



Key Vocabulary: Ready Player One by Ernest Cline

Vocabulary Word	Definition	Context
Artifact	An object made by humans, typically of cultural or historical significance	"There were several life-size models of famous people, and several glass cases displaying ancient artifacts."
Avatar	An online representation of oneself	"In the OASIS, you could create an avatar that was a perfect representation of who you wanted to be."
Cipher	A secret code	"I discovered a cipher hidden in the Almanac's introduction."
De facto	In fact, whether by legal right or not	"I was the de facto leader of the High Five, even though we technically had no leader."
Dystopia	An imagined state or society where there is great suffering or injustice	"The world had turned into a dystopia, with poverty and deprivation rampant."
Enigma	A person or thing that is mysterious or difficult to understand	"The hunt's creator, James Halliday, was something of an enigma."
Gunters	Short for "Egg hunters"; people who are trying to find the Easter egg in the OASIS	"Most gunters, like me, were obsessed with finding the egg."
Haptic	Relating to the sense of touch, in particular relating to the perception and manipulation of objects using the senses of touch and proprioception	"The haptic feedback was so realistic that it felt like I was really holding a gun."
IOI	Innovative Online Industries	"The IOI had achieved a near-monopoly on the OASIS's commercial infrastructure."
Ludicrous	Foolish, unreasonable, or out of place as to be amusing	"This whole situation was ludicrous."
Maelstrom	A powerful whirlpool in the sea or a river	"I was thrown into a maelstrom of paranoia and doubt."
Oasis	A virtual reality world accessed via the internet	"The OASIS was my refuge."
OASIS	Ontologically Anthropocentric Sensory Immersive Simulation	"The OASIS was a massively multiplayer online simulation game."
Oasis School	A school that exists only within the OASIS virtual reality world	"I had attended an Oasis school for most of my education."
Paragon	A person or thing viewed as a model of excellence	"Halliday was the ultimate paragon of a geeky, pop-culture-obsessed hacker."
Quest	A long or arduous search for something	"The Easter egg hunt was the biggest quest in history."
Rendezvous	A meeting at an agreed time and place, typically between two people	"We had arranged to rendezvous at the end of the first level."
Sixers	Employees of IOI who have six-digit employee numbers	"The Sixers were IOI's shock troops."
Ultraviolet	Beyond the visible spectrum at its violet end, having a wavelength shorter than that of visible light but longer than X-rays	"I programmed my own ultraviolet light source."
Virtual	Not physically existing as such but made by software to appear to do so	"My virtual apartment was a cosy one-room affair."



Key Vocabulary: Ready Player One by Ernest Cline

Historical and political context of the book

"Ready Player One" by Ernest Cline is a science fiction novel that was published in 2011. The story is set in the year 2045 and takes place in a dystopian future where many people live in poverty and spend most of their time in a virtual reality world called the OASIS. The book is heavily influenced by 1980s popular culture, particularly video games, music, and movies.

In terms of political context, the book takes place after a global energy crisis that led to economic collapse and social unrest. This has resulted in a world where most people live in poverty, while a small elite have all the wealth and power. The government is largely ineffective and corrupt, and society is divided into those who can access the OASIS and those who cannot.

The book also explores themes related to corporate power and control. The main antagonist in the story is Innovative Online Industries (IOI), a powerful corporation that seeks to take over the OASIS and monetize it for their own gain. IOI is portrayed as a ruthless and unethical entity that will stop at nothing to achieve its goals.

Overall, the book presents a bleak and cynical view of the future, where technology has both the potential to liberate and enslave people. It also highlights the importance of popular culture in shaping people's identities and providing a sense of community in a world where traditional social institutions have broken down.