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<div align="center">How OASIS-like Schools can be Beneficial</div>

Many people have different views of what school is. Some love it because of the things you learn or the people you meet, but others may not see it the same. Others may dread going because of difficulty, getting picked on, or whatever else it may be. That was one of the many problems for the main character in *Ready Player One* (Ernest Cline), Wade Watts, before he started going to school in the virtual world of the OASIS - and it could help with other people that are going through the same thing as Wade did while he was still going to normal school. Because of this, I think programmers should make an OASIS-like school system, and here are a few possible reasons why.

First of all, an OASIS-like school system allows students to learn in peace without the risk of actually getting hurt by people around them. For example, there could be a situation where someone is getting picked on or bullied, which can sometimes come with physical encounters. With the Oasis school system, though, that can't happen, since players hurting each other is off limits on OASIS school grounds. An example of this in the book states, "There was never any fighting on school grounds. The simulation simply didn't allow it. The entire planet of Ludus was a no-PvP zone, meaning that no player-versus-player combat was permitted" (Cline 30). Because of the restrictions set for all of the school worlds in the OASIS, people can't get hurt at school. Another part of the book states, "Bullies couldn't pelt me with spitballs, give me atomic wedgies, or pummel me by the bike rack after school. No one could even touch me. In

here, I was safe" (Cline 32). Since the school isn't in real life, people can't cause physical harm to one another on its grounds. Bullying can be a real problem for some people, and the OASIS could be their safe space.

- Along with that, an OASIS-like school system could allow people to be more comfortable when it comes to asking questions or speaking to people. Some people may be socially awkward when it comes to real life situations, like when it comes to walking up to someone to talk to them or raising a hand in class. The OASIS school system could give that   person more confidence when it comes to those situations. In the book, Cline writes, "Online, I didn't have a problem talking to people or making friends. But in the real world, interacting with other people—especially kids my own age—made me a nervous wreck" (Cline 30). In real life, Wade was very shy, which made it hard to talk to people because his confidence was low. Because of the OASIS, though, he was able to say what he wanted to say with his chest because no one could see him. Not only can the OASIS make people more comfortable, but it could also help them with confidence and openness.

Lastly, learning in the OASIS could be more engaging for people who tend to doze off in normal classrooms. Learning is very important, of course, but some people may tend to find sitting in a classroom for an hour non-engaging and boring, which could cause them to not learn as much as they need to. With the OASIS schools, though, classrooms are made with no building restrictions. An example of this in the text states, "So every school was a grand palace of learning, with polished marble hallways, cathedral-like classrooms, zero-g gymnasiums, and virtual libraries containing every (school board–approved) book ever written" (Cline 31-32).

Since the buildings in the OASIS can be built however the builder pleases, a lot could be done to make the classrooms and schools more interesting. This could help some people be more excited to come to their classes.

With all that has been said, I think people could benefit if programmers made an OASIS-like school system. Not only will it keep people entertained, but it could possibly help them stay engaged, focused, and safe. Although some people may prefer normal school themselves, the people that don't exactly feel the same could definitely feel like they have somewhere to go.

Works Cited

Cline, Ernest. *Ready Player One*. Crown Publishing Group, 2011.