

Name \_\_\_\_\_

## Video Game Character IRL

### Open Ended Questions

1. Explore the theme of escapism in the story. How did the protagonist's virtual reality experience allow them to escape their ordinary life and immerse themselves in the world of their favorite video game character, Max Thunderclaw? What did this experience provide for them?
2. Discuss the impact of the virtual reality technology on the protagonist's perception of reality. How did the realism of the virtual world, including the sensory details and interactions, enhance the protagonist's experience of living as Max Thunderclaw? How did it blur the line between reality and fiction?
3. Reflect on the concept of identity in the story. When the protagonist became Max Thunderclaw, how did they perceive themselves, and how did their newfound identity affect their actions and choices throughout the adventure? What does this suggest about the influence of role-playing and virtual experiences on one's self-perception?
4. Consider the idea of living out a dream or fantasy through virtual reality. How did the protagonist's day as Max Thunderclaw fulfill a dream or fantasy for them? What does this story convey about the appeal and potential consequences of living out one's fantasies through technology?

