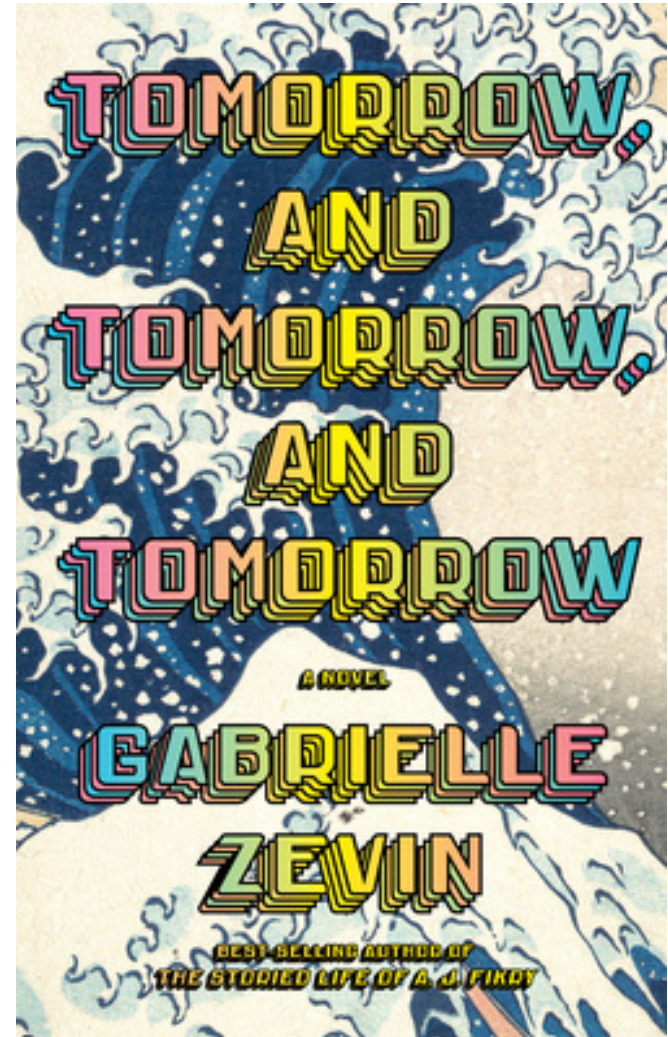


New and Upcoming Book Club in a Bag Titles

Demon Copperhead	by Barbara Kingsolver
The Book Woman of Troublesome Creek	by Kim Michele Richardson
Finding the Mother Tree	by S. Simard
Ace of Spades	by Faridah Àbíké-Íyímídé
How to Have Difficult Conversations about Race	by Kwame Christian
Someone Else's Shoes	by Jojo Moyes
The Ways We Hide	by Kristina McMorris
The Rose Code	by Kate Quinn
Spare	by Prince Harry
West With Giraffes	by Lynda Rutledge
Shout	by Laurie Halse Anderson
Speak (Novel Edition)	by Laurie Halse Anderson
Hester	by Laurie Lico Albanese
Hang the Moon	by Jeannette Walls
Homestead	by Melinda Moustakis
Dear Edward	by Ann Napolitano
The Last Days of Summer	by Steve Kluger
Maame	by Jessica George
Under the Magnolias	by T. I. Lowe



BOOK DISCUSSION





Discussion Questions

1. Let's first talk about the significance of the book title. How does the title, which is borrowed from the famous Macbeth speech, relate to the themes of the story as a whole?
2. Did you like the setting in the world of video game design?
3. Why were Sam and Sadie so drawn to video games as teenagers at the hospital? What did it offer them?
4. And on a similar note, why did they both want to create video games as adults?
5. Especially during this era, Sadie is one of the few woman video game designers. Why were women undervalued in gaming?
6. What are your thoughts on Sam and Sadie's friendship throughout the years?
7. While they both say I love you, they never become lovers. Why is that? Do you agree with Sadie that they are closer than lovers?
8. Let's talk about Sam's tragic backstory and how it impacted how he viewed the world.
9. Marx is a major character of the novel and if it weren't for him, the video game might never have happened. Why do you feel people didn't really take Marx that seriously?
10. What was your impression of the romance between Sadie and Marx?
11. How did Marx's murder change everything for Sadie and Sam?
12. Instead of coming together in grief, Sadie pushes Sam away and even blames him for what happened to Marx. Let's talk about how Sam's video game brought them back together in a small way.
13. What do you think happens next for Sam and Sadie? Will they create another video game? Do you think they will ever be in a romantic relationship?

Question by bookclubchat.com

GAME
OVER