

Book Review of *Ready Player One* by Ernest Cline

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Speaking as a fan of horror, sci-fi and action, I have to admit that I LOVE this book (even more than I love the movie!) I was surprised to see that this book is filled with references to video games and virtual reality. I really love the sentence I found in the book: "I'm not crazy about reality, but it's still the only place to get a decent meal" (Cline, 2011, p. 167).

I believe if you grew up in the 1980s, enjoy video games, or are interested in pop-culture (such as geek heroes like E. Gary Gygax, or funny-sounding cult items like Frobozz and Raaka-Tu), you will love this book. I would say *Ready Player One* is a humorous science fiction thriller, which contains a high-stakes online contest that mixes puzzles with video game violence. Also, what made the book even better for me is the theme that was explored - escapism! "Being human totally sucks most of the time...videogames are the only thing that make life bearable" (Cline, 2011, p. 256). This book, especially for young adults, provides a solution to a harsh reality (it does, however, contain some inappropriate language). Teaching teens to value friendship, be brave and full of confidence in reality are some of the key messages this book conveys to young adults.



Image: <https://bit.ly/3sQWLNL>

Reference

Cline, E. (2011). *Ready player one*. Crown Publishers.