

An early and pervasive paranormal experience guides my investigation into the 'Goat Man.' I create spaces to evade, lure, misdirect, and trap the elusive phantom. Drawing from references of cat and mouse scenarios like *Wile E. Coyote*, *Scream*, and *Home Alone*, I can explore the relationship of predator, prey, and bait to fit within my narrative. The architecture is reminiscent of the Winchester House, Staircases that lead to nowhere, windows into other rooms, and doors not meant to open. Disembodied sounds, fragmented architecture, and video screens that summon portals congregate to capture an ineffable dream-state. When creating these arenas, I think of a space that eliminates physical confines and explore thoughts freely. Here, in this place I bring to life, I can now control my fears; I can play pretend.