

Hoai Tran

Mrs. Silva

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Drawbacks of Building an OASIS Public School System in the Real-World

The OASIS, a virtual world where individuals can explore, learn, and be whoever they want to be, offers a sense of freedom and control that the real world lacks. However, it also poses risks to personal information and mental health. The programmers should not develop an OASIS like virtual World. Wade's inactive lifestyle, emotional overeating, and depression underscore the wider health hazards linked to deep immersion, interpersonal connections resulting from virtual world addiction, and the lack of security for student information within the virtual realm.

Immersing oneself excessively in a virtual world may inadvertently result in neglecting crucial real-life responsibilities, weakening personal connections, overlooking health risks, and disregarding environmental concerns. Engaging excessively in virtual worlds, such as the OASIS, can have substantial real-world repercussions in terms of health and relationships. From a health perspective, it may result in physical and mental ailments, including stress-related injuries, vision issues, and psychological disorders. On the relational front, it can contribute to social isolation and the erosion of communication skills, ultimately weakening personal connections. According to Ready Player One, "But I spent the vast majority of my time sitting in my haptic chair, getting almost no exercise at all. I also had a habit of overeating when I was depressed or frustrated, which was most of the time" (Cline 196). Wade's story stands as a poignant testament to the perils of excessive immersion in virtual worlds. His candid acknowledgment of a sedentary lifestyle and emotional eating, fueled by feelings of depression

and frustration, mirrors broader health risks. This narrative evidence reinforces the notion that intense virtual engagement can lead to neglect of physical health and mental well-being.

Additionally, it sheds light on relational consequences, as Wade's preoccupation with the virtual realm likely hampers his productivity and interpersonal connections.

The OASIS school system was built to help the players escape the real world's lacks. The captivating nature of the OASIS virtual world game, with its ability to provide intense psychological rewards and experiences, raises concerns about potential addictive behaviors among users. When a virtual world becomes as immersive and enticing as the OASIS, individuals may prioritize their digital lives over their real-world existence. This shift could have serious implications for mental health, leading to isolation, depression, and a sense of unfulfillment in reality. When users utilize the virtual world as an escape from their everyday lives, they may find it increasingly difficult to disengage and face the challenges of the real world. According to Ready Player One, "Being human totally sucks most of the time. Video Games are the only thing that make life bearable" (Cline 11). It illustrates how the OASIS, with its intense psychological rewards, can become a preferred real world, leading users to prioritize it over their actual lives. This preference can have profound mental health implications, as it may cause users to lose touch with reality, resulting in isolation, depression, and a lack of fulfillment outside the virtual realm. The text demonstrates that the OASIS's immersive nature can foster an addiction that makes facing the real world increasingly challenging for the players.

Public schools within the OASIS function similarly to traditional schools, but in a virtual setting. As a result, they require student data for admission purposes. Despite assurances from school administrators about safeguarding confidential student details like names and addresses, the integrity of this information can still be compromised. Despite a principal's commitment to

keeping students' personal information confidential such as their names and addresses, money can still sway many individuals. In the story, IOI, a major corporation, managed to influence the principal of Wade's school. Offered an undisclosed but presumably substantial sum, the principal divulged confidential details, compromising safety. This highlights that even in an environment where students strive for anonymity, the public school system remains unconditionally trustworthy. According to Ready Player One, "...we decided to contact a few OPS administrators and offer them a bribe. Do you know how little a school administrator makes a year, Wade? It's scandalous" (Cline 143). The dialogue emphasizes that, despite the virtual environment, OASIS public schools still demand student data akin to traditional schools. However, the integrity of this data remains uncertain, as the narrative reveals how school administrators can be influenced by bribery due to their meager salaries. This scenario underscores the potential risks associated with collecting and safeguarding confidential information within virtual platforms, where even well-intentioned promises of privacy may falter under economic pressures.

The OASIS offers an enticing escape from the limitations of the real world, it comes with significant risks. Wade's struggles in "Ready Player One" serve as a stark reminder of the potential dangers of excessive virtual immersion. As developers consider creating similar virtual environments, they must balance the allure of infinite possibilities with the need to safeguard users' mental health and personal well-being. The OASIS's immersive nature can foster addiction, leading individuals to prioritize it over their actual lives. Players must be aware of the real and virtual world, it will help players balance life and be responsible for real life.

Worked Cited

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