Isaak Z. Maldonado

Mrs. Silva

English

28 March 2022

<div align="center">Escapism</div>

An OASIS like virtual reality from *Ready Player One* would be super beneficial with obvious drawbacks but also should be something that programmers and developers should develop. The drawbacks to the OASIS would not only be the amount of people who would become addicted and become so dependent on it that they don't have any other social connections outside of it could be relatively large. Though those drawbacks are not outweighed by the benefits of the creation and development of the OASIS since there would be a large amount of benefits and amount of potential to create something that would completely alter the world for the better. Programmers around the world should create and develop an OASIS-like virtual universe due to the amount of viable conventional uses it would provide, the ability for some users to 'escape' and take a break for a moment, and the large technological leap it would induce and introduce when developed.

Programmers around the world should create a virtual universe like the OASIS in *Ready Player One* since it could provide many conventional uses. For example the amount of practice that could be gained for medical students, and students in general, would be heavily used and preferable. The reason for this is because medical students would be able to perform virtual surgeries or other simpler tasks like inserting an IV or intubating a patient without having the repercussions of accidentally damaging an expensive doll or using a cadaver. Other uses would be with school or even work where some people heavily prefer to work from home. In the book,

Ready Player One, Wade says "the school bell rang and a warning flashed in the corner of my display, informing me that I had forty minutes until the start of first period" and "Teachers could take their students on a virtual field trip every day" (29. 47). This shows that the day to day work life of individuals in the OASIS is highly attentive and the system keeps track of time for an individual giving them alerts to keep them on task and on time. To expand more on working from home, for many individuals during the mandated quarantine for COVID-19, the time spent working from home was enjoyable and highly preferred primarily due to the fact that individuals were able to feel fully comfortable in their own home. Overall with the many convenient tasks that could occur in the OASIS like working or learning from home, many individuals would benefit, which society already has first hand experience with due to the mandated quarantine to help prevent the spread of COVID-19.

An OASIS like virtual reality universe could create and expand on individuals' escape from their own or real world situations. The ability to escape one's own issues is a hard achievement to obtain in modern society with the rates of depression and anxiety increasing. One of the main issues spoken about for escaping the real world in the book is bullying, with many individuals being criticized at many places like school for one's own physical appearance. In the book, *Ready Player One,* Wade says "For me, school had been a Darwinian exercise. A daily gauntlet of ridicule, abuse, and isolation" (31). This Darwinian feeling towards school is a common issue amongst students and because of that many of them use escape tools like video games, sleeping, or even watching content to get away or distract themselves from those issues. For Wade he stated "My appearance was part of the problem. I was overweight and had been for as long as I could remember" and later he said that in the OASIS no one could tell that he was overweight or had acne (30, 32). This only goes to show that within the OASIS he can feel

comfortable and feel at ease. Furthermore, Wade also stated "[In the OASIS] you could change your name, age, sex, race, height, weight,voice, hair color, and bone structure. Or you could cease being human altogether…you could become whomever or whatever you wanted to be…anonymity was guaranteed" which shows that people are able to truly become whatever they want to be without having their true identity being revealed (57). That little portion of being anonymous and being able to be whatever one may want only expands on the ability to have a slight escape from some of their insecurities or issues. The ability to escape from one's own issues and insecurities is highly desirable, in the OASIS one is completely able to become whatever or whomever they please to be, which not only makes people feel at ease but also allows people to feel welcome amongst strangers.

The technology that would be created in order to replicate a version of the OASIS in the real world would be not only difficult to create, but immensely powerful and highly advanced. The reason for having goggles like ones used in the OASIS is to power and run the program. The sheer amount of technology that would have to be created in order for such a thing to even exist and possible is already being imagined and some even developed, which would later be used to create such a device and program. In the book, *Ready Player One*, Wade states "[the OASIS console] used harmless low - powered lasers … [to project the OASIS] right onto the wearer's eye", showing that the technology is not only years ahead of its time but also difficult to create, but also shows its ability to allow users to experience high quality gaming (58). Furthermore with the high quality gaming and simulation, Wade states "the OASIS … [drew] addition processing power from every computer connected to it", essentially meaning that with this new method of getting power the simulation would be better than every other simulation available as it didn't have the issues of having small servers and being low quality (58). These technological

advancements spoken about in the book shows that those same advancements have the ability to change and alter the world. The technological advancements required to create an OASIS like simulation and technology would not only be grueling to make but also be one of the most influential and impactful pieces of technology.

The idea of creating an OASIS like simulation and technology is something that not only people can dream of but also should be something that programmers should attempt to create. The amount of practical and viable options that would be available from something like the OASIS would help create and stimulate some people's methods to work and learn. Not only would an OASIS-equivalent simulation be more convenient for some, but it would also grant the ability to escape the real world or one's own insecurities or issues, for a moment, more easily. The technology that would have to be created to replicate such a simulation would not only be powerful but also be one of the most influential and largest advancements made in modern history. Overall programmers should be invested and be developing a technology and simulation equivalent to the OASIS as it would be one of the most influential, helpful, and groundbreaking devices or pieces of technology created in modern history.

Works Cited

Cline, Ernest. *Ready Player One*. New York: Crown/Random House, 2011. Print.