Do you keep someone or something in mind any time you're writing new material?

I am a firm believer that to create requires some sort of inspiration. Most of my songs are about my feelings, experiences or someone who relayed their experiences to me in a way that I found truly meaningful. My children's book series is no exception to that rule. The characters and some of their feelings and attitudes are based on kids that I have interacted with or taught music to in the past. I try to bring a little bit of that human element into everything I write about.

Is there any particular order you go by when you make a song from start to finish?

Interesting question. I cannot say I have had that one before! I am a big start to finish kind of gal. Now, when I wrote one of the children's books, that is not true. I had the beginning and the end figured out, but it took a year to write the middle bits. I guess, many of my songs have a similar approach where I might know the hook, but have not figured out the verses and vice versa. You made me think about that question!

Do you feel like there should always be a rhyme and reason for everything you do in your music?

It really depends on your objective. If a person wants to write songs for themselves, then no reason is necessary. If you are writing a song for others, then, you need to make sure it is delivering the messages that you want to convey. How you convey it also should be a factor when you are doing music. For example, if you attempt to write a love song, and record a high energy electric guitar with a metal feel, that love song will have a different meaning then say, one with a classic or acoustic guitar.

Do you consider yourself a perfectionist?

I will try. I have not accomplished anything perfectly, but would love to one day.

How much time are you spending right now on new music?

Since I just finished my latest EP – Don't Give Me No, I am taking a little break from music writing. I like to give my creative side a breather before jumping into another project. I find the product is better when you give a bit of time in-between creations.