

DROPPIN' THE BEATS...

talking to ian beatty in 720 words or less

When talking to Ian, it becomes apparent most quickly that the thing that really ticks him off the most is his alter-ego getting kicked out of a fictional apartment. He shall never forgive me for it.

Therefore, when I ask him to describe his character in the stories, he becomes quite bitter and angst-ridden. Ian is scary when he gets like this, and he will probably get like this again when he reads this. However, he claims that there was “room for character development” with his alter-ego, which I judge to be a polite way of telling me I did a lousy job. Ian is eagerly awaiting to return of his character in full force, and wants to see him return as someone who was “inspired by getting kicked out to actually get a job and get his life together.” He believes the character of Ian will return in a three-piece Armani suit (“No tacky colours), making millions.

When I flatly ask how this is different from himself in “real life”, he just laughs maniacally and says, “It's not!” Oh, please. He went on to reveal much more about his opinion of his character, but it really got to be quite redundant and, frankly, quite boring.

Ian's favourite episodes is Episode 3, The Vortex of Uncoolness, as it is “pretty climatic”. I suppose this has nothing to do with his character saving the world with his apparent “coolness”?

“I was the coolest person in the apartment,” he assures me.

Besides himself, Michelle the Estrogen Saviour is his favourite character “because she's a bitch”. Hm, yet that leaves Savannah nowhere.... What AM I doing wrong?

As cool as his character might have been, Ian still contests that he was “too childlike”, and “too attached to the computer”. All and all, he doesn't like just being “Jason's sidekick.”

Speaking of the computer, oddly enough, although I was blind to it at the time, the incident where Savannah takes Ian's computer away has a basis in reality. When him and Michelle broke up, it was as if the computer was violently taken from him... since he always used to play StarCraft at her house anyway. I guess that's the pain of the game. You win some, you

lose more.

As I get him reminiscing on the old stories, it's time to think ahead. What does the future hold for Ian Beatty? I ask him: When you are the age you are in the stories (about six years older), which elements of your character do you think are going to be true for you?

Ian replies: “Is Anil a pimp?”

Um, what?

Ian replies again, finally understanding the question: “I'll have a nice suit, still popping in and out of everywhere... still randomly showing up to events.” In terms of the other people and their characters? “Jason WILL have Canada's largest Star Wars memorabilia collection. Noah will still be a twin. Baitzy will not be finished school.” Good boy.

To the question of who would he like to see appear in the stories, he answers, “Me. Myself. I.” I can't detect the bitterness at all, can you? In addition, he would also like to see Jack Nicholson show up out of nowhere. As the real father of Jon's kids, perhaps? Nope, Ian wants to see that honour going to me.

Almost every question I can ask Ian that has to do with the stories (and even not with the stories) somehow gets answered with: “KICKED OUT OF THE APARTMENT,” through gritted teeth. At this point, I try to give up asking new questions and just let Ian ramble.

I can close this interview with this tidbit of thought from the gray matter between the ears of Ian Beatty: “Ah, well. If the guys really were going to make a battlebot, you'd think they'd be smart enough to do it outside. They are also going about being in Savannah's apartment the wrong way. They should make the apartment less girl infested.”

At this point my sister comes outside with her friend, who whispers something in her ear. Bri, my sister, points to Ian, and says, “That one,” and walks away.

That could mean anything.

Interview conducted July 26, 2003

Ashleigh Kay