

Media & Literature*

Summer Reading 2017



***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.
2. **After you finish reading each section of the novel (“Level One,” “Level Two,” and “Level Three”),** pause to write down (either on a computer or in the text itself) the following things:
 - a. Two Observations: Two things you noticed that seemed particularly interesting.
 - b. Two Connections: Two things you read that you can connect to our present-day world. (Perhaps start by considering what makes you realize that the future society in *Ready Player One* isn’t so far off from our society today in terms of its reliance on media.)
 - c. Two 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. Wade relies on not only his virtual universe but also literature (such as *Anorak’s Invitation*) as he pursues his quest. How do media and literature begin to overlap with one another? Does the society in *Ready Player One* value one over the other? Does Wade? Do you?
 - b. Halliday, the creator of OASIS, clearly valued the role media played in his life; however, Wade reveals that Halliday’s love of 1980s culture and trivia went far beyond movies and videogames. What might the novel be trying to communicate about the value of literature in a world that relies so heavily on multi-media?

* *Literature (as defined by the Oxford English Dictionary) is “written works considered collectively” or “printed matter of any kind.”*