

Ready Player One:  
Media Representations of Video Games.

1. How do characters in the OASIS use video game environments and avatars to express themselves creatively? What does this reveal about the potential for video games as a platform for self-discovery and identity exploration?

People can have whatever avatar they want. Change what they look/sound like whenever they want.

2. How do characters in the OASIS form communities and collaborate to overcome challenges? What does this suggest about the potential for video games to foster social connections and teamwork?

Trying to stop IOE from taking over OASIS.  
Working together to try solve the easter egg puzzle.

3. How does the film hint at the potential for OASIS technology to be used in the real world beyond entertainment? What are some positive implications of this?

Making a living. Jobs. Relationships. New life.  
Community

4. How does the film portray the potential dangers of excessive escapism and addiction to virtual worlds? What are some negative consequences shown in the film?

Everyone lives in caravan homes stacked on top of each other. Shows  
Addiction. Video game becoming life  
OASIS is more important than real life

5. Social Isolation and Exclusion: How does the film portray the potential for video games to lead to social isolation and disconnection from the real world? What are some examples shown in the film?

No one lives in the real world. You make friends in the OASIS that you don't know in real life or have even met in person.

6. Corporate Control and Exploitation: How does the film portray the potential for large corporations to exploit virtual worlds for profit and control? What are some of the dangers shown in the film?

IOE ~~is~~ wants to take control of OASIS and fill it with ads to make money. Data theft and information leaks.

Bonus Question:

- What are some other films or media that portray video games in a positive or negative light? How does Ready Player One compare?

Tetris movie

Pixel

Free Guy

Samurai

Grand Turismo