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3:15 SEASON ONE: THINGS THAT GO BUMP IN THE NIGHT

By Patrick Carman

“This is a renaissance in reading when we as writers and publishers think about the experience of reading a book a little bit differently. I always loved short stories, and am a big fan of Edgar Allen Poe, but those may be a little out of vogue for a fifth grader. But we can reinvent the short story and give it to [students] in a way they’re much more likely to consume... I don’t think all books should be like this. But I’m trying to keep up with where kids are going. They’re moving in a certain direction, and I think we need to stay relevant.”

—Patrick Carman in *School Library Journal*, March 22, 2011

New York Times bestselling author Patrick Carman has a reputation for changing the way young readers consume literature in the digital world. On March 15, 2010 (3/15), he released the *3:15* app for Android and iPhone; a unique way of storytelling in three parts. This collection of standalone spooky shorts boasts urban legends, creature features, and campfire ghost tales—all re-imagined for the 21st century. Now all nine stories, plus one *Skeleton Creek* short will appear in the book *3:15 Season One: Thing That Go Bump in the Night*.

3:15 means several things. It’s a time when things go bump in the night. A place where spooky stories find a home. A feeling. That chill running down your spine. ‘3’ stands for listen, read, watch. Because that’s what you do with a 3:15 story. ‘15’ is how long it’s going to take you—fifteen minutes or less. Each story features an audio introduction from the creepy Rod Serling-type, Paul Chandler, which can be accessed at www.315stories.com with a code that appears at the beginning of each tale. If readers are brave enough to continue you’ll read the story for about ten minutes. Read the words and you’ll unlock the ending, a video which shows you how the story concludes.

Step into the world of *3:15* and you’ll meet Cody Miller, a down-on-his-luck teenager whose greed exceeds his respect for the dead; Jamie Hanover, whose after-school job might cost far more than it pays; Dylan Smith, who should know better than to show off his snowboarding skills on a haunted mountain; and more. Don’t get to attached to any of them...

After visiting more than 1,000 schools nationwide, **Patrick Carman** understands what captivates kids and how multimedia fits into their daily lives. This led him to develop his first book-video hybrid series *Skeleton Creek* in 2009. Patrick Carman’s own PC Studios in Walla Walla, Washington, produces the videos for his multimedia projects. Carman is also the author of the Land of Elyon books, which spent over half a year on the *New York Times* bestseller list, as well as book #5 in the *New York Times* bestselling multimedia adventure series *The 39 Clues*. For more information on Patrick Carman and his various projects, and to download materials, please visit: <http://mediaroom.scholastic.com/patrickcarman>.

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