q: What was your favorite non-English class at Wilkes?

A: PSY 101 or HST 101.

Q: Tell us a favorite quote from one of the English professors.

A: This is more of a greeting, but

I am definitely going to miss Dr. Hamill's "How's are we doing today, gang?" at the beginning of each class.

Q: What advice do you have for English majors/minors at Wilkes who have yet to graduate?

A: Do not be afraid to ask for help, utilize the writing center, and make the most of your time here. Slow down and really take it all in, it goes by entirely too fast.

Q: What is your favorite memory from Wilkes?

A: Any Programming Board or student government event. I was able to get together with my friends

and really take in the experience.

Q: What is your favorite book/author you have read, separate from English courses here at Wilkes, or just in general?

A: *To Kill a Mockingbird* written by Harper Lee.

Q: Do you have a favorite movie?

A: *Good Will Hunting*.

Q: What are you most hopeful for or concerned about for your future as you move past graduation?

A: I am most hopeful that I will inspire others the way my teachers and professors have inspired me.

The Inkwell Quarterly Staff

Editor-in-Chief & Layout Editor: Briauna Robinson

Copy Editors: Nicole McNelis & Ryan Zaruta

Staff: Daniel Stish, Veronica Romanelli, Rashonda Montgomery, Emily Cherkauskas, Juliana Leuders, Darren Martinez, Caitlyn Bly, and Alexis Charowksy

Faculty Advisor: Dr. Thomas A. Hamill

Interested in becoming a part of The Inkwell Quarterly?

Contact Briauna Robinson @ briauna.robinson@wilkes.edu

or

Dr. Hamill @ thomas.hamill@wilkes.edu

Shin Megami Tensei IV: The Power of Myth

Continuation of Page 5

paraphrase a YouTube comment that I can no longer find on the OST, “this is the theme. perhaps the reason for the entire series.” The song is immaculately somber, where the player is finally somewhat familiar but the game’s characters are experiencing an entirely new world. It’s Tokyo with all its modern amenities, but with a hoard of demons on the surface. The piano and synths combine, making you feel sad and nostalgic for a song that you’re hearing for the first time. It still gives me chills and puts tears in my eye.

The catch-all term of demon is compelling to me, and coupled with the story themes presents an interesting commentary on the real world. Human beings are the ones that afford mythologies their power. Every demon has a menu for their stats and skills. At the very end, there’s a tooltip that explains said character’s real-world mythological significance. Despite the demons being rendered in beautiful art, they appear in dungeons and on the overworld as bundles of semi-transparent cubes or circles of static. While this design choice was likely aimed at creating a more interesting, random element to battles, it creates a juxtaposition that asks what a demon *actually* is. None of the game’s characters make direct note of the demon’s individual mythologies, despite the demons obviously knowing where they exist in their respective lore. Multiple side quests revolve around gods from Buddhism, where they

directly address Buddha and their place in the teachings. Other characters from Tokyo make brief references to China and America, but none of the Mikado Samurai really grasp the mythologies of the demons they wield.

Even though the game eventually takes place in Tokyo, nobody in the medieval-inspired Mikado knows what any of the technology is. The kingdom has a gauntlet that can trap demons, an AI in the gauntlet named Burroughs that can communicate intelligently and scan just about anything, and a teleportation device. The church commissions you to find “mystic relics,” and slowly learns how to use electricity and computers as you send back your relics. Every demon will try to kill you in battle, no matter its theological affiliation. Through a game mechanic called Demon Whisper, the player character can learn demon skills. The powers they offer dictate the build of your character. We barely understand the technology in our lives, and yet it dictates our survival. Maybe I’m reading too much into this, but perhaps by the end I’ll have a more finalized thing to say about humanity’s relationship to god, as well as to technology. I don’t want to give it a numerical grade until I’ve finished either.

Update: It sure is crazy to read some of the things I wrote before finishing the game. I went with chaos alright, and boy do I regret

it. Chaos is represented by the Casualry who becomes a Samurai, Walter. Voiced by the immaculate Matt Mercer, he visualizes a world where those with strength could do as they pleased. Only, those with the strength required to transcend their station tended to be, well, you, the player character, and Walter. Other citizenry were possessed or turned into demons in the search for power, which is what spurs Jonathan and the forces of law to corral the peasantry again. I was quite enrapt with the idea of tearing down the old world order, so much so that I made in-game decisions that I don’t think reflect what I would have actually done in such a scenario.

