

## State of the Outhouse

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In June of 2008, when we first made the plans for Spooky Outhouse Productions, I don't think that Luke and I fully comprehended what a wild ride the next six months would be. What started as a conversation piece on our weekly hikes, soon blossomed into a thriving community.

So what is Spooky Outhouse Productions? When we started talking about the podcasting community at large, one of the things we felt that the podcasting groups lacked, ironically enough, was the *community*. Offering extra services like the forums, chat room, and Twitter feeds help create a place where fans can easily interact with their favorite podcasters.

Beyond that, though, for the members of Spooky Outhouse, we try and promote a friendly community among the content *producers*, not just the consumers. Making ourselves available to answer questions and work on projects has created a web of ideas and execution unlike any we've seen on the internet to date. In fact, squirreled away in this newsletter, you'll see many of the Spooky Outhouse content producers all contributing.

So what does the future hold for Spooky Outhouse Productions and its affiliates? Growth. If the growth we've experienced in the last couple months is any indication about the future, I'll be very pleased next year to announce that we're about ready to take over the world.

At the end of this year, with the One-Shot Day (V3) events, we've tried to expand our reach by getting as many gamers out into their communities to play games they wouldn't normally play. This newsletter is the next step in getting more people involved in the process of trying to unite the disparate pockets of the gaming community. And still, there are more plans in the works.

We're aiming to make this newsletter a quarterly occurrence, so keep an eye out in March for the next issue.

2009 is going to be a good year.