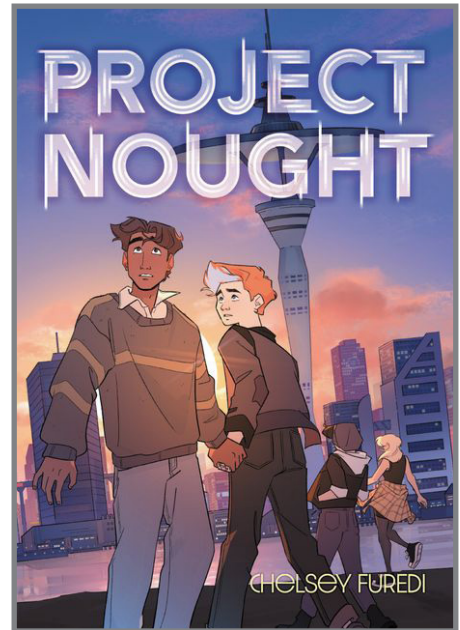# Project Nought

AUTHOR/ILLUSTRATOR
CHELSEY FUREDI

SCIS: 5441342

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RECOMMENDED FOR: Lower to Mid Secondary

SYNOPSIS

Ren Mittal's last memory in the year 1996 is getting on a bus to visit his mystery pen pal Georgia. When he wakes up in 2122, he thinks he might be hallucinating . . . he's not!

Tech conglomerate Chronotech sponsors a time-travel program to help students in 2122 learn what history was really like . . . from real-life subjects who've been transported into the future . . . and Ren is one of them.

In 2122, Ren's life in the 1990s is practically ancient history—and Ren's not sure how to feel about that. On top of it all, he learns that his memory will be wiped of all things 2122 before he's sent back to the '90s. Adding to Ren's complicated feelings, he's forming a crush on his student guide, Mars.

And when he crosses paths with the absolute last person he expected to see in the future, he has a bigger problem on his hands: What if Chronotech isn't the benevolent organisation they claim to be, and he and his fellow subjects are in great danger!

ABOUT THE CREATOR

Chelsey Furedi is a comic artist and illustrator with a passion for inclusive visual storytelling that explores both interpersonal connections and interesting new worlds. She started her career in comics during university with her online hit, *Rock and Riot*, before stepping into the publishing world with *Project Nought* as her debut. If she could time-travel, she'd go one hundred years into the future to see what everyone's wearing. She currently lives in New Zealand and balances working as a background artist alongside her publishing journey. Twitter and Instagram: @cheriiart.

STUDY NOTES

- Which character did you like the most, and why?
- If you were taken into the future and treated like a celebrity, would you feel more excited like Phoebe, or anxious like Ren? Why?
- How do you imagine the future to be? Does this book match that in any way?
- If you could ask a question to someone who lived 100 years ago, who would you ask and what would you ask them?
- Does the format of the graphic novel help the story in *Project Nought*? Does it enhance your reading experience?
- Was there any scene where the lighting, colours or location helped set the mood? Find an example in *Project Nought*.
- While reading, did you distrust any characters? Who? Why?

- Can you pick a character and explain how their appearance matches their personality?
- Upon a re-read, were there any moments that foreshadowed a reveal later on? Did you pick up on these moments of foreshadowing and did the reveals catch you by surprise? Discuss these moments in groups, or as a class.