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The Benefit of Creating OASIS for a Public School System

Programmers around the world should develop as OASIS-like public school systems because the virtual online school teaches way better than traditional school since the program understands the students better.

First, in the OASIS, there are free OASIS libraries where people can learn about any subject matter. In Wade's experience, before he read the book in OASIS, he believed what the adults told him. But, after he read books in the free OASIS libraries, he was shocked that he had been lied to. Wade says, "The facts were right there waiting or me, hidden in old books written by people who weren't afraid to be honest" (Cline 16). In OASIS libraries, the students can choose their own book to read easily, while the traditional school book may not get the attention of the student.

Second, programmers should develop an OASIS school because the students are able to ignore anyone that annoys them. When the student feels harassed by their peers, they are free to mute them for themselves and are not allowed to fight because the simulation does not permit that. Wade says, "The ability to mute my peers was one of my favorite things about attending school online, and I took advantage of it almost daily" (Cline 30). With the mute feature in OASIS, the student can mute those who are distracting to focus on their studies or something else.

Third, the OASIS allows the player to create an online avatar that can replace how the person looks in real life to stop insecurity. Since students do not know who the person is in real life, they are not able to get a reason to make fun of the person. Wade says, “Best of all, in the OASIS, no one could tell that I was fat, that I had acne, or that I wore the same shabby clothes every week” (Cline 32). The players in OASIS are unable to tell what the person look in real life, so they cannot get any reason to make fun of them or fight.

Programmers should develop OASIS public school because there are many books in the libraries that have accurate information, students being able to mute their peers if they are uncomfortable with them, and feel safe from their insecurities and be protected.

Works Cited

Cline, Ernest. Ready Player One. Crown Publishing, August 16, 2011.