Isabeau is the player’s indecisiveness. She, along with you, Walter, and Jonathan, makes ground at Tokyo for the first time. She has her character moments, like revealing that she loves manga, but might be seen as a ‘non-character’ by some players. The most heartbreaking thing is that after a certain point in the game, if you are not on the neutral path, Isabeau chooses to fight you. Law or chaos turns the player into a zealot, seeing Walter or Jonathan turn be consumed by Lucifer or Merkabah respectively. The dialogue options in this fight had me choose things I thought uncharacteristic, just for the stat buffs. She says, “There is something I must know from you. What you are about to do will cause a cycle of endless war, bringing grave

Shin Megami Tensei IV: The Power of Myth

Continuation of Page 7

misfortune to the people. Do you truly believe that such an act will be forgiven?" I chose, "It doesn't need to be forgiven." I knew that such an answer would likely give me a stat boost as past bosses had similar mechanics, and I acted way out of character. She indeed lost her turns. Her decision to fight you, and eventual decision to slit her throat rather than die at your hands, tells you everything you need to know. You f*cked up.

I've seen hints online as to who Burroughs is. The Terminals, which allow for fast travel via teleportation, are apparently gates between the demon world and human world. The Yamato Perpetual Reactor, which I didn't even touch upon before, forces the player to enter Blasted and Infernal Tokyo. These are alternate timelines where law and chaos respectively got too out of hand, and they need a little of their opposite to return to neutrality. I talked about the relationship humanity has with technology earlier, and it's all there in the game, but I think that sort of criticism is outside of the scope of this review. The reactor is also a portal to the demon world, and destroying it can net the player the shortest and worst ending. Upon the urging of these beings known as The White, they commission the player to destroy the Yamato Perpetual Reactor. This would create a black hole that destroys the world and returns it to nothing, much like the proposed Third Impact in *Evangelion*. The futility of chaos and law are stressed by The White, whom I destroyed in my chaos route playthrough because I did not believe them. I still believe that returning to nothing is a worse ending than chaos, but having Lucifer tell me that the demons would



Photo accessed on IGN.

require a new king as they destroyed the Eastern Kingdom of Mikado was not so satisfying.

So, here I stand. A boy with 85 and a half hours in *Shin Megami Tensei IV*. I did as many side quests as I can on a first playthrough. I was soon learning there are ultra-rare Fiends, even more difficult to fight after they're found, along with other quests that occur only on new game plus. There are still three whole routes for me to complete, along with an entire demonary I could complete if I'm a masochist.

With the workload of this

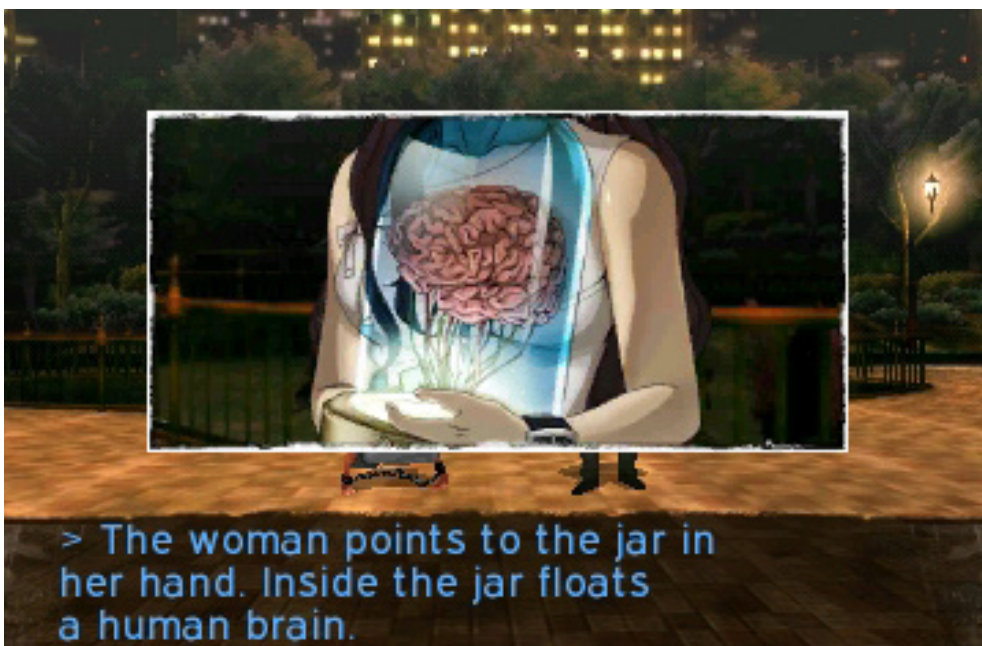


Photo accessed on IGN.

Recognizing the Importance of Writers and Members of Literature Arts

By Emily Cherkauskas

Language is the keystone to our society. If we could not communicate with each other, we would not have culture. We would not have a government. We would not be able to educate each other. With that being the case, if language is so important for us, why is there so little focus on financial support or funding for writing?

