Summary: In the year 2045, reality is an ugly place. The only time teenage Wade Watts really feels alive is when he's jacked into the virtual utopia known as the OASIS. Wade's devoted his life to studying the puzzles hidden within this world's digital confines, puzzles that are based on their creator's obsession with the pop culture of decades past and that promise massive power and fortune to whoever can unlock them. When Wade stumbles upon the first clue, he finds himself beset by players willing to kill to take this ultimate prize. The race is on, and if Wade's going to survive, he'll have to win—and confront the real world he's always been so desperate to escape.

Words From the Author: Ernest Cline

"Wade is the embodiment of me as a teenager... The structure of Ready Player One was a fun way for me to take all of the useless movie and video-game trivia you amass if you’re a geek and somehow make it valuable – the key to a vast fortune, which it has proven to be for me."

"I hope that—like Halliday's hunt—this book will inspire others to seek out their creations."

Explore various themes:
- Versions of reality
- Reality vs Illusion
- Identity
- Friendship
- Utopia VS Dystopia
- Good VS Evil
- Leadership
- Resilience
- Love

Why This Book?

"[Ready Player One] will allow our campuses to highlight cutting-edge innovations and applications of technology in a variety of fields, and to explore larger issues about the ethical dilemmas and changing sense of identity that arise in an increasingly digital world." — Executive Vice President Daniel J. Bernardo, Washington State University

"Ready Player One shows why Wade and people like him look to escape from their real world into something else; granted, the stakes in Cline's dystopian world are much higher (though our world is getting there!), but the core of loneliness experienced by Wade and his friends—loneliness engendered by social exclusion, by a world in which corporations control your very fate, by a pervasive sense that you have no future to look forward to—shouldn't be understated or ignored. It’s important not only to this story, but to the shape of our world, here and now." — Michael Moreci, Comics Writer and novelist
How does it relate to you?

Are you in SLS? Are you a first-time student? Are you a video game player? Are you looking for your next adventure?

If you answered yes to any of the questions mentioned above, then this book is for you!

What can you do to get involved with the 2019-2020 Common Read Book?

#Relatable

As you read the quotes from the book below, consider the ways you can relate!

“Being human totally sucks most of the time. Video games are the only thing that make life bearable.”

“The hour or so after I woke up was my least favorite part of each day, because I spent it in the real world.”

“I also have a habit of overeating when I was depressed or frustrated, which was most of the time.”

“Yeah. I was on a roll. In less than six months, I’d managed to wreck both of my closest friendships.”

“I’m not crazy about reality, but it’s still the only place to get a decent meal. —Groucho Marx”

“Going outside is highly overrated. —Anorak’s Almanac, Chapter 17, Verse 32”

#Common Read Events

- **Common Read Kick Off**
  Wednesday, September 4 | 1-4PM | Main Rotunda

- **Common Read Film Series - Back to the Future:**
  Thursday, September 19 | 6-8PM | Selby

- **Common Read Film Series - The Breakfast Club:**
  Thursday, September 26 | 6-8PM | Selby

- **Common Read Film Series - Ready Player One:**
  Thursday, October 3 | 6-8PM | Selby

- **Common Read Essay Contest** - Submit your written or video essay by September 27!

Stay tuned for even more fun events across campus!

Where to get help?

If you have any question, please contact Jessica Szempruch (Jszempru@sar.usf.edu) or visit the Info Commons