

# Emulation HandBook

The Last Word by Marvin Siegel

HandBook made by Donald Moses



(what I think of when I here The Last Word)

This book is about obituaries and farewells of deceased . The people told in the book impacted society and history in various ways. Some stories are unusual, weird, and to me one is just pure creepy.

# Element 1

**Quote: Chapters 3 and 8  
She Lit 22 Million Candles, and  
Dying for Work**

**Definition: The book was made by many authors/reporters and most of the points of views in the stories of the book are in third person. A few authors actually use first person if the person was someone they knew. One person told in the book who was a reporter had an interview he had with a person suffering from aids in the book that was told in first person.**

**Defense:**

**The stories that were told in first person feels more important as the authors of them and it makes a personal connection to the person their writing about. Chapter 8, Dying for Work actually contrasted how death is done on stage and how death is done on hollywood movies. The stories told in third person don't have an emotional impact to most readers but tell an impact the person had on society. Chapter 3 told about a woman who gave the majority of her money to a College she never knew to help people she never met.**

**Impact:**

**This element is used everyday and how it's used affects the tone and the emotional impact towards the readers. The few stories in first person has a better emotional impact on the reader than the stories in third person. First person is also used to give the readers a sense that they can relate to the person.**

## Element 2

**Quote: The majority of the book**

**Definition: The author randomizes the plot sequence throughout the book and how important the person of focus is in the book. If the readers don't pay attention to the dates at the end of the book no one would notice that the stories weren't place in chronological order of when the story was published. Sometimes the stories are a year/years after or a year/years before the previous story.**

**Defense:**

**The book leaves dates at the end of each chapter and the dates are complete random as one chapter could be in 1996 then the next in 1986. The story doesn't focus on chronological order of the importance of the people as well. This makes the book unique and some what mysterious as well.**

**Impact:**

**Books have the sense of putting the less important stuff in the front and the interesting/more important stuff in the back. I know this because in the last chapter, it doesn't say anything important like the president or a famous inventor, it's just about bodies that are unclaimed. You could**

## Element 3

Quote: Chapter: A Fighter Pilot's Final Flight

Definition: The author barely uses dialogue throughout the chapters and only uses dialogue to reference what someone said if it was important about the person of focus or the time it was about. In other cases, dialogue is used to highlight a word. Most of the dialogue used in the book is about 1-2 sentences or even a word, for example, on page 17 the author use "artifacts" to refer to possessions. This element also connects to how the point of view of the entire book is mostly third person. It's useful to use third person as you don't need to use a lot of dialogue as your just like a spectator.

### Defense:

It's important to the book as the book is about obituaries and farewells so if dialogue doesn't connect to the person or group of focus the reader is being distracted from the person's life or how the group felt. It also relates to the fact that we can't hear the dead tell their stories, so if the chapters were dialogue focus it would almost be as if the author is talking to the deceased or barely cares about them.

### Impact:

Dialogue can sometimes impact the reader's understanding of the story but other times dialogue can confuse the reader of what's happening. The lack of dialogue can help the reader know what the main focus of the story is and what the person did that makes them worth being in the book.



# Emulation scene 1

## The Forgettable

Most of the time the dead are missed but there are those who people want to forget. Gideon for example is a person not even his own family will miss. They will never miss him because as a kid he was the school bully even in high school. Gideon dropped out of high school and got a job at a harbour moving crates from a truck to a ship or from a ship to a truck. He also drank a lot of alcohol and was a jerk to anyone he met. For some reason the harbour didn't care about his health and letted him be. Gideon never showed up to any family reunion and even when he did they kicked him out of the house for being obnoxious. They soon called the cops after he banged on the door one night drunk like he always was and was sent to prison for life. No one visited him in prison and no one from his family came to claim his body after he died.

March 21, 2000

# Emulation scene 2

## The Man of Wolves and Swords

“2 weeks ago my brother Marul died from lung cancer. My parents are currently with his wife buying some of the foods he loved and flowers we were going to surround his grave with. Marul loved swords and stories about a lone wolf. I remember the look on his face as he held a wolf themed sword from his son as a gift. We planned to bury Marul with some of the wolf stories he loved and that exact same sword. I still remember him holding that sword in knight armour with a wolf-like helmet on halloween and we all enjoyed it. I always wondered why his wife even loved him in the first place. Farewell my brother, and may we all join you one day.”

June 12, 1985

### **Annotation 1:**

**I am using my element of different points of views by making one story in third person and another in first person. The impact I wanted to have on the reader was how more emotional first person is than third person when it came to the stories of the dead and how different stories feel.**

### **Annotation 2:**

**I am using the randomized plot sequence the author had by dating the first story in the year 2000 and the second in the year 1985. The impact I wanted to have on the reader was how random you can have a plot sequence and not even realize it.**

### **Annotation 3:**

**I am using the lack of dialogue in the third person story to relate to how the dead can't speak. The lack of dialogue also shows you don't know the person on a personal level. I use only dialogue in the**

# Meet the Authors

Marvin Siegel was born on June 23 in 1935. He spent his childhood in New York where he lived. He got his bachelor degree in University Michigan in 1957. His career was mostly as a reporter or editor. He made *The Last Word* and co-worked on books about New York and a few international film festivals.

Donald Moses was born on February 18 in 2002. Currently when this was made a Sophomore of Science Leadership Academy. Student of the Gold Stream and of the Mr. Hernandez advisory. Hobbies when making this are videogames, specifically *Destiny 2*, and loves watching comedy.



# The End



(My favorite gun in Destiny 1. The Sleeper Stimulant)