As Americans for the Arts's biography explains: "The arts are fundamental to our humanity. They ennoble us and inspire us—fostering creativity, empathy, and beauty." The arts improve the healthcare of our people. In its advocating for the benefits of better mental health, Americans for the Arts explains, "The arts heal the mental, physical, and moral injuries of war for military servicemembers and veterans, who rank the creative arts therapies in the top four (*out of 40*) interventions and treatments." This is a groundbreaking revelation. While people with traumatic injuries and mental scars

are prescribed with drugs and rigorous therapy sessions, another important aspect to healing is being able to express the mind.

After an intensive search through the search results database of the Department of Education's government website, the latest piece regarding learning writing skills that I found, "Teaching Students to Write Effectively," was a handbook that was printed in 2017. A smaller handbook from 2012 came in second place in the search results.

Writing and reading are not just "pastime" hobbies, or careers for some people; on a greater, worldwide scale, they are natural, organic stimulants for the brain that allow us to engage in our artistic side. Some may not know it is there, as we are used to the digital worlds of casual social media and Writing and reading are escapes from reality, especially considering the tense climate that our country has been in for the past few years. This is especially important with the current state of America:

recently recovering from a chaotic election process, undergoing an economic recession and high rates of unemployment, and worst of all, COVID-19 deaths.

Putting our thoughts on something tangible and readable for others, whether it be a journal or online document, is a therapeutic method that enhances our ability to express our emotions. Being able to articulate and explain (to the best of your ability from your perspective) the happenings of the world as it happens in real time, allows us to take a deep dive into the mind and psyche of the writer, bringing forth fresh new critiques and ideas of human emotion and empathy.

Speaking of such issues, *how can we help revive the economy in this pandemic world?* If you guess the arts and humanities, you are **correct**.

The arts and humanities workforce and industry contains a diverse range of organizations. Some examples include museums, historical societies, nonprofit



Photo accessed on YouGov.com

Recognizing the Importance of Writers and Members of Literature Arts

Continuation of Page 9

councils; performing arts industries including theaters, schools, and performance centers; and media organizations that specialize in nonprofit endeavors, filmmaking, and writing.

According to Cause IQ, a website whose main focus is to analyze the data and work of nonprofits, the amount of revenue and contribution generated by the arts industry is extremely high: more than \$45 billion in revenue and employing nearly 600,000 people for every year, and totaling for an asset worth of \$157 billion dollars, in an analysis of data gathered and reviewed over the past few years.

With the prevalent rise of social media and digital platforms in this era, especially with working from home during the pandemic, adequate literacy skills are desperately needed. Now, knowing how to talk alone cannot let one get by. According to the National Center for Education Statistics, the United States in general is stuck below the worldwide average for strong literacy skills. On a level scale from 1-3, around 50 percent of Americans' highest literacy skills was either level 1 or level 3—although the statistics were technically balanced, it showed a stark division and inequality between literacy skills and the educational opportunities that people are able to utilize. Our education system is clearly lacking in resources.

What is the point of letting these people suffer without proper literacy skills?

What is the point of letting people suffer without proper writing skills?

significance needs to be further addressed. With more funding for educational institutions and further education with literacy skills, our country can get back on

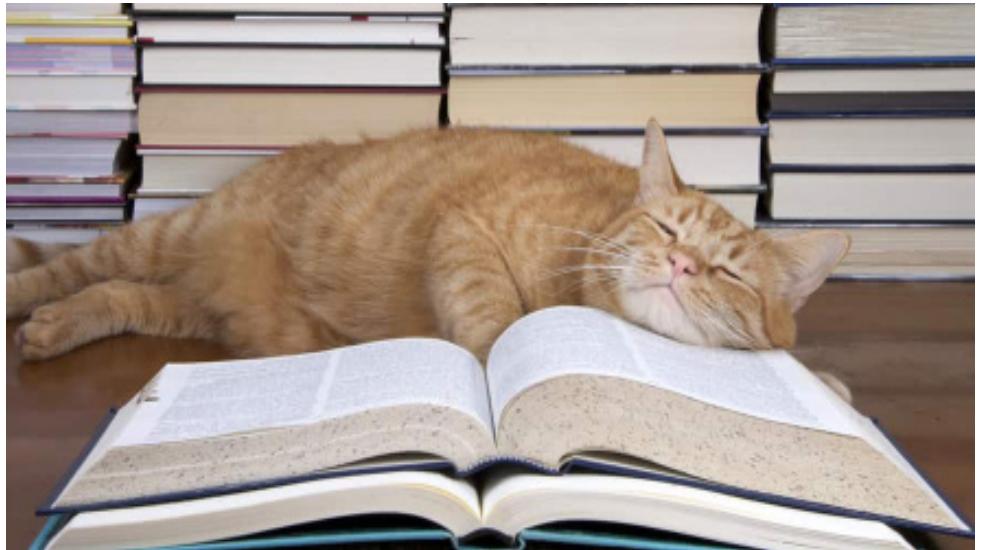


Photo accessed on CatingtonPost.com.

