My reasoning for writing my first paper, "All I Need To Know I Learned From Pizza Hut" is simple. I gained many things from my experiences at the restaurant, and wanted to relay what it taught me about the work world. When I first wrote it, it did exactly that. It talked about the things I learned at Pizza Hut. However, my peer reviewers were quick to point out that the characters were dull, and that it would be helpful to talk about specific situations from my experience, which have made all the difference. It was the first real paper that I have written which has ended with a question, and has helped me to look at writing a different way. It helped me to realize the whole "write to learn" concept, as the questions I developed have helped me consider even deeper issues on the topic.

My paper on love started off as a wreck. "Does True Love Require Work?" I think when I handed it to my peer reviewers it was just over two pages long, with pretty much just ideas on love I had been thinking of put
down on paper. As my peer reviewers made comments, the paper became longer. I began to move my paper in an entirely new direction. Instead of focusing on what I thought was true of love, the required "feeling" that comes with it, I began to wonder that perhaps feeling is just what we demand of God when it comes to love. If we compare Americans to the Jews and Greeks of Paul's time, do we realize that we are no different, as we still focus on methods on proving our love, as well. Martin Luther King's discussion of *agape* helped put all these ideas together, and I am very happy with this paper and its newfound complexity.

My Worker Profile, "Computer Science and Society," pretty much wrote itself. The exigence is pretty simple: I want to be a computer scientist, so I wrote about one. It has made me think a whole lot more about the topic, and I am really happy with where the paper has gone. I am also happy with my use of sources in this paper. My peer reviewers suggested that I include more information from my main source, my uncle Steve. His input on the paper has added complexity, as I use him, myself, and outside sources to develop some interesting ideas and questions on the profession of computer science.
and technology in general. I think our class discussions of
vocation have contributed to the paper as well. Even
though whole idea of job vs. vocation confused me for a
while, the writing of this paper has definitely opened up
my eyes on what my own vocation is.

My last paper, "The Cowardly Writer," was by far
the easiest and most fun to write. When I chose that I
would write about the naked man in Mark, ideas
immediately filled my head. I wrote it as if Mark and the
naked man were the same person, as some speculators
suggest. The introduction to Mark in the Bible greatly
helped to my character's thoughts and beliefs. For
example, it mentions that his writing is similar to that of
certain biographies of Hellenistic philosophers. From
there, I looked up some of the philosophers of the
Hellenistic period and stuck some of their beliefs onto his
character, suggesting that he was influenced by stories of
them. I also incorporated both notions of cowardice and
desires to write a book to foreshadow the text at the end
and the eventual writing of the book of Mark. My peer
reviewers were able to suggest a couple of structure
changes to better do this, and I think that those simple
changes were able to get these ideas off better. Other
influences for the paper include class discussions and especially Tim O'Brien's *The Things They Carried*. Recently, a senior fraternity brother of mine quoted O'Brien when talking about "leaving his mark" on the school, saying "But this too is true, stories can save us" (225). I think this is very true, and serves as a new way to look at some of the work I have done over the semester. My first three papers have shown me what stories do for us, while the last paper has shown me where stories can take us. Without stories from my time at Pizza Hut, I would have a completely different perception of jobs in the service sector. Without the stories of those who have come before us, we wouldn't know what "true" love is. Without stories of the past and of times with less technology, we wouldn't know how to progress in the computing world. Without stories like those in the book of Mark, my final story would never have been written, and my "version" of the character Mark would never have existed. He has indeed been "saved" by stories. I think this leads to the next question, "Is Valpo Core just one more big story, one which, through my writing, will not be forgotten?" It seems fit to finish with a question, doesn't it?