Celebrate Everybody Reads with *Tomorrow and Tomorrow and Tomorrow* by Gabrielle Zevin. Explore the power of books to create a stronger community.

**Read.**
Pick up a copy of *Tomorrow and Tomorrow and Tomorrow* from your neighborhood library (while supplies last), or check out a digital copy of the book or audiobook.
Made possible by The Library Foundation.

**ABOUT THE BOOK**
*Tomorrow and Tomorrow and Tomorrow*
This richly imagined novel follows three friends over 30 years. Sam and Sadie bond over video games when they meet at a hospital as kids, but later lose touch. As college students, a chance encounter in the subway brings them back together. Sadie, Sam and his college roommate Marx design a compelling video game that brings them fame and fortune in their mid-20s, changing the course of their lives.

Full of references that will delight gamers and anyone who remembers the ’90s, Zevin’s novel is ultimately an expansive exploration of the creative impulse, the evolving nature of deep friendship and how we tell the story of our own lives.

**ABOUT THE AUTHOR**
Gabrielle Zevin is a best-selling author of fiction for adults and teens. Her stories explore themes of identity, connection and love.

Her bestselling novel, *The Storied Life of A.J. Fikry*, has been made into a feature film, and her 2005 debut novel, *Elsewhere*, is a classic of young adult literature.

She lives in Los Angeles.

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**ACKNOWLEDGEMENTS**

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- Oregon Public Broadcasting
- Oregon Cultural Trust
- Pamplin Media Group

Thanks to Broadway Books and Powell’s Books, where you can purchase a discounted copy of the book.

**Community Partners:**
- Broadway Books
- The Janky Arcade

**Multnomah County Library**

** محمود County Library and Literary Arts present**

**AN EVENING WITH GABRIELLE ZEVIN**

**Thu., Apr. 4 • 7:30 pm**

Arlene Schnitzer Concert Hall

Tickets and event information:
literary-arts.org

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Multnomah County Library’s Everybody Reads is made possible by gifts to The Library Foundation, with the author appearance made possible by Literary Arts.

OPB and Pamplin Media Group are media sponsors of Everybody Reads.
Discuss and Learn: Online and in-person events and activities

Intense Creativity Workshop, with Shing Yin Khor
Sat., Jan. 27, 2–4 pm Online Registration required.

Give your brain muscles a workout and learn how to create your own game. You’ll be guided through creative exercises, from sketching to writing to game design. Drawing on your skills and hobbies, we’ll move at an intense and exhilarating pace. No gaming or design experience is required.

Learn and Play Go!
Sat., Mar. 2, 10 am–12 pm Sellwood-Moreland Library
Sat., Mar. 9, 3–5 pm Kenton Library
Sun., Mar. 10, 2–4 pm Woodstock Library
Sat., Mar. 16, 11 am–1 pm Belmont Library
Sat., Mar. 23, 11 am–1 pm Rockwood Library

In this gentle introduction to the oldest continuously played strategy board game on the planet, you’ll learn the basics and play with others. Build your strategic thinking and logic skills, improve your concentration and meet a community of friendly Go players. All ages are welcome, with a suggested age of 10 and up.

Visit portlandgoclub.com to learn more about this ancient game.

Demystifying AI, with Ramón Alvarado
Sat., Mar. 16
11 am–12:30 pm Central Library

From ChatGPT to risk assessment algorithms, the use of machine-learning tools is increasing. Philosopher and data ethicist Ramón Alvarado grapples with questions of trust and bias in AI. How can humans place trust in something they don’t (and can’t) understand? When is it appropriate to use AI? How can we protect ourselves from algorithmic bias?

GameTruck Portland is coming to the library! Drop in and enjoy state-of-the-art Mobile Game Theater, with big screens, over 100 video games and the latest consoles, staffed by experienced Game Coaches.

The Janky Arcade
Sat., Mar. 23–Tue., Mar. 26 drop-in during open hours Gresham Library

Leave your quarters at home, bring your friends and come play! The Janky Arcade is a four-screen interactive arcade. Each screen offers different controls and games from the 1980s-90s. The arcades are constructed from repurposed materials and dressed in blacklight LEDs and found objects from Pacific Northwest festivals. Everyone is welcome.

Getting Inside the Gaming Industry When You Feel Like an Outsider
Sat., Mar. 2, 3–5 pm • Central Library

There are plenty of BIPOC and women creators doing innovative work in video games, yet this multi-billion dollar industry is notoriously dominated by white male perspectives. Panelists Anthony Sims, Daniel H. Wilson, and Laura Hudson will discuss their experiences in the industry, how they relate in a field where they rarely see themselves represented, and the trends in the gaming world that give them hope.

Find more events, a discussion guide and further reading at multcolib.org/reads.

Demystifying AI, la IA
Sábado, 16 de marzo 3–4:30 pm Biblioteca Central

Desde ChatGPT hasta los algoritmos de evaluación de riesgos, el uso de herramientas de aprendizaje automático va en aumento. El filósofo y especialista en ética de datos Ramón Alvarado aborda las cuestiones de la confianza y la parcialidad en la implementación de la IA. ¿Cómo es posible que los humanos continúen en algo que no entienden (ni pueden entender)? ¿En qué escenarios es apropiado utilizar la IA? ¿Podemos protegernos de la parcialidad algorítmica?

Discuss Tomorrow and Tomorrow Tomorrow
Facilitated discussions will be held at Broadway Books on March 26, and at various libraries in English, Spanish, Chinese and Russian. Find locations and times at multcolib.org/reads.

Acompáñanos en conversaciones facilitadas sobre el libro Matías, y Matías, y Matías. Para obtener más detalles, visite nuestra página de Everybody Reads.

These events are free unless otherwise noted. Visit multcolib.org/reads for registration information.

Everybody Reads.