



Bruce Edwards: Author

"Amy looks at the world and all of its problems and asks, 'Is this the best you can do?'"



—Bruce Edwards on his *Age of Amy* series for young adults.

AUTHOR

Bio

Bruce Edwards writes young-adult fiction on subjects most YA authors shy away from. His award-winning ***The Age of Amy*** series explores unconventional topics—from the trappings of modern technology to the absurdity of Washington politics. Through fantasy and imagination, Bruce addresses real-world issues, as young readers enjoy a fun read.

Bruce grew up in suburban San Francisco, and caught the creative energy of that city at an early age. Majoring in Architecture in college, Bruce switched to Music to join the burgeoning Bay Area music scene. He wrote rock tunes and radio jingles, while touring as a pop music artist. Tinkering with early computer animation led to a successful career as a feature film character animator. Bruce's notable film credits include [The Iron Giant](#) for Warner Bros. and [Anastasia](#) for 20th Century Fox.

Bruce's Quotes

"I like to delve beneath the surface of issues—to peek behind the curtain at what causes them to exist. And what better way to do that than through fantasy?"

"These books are my way of saying to young adults: Question everything, then look inside your own heart. That's where the answers are."

"A book without a message is just words on paper."

BOOKS

The Age of Amy

[The Age of Amy](#) series follows an inquisitive adolescent girl on her quest to understand the times she was born into. Each book sends 16-year-old Amy on fantastic adventures, where she encounters the powerful people and institutions that shape our lives. Along the way she observes the dark side of human nature, wherein lies the root cause of all the world's problems.



About Amy

Amy's core values don't quite align with today's youth culture. She has neither a Facebook page nor a Twitter handle. She avoids books that involve characters hooking up with the supernatural. Amy is an independent spirit, and for that she is labeled a rebellious trouble-maker. Nonetheless, she feels duty-bound to express her unpopular, albeit well-intentioned point of view.

Themes

[Book #1 - Bonehead Bootcamp](#) (Tolerance)

A band of unruly teenagers confront their "animal attributes" while trying to escape from a boot camp for out-of-control teens.

[Book #2 - The Thumper Amendment](#) (Politics)

Amy joins a presidential campaign and learns how dirty politics impact the American electoral process.

[Book #3 - Channel '63](#) (Escapism)

Amy time-travels to the 1960's to break free from her dysfunctional family and inadvertently alters history.

[Book #4 - Behind the Fun Zone](#) (Conformity)

Mobile devices become instruments for mind control, as brain-implanted smartphones become all the rage.

RELEVANCE**Purposeful Prose**

Millennials are our future problem solvers. Boomers attack them for being self-absorbed and uncompromising, but it's their self-assurance that will bring about the sociopolitical change that today's leaders have failed to achieve. These optimistic and thought-provoking stories help young adults grasp important issues, and discover their true potential to heal a troubled world. File these books under "Relevant Fiction."

REVIEWS**Praise**

"Readers will appreciate Amy's sharp wit."
—*Booklist*

"The plots will engage young teens."
—*School Library Journal*

"Funny and bright and a lot of fun."
—*Readers' Favorite*

FUN FACTS**Diverse Talents**

1. Bruce animated the title character in [The Iron Giant](#), the first feature film for Academy Award-winning director [Brad Bird](#).
2. Bruce performed magic in the *Main Street Magic Shop* at Disneyland, where a young [Steve Martin](#) began his comedy career.
3. At the tender age of 14, Bruce began his music career drumming alongside his older siblings in the rock band [The Edwards Brothers](#).
4. Through CGI "fly-thru" animation, Bruce helped save a vintage movie theater—the [Fox Fullerton](#)—from demolition by rendering conceptual views of the restored building.
5. Bruce's skills as an illusionist earned him a membership at Hollywood's prestigious [Magic Castle](#).
6. Bruce designed and built two singing animatronic figures for a traveling Christmas attraction: *The Caroling Christmas Mice*.
7. Providing the "hands" for a two-person hand puppet, Bruce performed authentic slight-of-hand card manipulation for *Manfred the Magic Puppet*.
8. For his 4th grade classmates, Bruce performed *The Bugs Bunny Show* with puppets, little-knowing he would one day join the studio that created that "wascally wabbit."

PHOTOS**Images**

www.LambertHill.com/media-images

YouTube Video

[BruceEdwardsBooks](#)

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Regarding the Series

1. What motivated you to write *The Age of Amy* books?
2. Why target a teenage audience?
3. Your stories touch on many sociopolitical issues. Don't young-adult readers find that rather boring?
4. Why do you feel these subjects are important to teen readers?
5. Teens typically rebel at Amy's age. What makes her different?
6. Why doesn't Amy like smartphones, or any of the electronic gadgetry most teens use today?
7. Why use fantasy to confront topical issues?
8. Who are these books intended for?
9. What is your vision for "Generation Next"?
10. Where do you turn for inspiration?

Regarding *Behind the Fun Zone*

1. What inspired you to write *Behind the Fun Zone*?
2. You theorize about what turns ordinary people into frenzied buyers. What's the significance?
3. The decaying Fun Zone serves as a backdrop to your story. Why an old amusement park?
4. Why are you critical of commercial television and the Media?
5. Why are you down on advancing technology: self-driving cars, mobile apps, etc?

Regarding *The Thumper Amendment*

1. The 2016 presidential election is fast approaching. Why should teens care?
2. Should teenagers be given the right to vote?
3. Who is "Thumper" in the book's title?
4. Bullying is a strong subplot in this book. What's the political connection?
5. Why write about politics—a topic most teens care little about?