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Programmers around the world should not develop an OASIS-like virtual world. Escapism is a large problem that is being showcased in Ready Player One, as well as technology addictions, and attempted murders and kidnappings.

If programmers were to develop a virtual reality that influences escapism, there would be people leaving their whole lives behind for this fresh and new virtual one. When people plug into their video games or just their phone they often are not aware of their own surroundings. I know this with my own personal experience when I myself need an escape from this harsh reality. People In the novel Ready Player One were leaving their whole lives behind for a glorified VR game due to their real lives being really horrible. Instead of working on the parts of life that are the hardest or focusing on the positive aspects of life, they plug themselves into a world that only exists when they put on their OASIS headgear. There were recorded cases in the novel that explained how people were just going “missing” in plain sight due to this new virtual world. “Hikikomori locked themselves in a room, read manga, and cruised the OASIS all day, relying on their families to bring them food… They sometimes called these children the ‘missing millions.’” (243). In conclusion, if programmers were to make a game just like the OASIS from Ready Player One people would use it to consistently escape their lives entirely and basically become a missing person, however not in the way that they are actually missing but instead how they are constantly missing out in their actual lives. These people not only miss out on their own lives but also miss out on true connections with people and force their families out of their lives unless they bring food and drinks with them.

Technology addiction is also a huge issue in Ernest Cline’s Ready Player One and the way Cline portrays it in his novel is quite accurate to technology addiction in real life. In the novel we see many people succumbing to the technology almost immediately. We also see how people are willing to neglect their responsibilities like children, jobs, and schooling. We already see this technology addiction happening today. In fact, because of my own technology addiction, I’m typing this whole essay while listening to music from my phone. Technology has a chokehold on adolescents and children as young as infants and has ruined their attention spans immensely. In Ready Player One, there isn’t a single person in the real world with actual jobs that doesn’t have a semi-transparent OASIS visor on. There are literal rental shops and public wifi connections just out on the streets all over the world. “I walked to an OASIS parlor located a few blocks away… He was wearing a bifocal visor, which gave him a semitransparent view of the OASIS while also allowing him to see his real-world surroundings.” (301). To conclude, people relied on technology so much that they couldn’t just leave it all at home. Instead they built entire buildings that allow people to rent out these OASIS visors with private rooms. The person behind the counter in this particular OASIS parlor is using what’s called a bifocal visor which allows them to be both in the real world and in the digital world at once.

With more people struggling with rent and even some without homes, big corporations like the IOI are able to just commit crimes like murder and kidnapping if they wanted to. Nolan Sorrento, the main CEO of the IOI corporation, was able to kill multiple people with no repercussions due to the people being killed being “lower class” citizens. Sorrento also ordered for a top gunter named Daito to be killed and framed as just an ordinary suicide. He was also making plans to abduct both Art3mis and Shoto to either force the two to work for him or to just kill them and get rid of any competition he saw in his way. “What was I thinking? The Sixers had just tried to kill me … Shoto shook his head.‘No. They broke into his apartment, pulled him out of his haptic chair, and threw him off his balcony. He lived on the forty-third floor’ ... In it, Sorrento proposed sending agents to abduct Art3mis and Shoto from their homes to help IOI open the Third Gate.”(146, 242, 293). Finally, if programmers were to make a Virtual Reality like the OASIS, the world may become a worse place due to everyone wanting to stay online all the time. Big corporations would be able to exploit and even abduct and murder people due to everyone being online. Also, the technological realm is very unsafe due to hackers and identity thieves.

With the evidence gathered here I can conclude that programmers should not make an OASIS-like virtual world. If we did allow for programmers to make a virtual world like the OASIS people would shut themselves away and become “Hikikomori” or part of the “missing millions”. People would also develop an even worse technology addiction than we already deal with today and bring their virtual reality gear to their workplace and/or school. And finally, corporations would be able to basically take over the world and commit whatever crimes they wanted due to everyone being online, in Wade’s case the IOI blew up his trailer killing everyone inside and below it.

Works Cited:

Cline, Ernest. *Ready Player One*. New York: Broadway, 2011.