

Ready Player One Discussion Questions

1) What do you like or not like about the book so far? Would you recommend this to someone else? Could you use this book in your class or for any other school activity?

2) How is the OASIS school different than our F2F schools? What about our online learning courses and programs? Is it better? Are there things that we can or have implemented that match some of the benefits of the OASIS school? What more could we be doing either F2F or online? Has the author created a solution to classroom overcrowding, student apathy, and school violence?

3) The OASIS is definitely shown as being an escape from the problems of Wade's world. Wade seems to think this is good. Morrow seems to think it is bad. Do we use games, the internet, and virtual worlds to escape from a problematic reality? Do we or can we use these virtual connections to make the world a better place? What virtual realms (Google, Facebook, flickr) do you depend on? Is it dangerous to mix profit and dependence on technology?

4) Did the author do a good job of world-building? Could our community start looking like the stacks by the year 2044?

5) Explore the question of identity raised in the novel. What do the characters' avatars tell us about their desires and their insecurities? In reality, does our physical appearance give false clues about who we really are?

6) How is the novel shaped by the 1980s backdrop, featuring John Hughes films, shows like Family Ties, a techno-beat soundtrack, and of course, a slew of early video games? Did Halliday (and others who came of age in the 80s) grow up in a utopia?

7) Discuss the financial situation of "Bryce Lynch," rigged so that Wade could infiltrate IOI. When does Wade become willing to "die trying"? How did you react to the image of debtors being forced into indentured servitude?

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8) Wade doesn't depend on religion to make moral decisions or overcome life-threatening challenges. What does the novel say about humanity's relationship to religion?

9) Despite their introverted nature, the book's characters thrive on friendship. Discuss the level of trust enjoyed by Halliday and Og, and by Wade, Aech, Art3mis, Daito, and Shoto.

10) In the closing scenes, Halliday's reward proves to be greater than mere wealth. What is Halliday's ultimate prize? How did the rules of Halliday's game help him determine the type of player who would likely win?

11) In his quest for the three keys, Wade is required to inhabit many imaginary worlds, including movies, video games, and a simulation of Halliday's childhood home. Which of these virtual realities appealed to you the most? What sort of virtual reality is provided by a novel?

12) Is Wade a strong main character? Did you like him? Find him believable? Interesting?

13) Why are all the main gunters teenagers? Did you find this appealing or off-putting?

14) Were there any passages or scenes that you remember well or particularly liked? Were you surprised by anything?