# “Among the Sleep” - Arbeidsark engelsk

Did you find the story to be convincing/engaging?

Who is the main character in this story?

What function does the teddy bear serve in the telling of this story?

The main character does not speak in this story – how are his thoughts and feelings conveyed to the player?

What themes does this game convey? Does it do so effectively?

Describe the “monster” the child meets in the game? What does he/she symbolize? Were you surprised by the ending? Why/Why not?

This story is told through the game medium. How does experiencing a story through a game differ from experiencing a story through a short story, a novel or a film?