

309 words, column #26

Java Talk

(for October 18, 2007 to October 24, 2007)

Every Age Is The Best Age

Magic Realism and Candy

Merriam Webster's Online Dictionary defines magic realism, a noun first coined in 1933, as "a literary genre or style associated especially with Latin America that incorporates fantastic or mythical elements into otherwise realistic fiction—called also magical realism." In my first collection of literary short fiction—a work in progress, even though these stories were workshopped and "completed" while I was doing my second degree through the University of Victoria's Writing Department: you can only go so far with such literary works before they have to be turned in for a grade and the next story started—one story, at least, was described as magic realism, because of some of my details about the very old characters who frequent these stories, such as how one exceedingly-aged protagonist starts to grow a third set of teeth. But, wonderful and fantastic things, even like this, do happen to people who live long enough.

When I was a very little kid and found out that I wouldn't know everything by the end of elementary school, I started wishing I had a magic drawer with all the answers, as well as an endless supply of candy! My favourite TV programs included the cartoon, The Jetsons, which was about an outer space family who, with the touch of a button, could instantly do, or get, whatever they wanted; and Bewitched, which was about a good and beautiful witch who, with a twitch of her nose, could disappear and even make doors open magically. I often think about her whenever I enter a store where the doors open automatically, since doors like this haven't always around. Fortunately, my desire for a magical candy drawer vanished, and on the other hand, I have Google for an endless source of answers!

Nowadays, however, my continuing wish is to live long enough to succeed as a literary writer.

Deidre Hill