

How do your own origins impact who you are and who you want to be? Additional questions to consider within this essay. How much do you think about your origins?

The characters we studied have origins that try to bury what they were suppose to become and hide them from their potential destiny. In Arthur's case he was born in a dark and adulterated way and was then taken by Merlin to protect him. In much the same way, Peredur's mother took him into the forest to raise him. This was done to stop Peredur from having the same fate as his father. Both of these characters seem to not be able to run from their destinies, as Peredur goes off to become a knight and Arthur becomes King. In the story of Peredur, it is shown that the environment we originate in can also have the opposite effect on us. Growing up in the wilderness, a peaceful place, actually inspires Peredur to become a knight, a violent duty. This idea of wanting to become something other than your origins would suggest, is something I can relate to, growing up in a small town. This small town is what pushed me as a child to make pacts with my best friends to go out and see the world. It is what pushed me to take time off after high school and travel. It is what pushes me right now to want to leave East Lansing after I graduate. Our origins define us. They are the first concrete thing we can hold on to to explain who we are to ourselves and to others, but they also push us to become something opposing. In my case a traveler and in Peredur's a knight. My parents grew up in the same small town as they raised me. They also went to the same high school and college. In the stories of Peredur and Arthur the character go on to become what their fathers were even though attempts were made to hide them from that fate. This makes me wonder if even though I make attempts to go out and see the world and live other places, I will eventually have the same fate as my own parents. Growing up, living in, and raising children in the same small town. I specifically talked about origins in the senses of environment, but origins really has many other aspects such as the people who raise you, your siblings, and wealth. I think about these things very rarely if ever, but I am now. I have thought

about this type of stuff before when I have big decisions to make like what college to go to, or where to live. These things go hand in hand in my mind because I think your origins create a foundation for your life and can tell you a lot about what you will also think about new experiences.

How do the question beasts that you read about or watched differ from questing beasts in the real world?

From the video, Merlin meets a great dragon Kilgharrah. They seem to meet in a very mysterious place in the depths of a cave. Kilgharrah has a great dramatic entry to the cave and startles Merlin. They talk about Merlin's destiny and how he can't run from it. Merlin seems not to believe his destiny and purpose. After a short conversation, Kilgharrah leaves in just as dramatic of a tone as he came in, leaving Merlin with still more questions to ask. In my experience Question Beasts in the real world do not have as mysterious and dramatic tones, but rather come across quite the opposite. For example, when I met the person who I consider my questing beast, a man named Dustin Linker, he just said hello and acted like any other person I had met before. Only until we began to actually know one another, did Dustin start serving as my questing beast. This is much different from the videos and stories we learned from this season. In these tales questing beast seem to come and go quickly, whereas mine is someone who took a while to get to know. In my experience with real life questing beast, they tend to need to get to know you before they can challenge you in a certain way. In these tales, questing beast have great wisdom that circumvents the need for a knowledge of who the person is. Questing beasts might take longer to establish in really life, but because of this they tend to stick around longer. From my experience, my questing beast has given me multiple quests with continuous learning, whereas in most tales, specifically in Sir Gawain and the Green Knight, it tends to be one main quest with one lesson. In Sir Gawain and the Green Knight, the Green Knight comes and challenges the Knights of the Round Table. Gawain, King

Arthur's nephew, is the one who eventually takes up this challenge, of taking a swing at the Green Knight. This comes with the consequence of having to be swung at himself a year and a day later. Gawain ends up going on a quest because of this challenge, which leads to the Green Knight not taking his life with the returned swing. The Green Knight is open about not taking Gawain's life because of his truthful actions during his quest at the castle. By only giving Gawain a small scratch, The Green Knight, teaches him about actions and values. This is a stark contrast to real world questing beasts. For example, Dustin never outlined a specific challenge for me to become a stronger leader, instead he would encourage me to lead by giving me opportunities without direct feedback. In this way the lessons learned were not by blatant spoken challenge with a spoken lesson, but rather by hidden continuous challenges. Finally, questing beast in real life usually come across as nothing to write home about. They are not dragons or great knights, but rather normal people trying to help someone else. It is a sad fact that only until after relatively long periods of time can we fully appreciate their intentions and helpful actions. And it is this that makes them all the more heroic, by simply looking to help, with no intention of reaping a reward from it.

What was the most interesting, important, strange, or troubling aspect of this season?

I am a computer science major and I dread writing. Not that those two things need to go hand and hand, but it seem comical to me that, for me, they do. I can spend all day at a computer and type up code and love it but when it comes to putting heart into the typing, I turn away. I first thought to say the reason was that I had to put thought into it, instead of heart. This is not the case though. Code takes thought. I am usually given a problem and have to solve it in my own way with code, much the same as writing. The tendency that length is a factor in writing does annoy me though. When writing code, usually the best solution is the solution that solves the problem with the least amount of lines of code. Compressing steps. In writing it is usually just the opposite, the essay with the most pages will tend to have more content in it, making it more ideal. And this is were I come to figure it is heart. To drive this

crazy content creation, you need heart for the topic you are talking about. You need to be able to come at the topic from every angle, saying this and that! Granted there is great talent in saying a lot in only few words, just as in combining lines of code, but this is not necessarily what most essays are graded on. To be honest, I do not have heart for the things we learned in the summer season. Topics of questing beasts and origins are not something I can sink my teeth into and have thought about before, but that is what makes it interesting. Like a problem that I have never thought of or heard of before, there is somewhat of a learning curve and it takes some time to get off the ground. But that is the point right? So yes, it is good that I have to think about these things now and put them on paper, but sometimes it can be so grueling to say things. By writing about these things I am forced to open up my thoughts and show them to someone else for review, which is like a trust thing for me. How it will be review will be interesting and tell me how to play all the following essays.

What is your favorite activity or text in the course so far and why?

I really enjoyed making the character. AJ Frost, is my character's name. It is just a simple fun thing to get to put some thought into. The stories going along with building your character are fun too. I mean, I feel like saying, who doesn't like having a character and watching their stats grow when you make decisions, but I am sure there are people I guess. Anyway, I am excited to see where that goes in future seasons.

