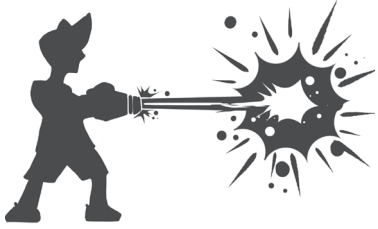


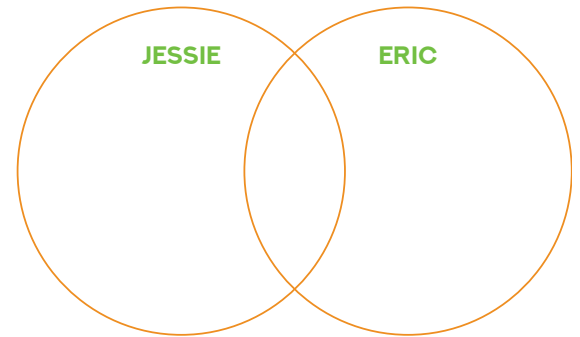
TRAPPED IN A VIDEO GAME



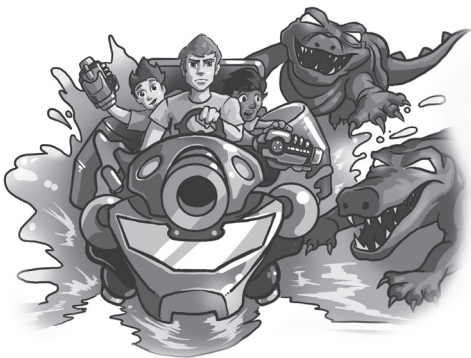
by Dustin Brady

DISCUSSION QUESTIONS AND ACTIVITIES

- How are Jesse and Eric alike and different? As a group, create a Venn diagram with both physical and psychological traits for each character.
- Who do Jesse and Eric meet in the swamp? What does he tell them not to do? Why is he in the game?
- How does Jesse change over the course of the book? What are his strengths and weaknesses? What lessons does he learn by the end?
- Who is your favorite character and why? Do you have traits similar to that character?
- From whose point of view is the story told? How do you know? Choose a scene from the story and describe how it would be different if told through another character's point of view.
- When Jesse was in Eric's basement, why do you think he made the decision to press YES to play Full Blast? (p. 5) What choice would you have made and why?
- What is the Hindenburg Protocol? (p. 89) How does it work? What was it created for? What caused it to be activated against Jesse and Eric?



- Does Jesse's hologram work on the Hindenburg? (p.97) Why or why not? If you were Jesse, would you have done anything differently?
- How did Jesse feel sharing his plan to Eric and Mark? (p. 105) What were their reactions? Do you think Jesse will be more or less likely to share his plans in the future?
- Does everything get resolved at the end of the book? Why do you think the author wrote this ending? How is it similar to the endings of the chapters? As a group, make a few predictions about what might happen next in the story.



- What was your favorite part of the book? In pairs or small groups, talk about whether or not you liked the book and why.