

PEOPLE'S DEMOCRATIC REPUBLIC OF ALGERIA
Ministry of Higher Education and Scientific Research
University of Ain Temouchent - Belhadj Bouchaib



Faculty of Letters, Languages and Social Sciences
Department of Letters and English Language

Virtual Identities and Realities in Ernest Cline's
Ready Player One

An Extended Essay Submitted in Partial Fulfillment of the Requirement for a
Master's Degree in Literature and Civilisation

Submitted by:
Khaled MOUAISSI

Supervised by:
Mrs. Samira LAOUFI

Board of Examiners

President:	Mrs. Rayhane HOUARI	(MAA)	Ain Temouchent University
Supervisor:	Mrs. Samira LAOUFI	(MAA)	Ain Temouchent University
Examiner:	Mrs. Hasna KERSANI	(MAA)	Ain Temouchent University

Academic Year: 2021/2022

Abstract

Ready Player One is a novel written by the author Ernest Cline, which represents an imaginary world in a dystopian future where the world suffers from a massive energy crises. It portrays an immersive game-obsessed world that fuses high-tech virtual reality with 1980s nostalgia. Characters in the novel escape their actual reality through worldwide gaming in the OASIS, a massively multiplayer Virtual Reality world that allows them to create their own desired identity and to live in their own desired world experiencing high fantasy, attend lavish parties, or simply socialize with friends. The novel, not only illustrates how individuals live two separate lives one in the actual world and another in a virtual world. Yet it also questions the line between reality and illusion. And this present study aims to shed light on the issues of what is real and what is an illusion and how identity is affected by living two different lives under two different identities.

Key words: Virtual Reality, Augmented Reality, Actual Reality, Identity Development, Illusion,