Writing and reading language are how people communicate with each other on a profound level. Even sending a merely short email requires strong writing and literacy skills--without them, how can we communicate with classmates and professors? Language is a beautiful aspect of human culture and behavior whose

its feet from the current crises and become a culturally and spiritually diverse group of people, far beyond how we operate with each other right now. Writing and reading offer endless possibilities and opportunities for those who chose to engage with the subject, so it is important for us to integrate them deeply into our community.

Shin Megami Tensei IV...

Continuation of Page 6

semester, that is a little more dedication required than I currently am willing to give to a video game. My numerical grade is a 10/10. Please play this game. Even if you don't like JRPGs. Or you don't like RPGs. Or you don't like video games. I will buy you a 3DS. Play this game. It'll put you through hell and back, make you feel like god, spit in your eye, and make you start from ground zero. Gameplay and story both. *Please. Play it.*

Department Award Winners

Congratulations to our Annual English Department Award Winners!

Hannah Bolacker—Frank J.J. Davies Award for outstanding achievement in English

Sarah Weynand—Annette Evans Humanities Award for outstanding scholarship in the humanities and contribution to cultural affairs

Veronica Romanelli—Patricia Boyle & Robert J. Heaman Scholarship for excellence in English studies, potential for advanced study, scholarship, and financial need

Darren Martinez—Taft Achilles Rosenbery Naparsteck Scholarship for promising writing in prose fiction, journalism, or poetry

Sigma Tau Delta Inductees

Congratulations to our newest inductees to Sigma Tau Delta!



Emily Cherkauskas
Fen Farnelli
Sydney Kraynack
Lindsey Bowman
Madelynn Kinard
Nicole McNelis
Darren Martinez
Taylor Coleman
Sarina Rabbitt
Kirsten Peters

This year's Induction Ceremony was held via Zoom on Sunday, 23 May via Zoom. Special thanks to Sarah Weynand, who is graduating this Spring, for serving as Sigma Tau Delta President for the 2020-21 Academic Year, and to Dr. Davis for serving as Faculty Advisor!

MANUSCRIPT UPDATE

Grab your copy of the *Manuscript's* Blacks Lives Matter special issue, produced in partnership with the Multicultural Student Association. Hard copies in Kirby Hall, and digital access is also available.

The Spring 2021 Issue of *Manuscript* launched digitally and via Zoom on Friday, 07 May @ 3:00 PM. Hard copies will be available in Kirby Hall (and around campus) soon.

If you would like to learn more about The *Manuscript* Society or about upcoming *Manuscript* events, please contact magazine@wilkes.edu. You can also stay connected to *Manuscript* by following our social media on Facebook (Mauscript @ Wilkes University), Twitter (@WilkesMag), and Instagram (@wilkes_manuscript_).

Writing Center Hours

The Writing Center, located in the Alden Learning Commons, is open and offering support to student writers across the Wilkes curriculum.

Throughout the Spring 2021 semester The Writing Center is hosting virtual drop-in hours from 10 a.m. to 6 p.m., Monday through Friday, for any member of the Wilkes community who needs writing assistance.

To access the Zoom links, please go to the Student Services tab in the Wilkes Portal.

For more information, contact:
Dr. Chad Stanley
email: chad.stanley@wilkes.edu

Fall 2021 Upper-Level Class Listings

Course Number/Name	Date/Time	Instructor
ENG 201: Writing about Lit. & Cult./WI	TR 1:00-2:40	Dr. Kuhar
ENG 202: Technical Writing/WI	MWF 9:00-9:50	Prof. Lobb
ENG 203: Creative Writing/WI	MWF 11:00-11:50	Prof. Kovacs
ENG 225: Comparative Grammar/DH	MW 2:30-3:45	Dr. Stanley
ENG 233: Survey of English Lit./WGS/&H	MWF 10:00-10:50	Dr. Hamill
ENG 282: American Lit. II/ WGS	TR 9:30-10:45	Dr. Kuhar
ENG 342: Studies in Shakespeare	MWF 12:00-12:50	Dr. Hamill
ENG 352: American Novel/WGS	TR 3:00-4:15	Dr. Kelly
ENG 397: Jane Austen Empire	MW 1:00-2:15	Dr. Davis