

## Media & Literature Summer Reading



### ***Ready Player One*, by Ernest Cline**

1. **Read the novel.** You do *not* have to annotate; however, if something strikes you as being particularly interesting or discussion-worthy, feel free to make note of it. (But really just enjoy it--it's a fun summer read!)
2. **After you finish reading each section of the novel ("Level One," "Level Two," and "Level Three"),** pause to write down (either digitally or in the text itself) the following things:
  - a. Two (or more) Observations: Two things you noticed that seemed particularly interesting.
  - b. Two (or more) Questions: Two discussion-based questions that you'd like to address in class in the fall. (Feel free to ask some controversial and thought-provoking things!)
3. **After you finish reading the entire novel,** consider the questions below. (You don't need to answer them in writing, though you're welcome to jot notes if you'd like.)
  - a. Though most of the novel takes place in the OASIS, *Ready Player One* begins in the real world and ends in the real world. Perhaps one reason for that comes from Halliday himself, who tells Wade, "as terrifying and painful as reality can be, it's also the only place where you can find true happiness" (364). What elements that could only be found in the real world were essential to Wade's quest? At what points in his quest did he have to return to the real world (and the people within it) to provide him with things he needed to attempt to win the virtual contest?
  - b. In a recent article, Heather McGowan (a "Future of Work" Strategist) stated the following: "Four out of five CEOs say that skills gaps in creativity and problem solving make hiring difficult and nearly half of job tasks may be lost to automation within the next two decades. While we have substantial technical skills gaps we also have a profound shortage of non-technical, uniquely human skills such as empathy, social intelligence, creativity, communication and judgment." At what specific moments in the quest did Wade have to rely on "non-technical, uniquely human skills"? How are the very human partnerships between Parzival, Art3mis, Shoto, Daito, and Aech different from the collaboration between the Sixers?