

## Avatar

Ernest Cline creates complex worlds – both real and virtual – in *Ready Player One*. This project is designed to get you thinking more about those worlds, the characters that inhabit them, and the process of creating them. And, hopefully, you'll have a little fun while doing it.

There are three different sections to this assignment:

### **Section 1: Invent an Avatar\***

Imagine a character living in Wade's world. Create an avatar for that character to interact in OASIS. You can do this using any medium of your choice (pen/paper, collage, graphic design, or virtual avatar). Here are some questions to consider:

- Will your avatar look like the "real" character or not? What insecurities might the avatar compensate for?
- Will your avatar be male, female, or non-human?
- What personality will the avatar have and how will you reflect that in its appearance?

We know from *Ready Player One*, that avatars come with real-world baggage. That is, the personalities and backgrounds of the "real" characters affect the behavior and appearances of their avatars in OASIS.

Once you've created your avatar, write 1-2 paragraphs describing your avatar's back story. Who is your avatar and how is he/she/it a reflection of the "real" character? Where does your character come from? What events or personality traits have affected your character? What motivates your character and your avatar?

### **Section 2: Join IOI?**

After creating your avatar (and corresponding "real" world character), imagine that Nolan Sorrento, head of IOI, has requested a meeting with your avatar.

Write 2-3 paragraphs explaining these three things:

- why Sorrento wants to meet with you
- whether your avatar becomes part of IOI
- why or why not

### **Section 3: Reflection**

Reflect on the process of creating your avatar within the worlds Cline created. Write 2-3 paragraphs describing how you used Cline's descriptions in the novel to inform your decisions about your avatar. That is, how does your avatar fit into Cline's world?



In this section, I'm looking for you to present more of an analysis of the literary devices Cline uses to create his world and reflect on whether you relied on the same sorts of devices to create your character. Be sure to use quotes from the book to support your interpretation of Cline's worlds and your reflection on your own decisions.

**Specifics:**

- You will turn in a visual of your avatar and a paper with 5-8 paragraphs in three sections.
- Label each section with a section header (section one, section two, section three).
- No need to use outside sources other than *Ready Player One*.