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Ready Player One Argumentative Essay

Ready Player One by Earnest Cline should be a standard book in high school English classes today. The novel is more relatable to today’s teens, is a good example of escapism, and takes place in a future that is very closely related to today’s issues. I am firm in my belief that this book should be read in high school English classes because it’s relatable and relevant to teens while still providing teaching material.

Ready Player One is a book that teens can relate to more easily than most books commonly read in current English classes. This is because the book was written more recently and takes place in and around 2050, a not far off future that could be, word for word, our own. It focuses around a multiplayer online virtual reality game that people often use to escape the real world, called the OASIS. With VR slowly becoming a bigger impact in the gaming industry and in the average home, Ready Player One is more relevant now than ever.

Ready Player One also contains themes of escapism, which could be a valuable lesson to learn about today. Rather than solve the problems they face, the people living the Ready Player One world find other things to distract themselves with. The book somewhat reflects how easy it is to do multiple times throughout. In the first page, the narrator tells us that the world is in a bad place to begin with, describing current issues by telling us “the people of Planet Earth had other concerns. The ongoing energy crisis. Catastrophic climate change. Widespread famine, poverty, and disease. Half a dozen wars.” A little further into the chapter he casually mentions that nuclear attacks on major cities is something that doesn’t happen often, but happens often enough to be used as an example of news feeds interrupting people’s shows. As the book continues, it is easy to forget these things happen in their world, because everyone is so lost in the OASIS that they just gave up with the outside world.

Another good reason to bring Ready Player One into classrooms is because it can be used as a valuable lesson about where our world will go if nobody does anything about it. An energy crisis isn’t far off and neither is nuclear war. Both would bring the widespread disease, poverty, and famine the main character talks about. A major link to our present day is that the story makes a lot of 80’s and gaming related references. The story is focused around a hunt for a billionaire’s fortune, left behind for those who can follow his references and beat his games inside the OASIS. This would be easy for students today to connect with because it is a fairly recent time period.

In conclusion, Cline’s Ready Player One Would be an excellent story for today’s high schools to read in English. The story is connected to our recent history and takes place in a near future, bringing elements of dystopian society and escapism to the classroom. Its relevancy also makes it a better read for students often left unfocused by century-old stories they can’t even force themselves to relate to.