

Discussion Questions for *Ready Player One* by Ernest Cline

(Some questions taken or adapted from <http://www.randomhouse.com/book/209887/ready-player-one-by-ernest-cline#discussionquestions>)

1. Did the author do a good job of world-building? Could our community start looking like the stacks by the year 2044?
2. The OASIS becomes a part of daily life for users around the globe. What virtual realms (Google, Facebook, flickr) do you depend on? Is it dangerous to mix profit and dependence on technology?
3. 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?
4. How does public school in the OASIS compare to your experience in school? Has the author created a solution to classroom overcrowding, student apathy, and school violence?
5. Wade's OASIS pass phrase is revealed on page 199, at the end of chapter nineteen: "No one in the world ever gets what they want and that is beautiful." What does this philosophy mean to him at that point in his life?
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?
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 offputting?
14. Were there any passages or scenes that you remember well or particularly liked? Were you surprised by anything?
15. Would you recommend this book to a friend?
16. Are there any questions you would like to ask?