LESSON
SLENDER MAN

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SLENDER MAN

Playing a video game of the urban legend, Slender Man, in order to understand and analyse the horror genre, with a focus on setting.

Subject and level
English B-levels

Connection to curriculum
The students learn about different genres of fiction, including horror.

Didactic and pedagogic considerations
The horror genre is visceral and is meant to be felt. Playing a video game or watching a horror film probably has a bigger impact on younger audiences than reading a book. This sequence is meant to introduce the students to the workings of the horror genre and offer an analytical approach to it. It is meant to be a more direct experience than reading, which they will also be doing later.

Time estimate
2 hours

Group size
2-3 or individually

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Overall introduction to exercise

This sequence follows preparatory work with the horror genre and the character of Slender Man.

After reading about the horror genre – including Slender Man's background and origin story-, what elements and key characteristics it has and how to analyse those, the students are going to play the game, "Slender Man: The Eight Pages" by Parsec Productions. The game is meant to give the students a feel for how the horror setting builds up suspense in its receivers.

After completing the game, the student are going to write an analysis of the setting with a focus on its horror elements.

This sequence can be a part of a longer project on Slender Man, urban legends and the effect of the Internet on popular culture and its impact on real world events.

Exercise as presented to the students

No separate presentation needed.

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