

Missing, Searching, Finding is a short story centred around 1 boy. He ends up running away his parents for reasons not fully known and picks an interesting time to do so. Whilst on holidays in Japan which is doubling as business for the parents.

In the story, we follow 3 mains POVs. The boy known as Andrew. His friend Daniel. And his mum. Each one has a different set of text to differ who is talking. Underline for Andrew. Daniel is bold. Italic represents Mum. Lines across the page also help aid in it. In addition, each major progression can be roughly marked via the change in opening and ending lines. I tried to give them different styles as well. Daniel is focused on the actions around him. Andrew ponders a lot and references his reason for running by drawing comparisons. Mum is all about the senses mainly touch and sound.

The inspiration for this piece was when I was randomly on the Smart traveller website and ended up reading about the protocols in place for missing persons overseas and stumbled across the below lines.

“In particular, consular officials can't actively investigate missing persons overseas. Local investigations are a matter for local authorities.”

“Sometimes we find the missing person, but they don't want their family or friends to know. If this happens, we may not be able to tell you we've found them.”

<https://www.smartraveller.gov.au/while-youre-away/when-things-go-wrong/someone-is-missing>

I found the second line really interesting and then my mind ran with it.

Other sources of inspiration include the song lag train by Inabakumori and it's animation for Andrew and the first scene.

<https://www.youtube.com/watch?v=UnlhRpIT7nc>

Parts of my own experiences having visited Japan, for example the hotel is based off one place my family stayed managed by a very nice elderly couple who treated us. I once pull some crazy geo guesser skills to locate a restaurant where my dad had been but forgot the name and only had 3 images to go off of and cop investigation shows. This is enshrined in the media post track down scene.

When writing this I opted for a half plot half writing flow vibe with the scenes and others I described above being penciled in with dotpoints and a rough timeline made. Then as I wrote I added and subtracted plans, adjusted things, etc.

Overall, it was very fun peice to write and if I had more time, I would try expand and extend the chase more. (But the cliff hanger is on purpose.)