she dreams elsewhere

DISCUSSION QUESTIONS

Reflect Before Playing

- What role does self-talk (positive or negative) take in your life?

- How do you find ways to support yourself (or your friends) who are going through rough times?

Reflect After Playing:

- At the start of the story, it's quickly apparent that Thalia is struggling. What are the ways we see this? How does it feel to play a character that is already going through so much and, perhaps, doesn't fit our typical notion of what the protagonist of a game should be?

- The dialogue and actions of the characters all feel extremely true to life, and the party scene is one of the places where Davionne establishes that realism. What are some of the specific ways that this world felt "real"?

- One of the most striking elements of **She Dreams Elsewhere** is that it's a game with people of color. Made by a person of color! In an industry and medium in which black folks, in particular, are often relegated to being side-kicks and caricature if they're even present in the first place, what is it like to play a game with multiple nuanced portrayals of people of color?

- Davionne mentions that **She Dreams Elsewhere** is a story where Thalia will be addressing her own fears and subconscious, and we see this especially in the surreal world of Oblivion. What creatures does she encounter there, and how do they potentially foreshadow what's to come?

- Support systems are strongly alluded to in the the demo of **She Dreams Elsewhere**. What support systems have you found work well for you when you're going through tough times? Are there different systems and processes you'll use, or do you have some tried and true methods?