

READY PLAYER ONE

I chose Ready Player One as an example of dystopic movie. Ready Player One is a science fiction film based on Ernest Cline's novel was directed by Steven Spielberg and released in March 2018. The story takes place in 245 where most of humanity uses a virtual reality simulation called the OASIS to escape the real world.



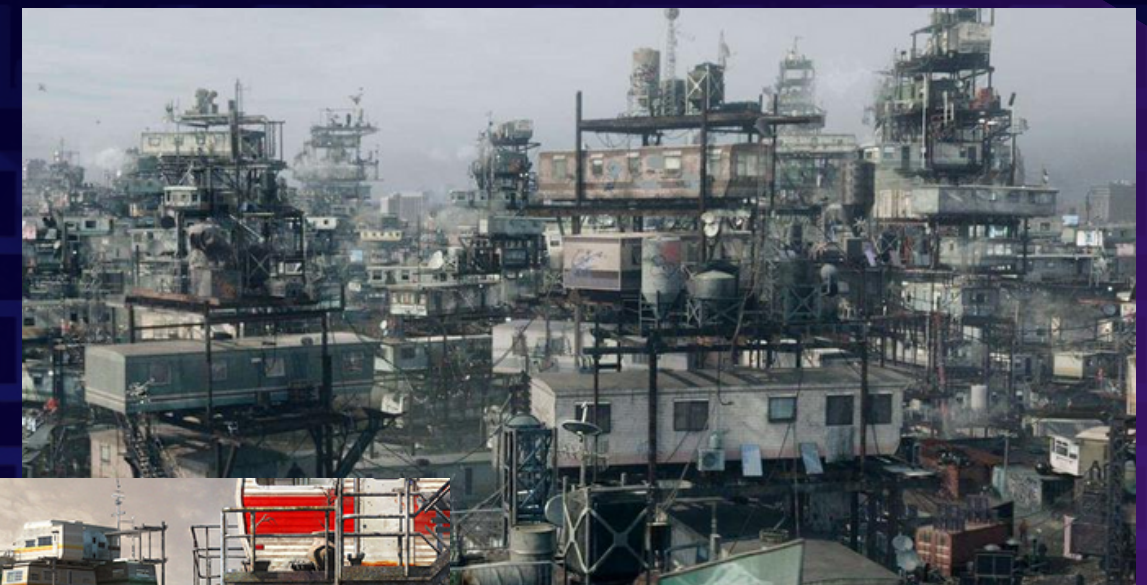
WHAT IS ABOUT ?

The universe of Ready Player One is special. Indeed, the virtual world of OASIS is actually a utopic world where people want to escape from the real world which is dystopic. The real world is a place where capitalism has an overly polluted city, famine, and overpopulation. Then, OASIS is used as a refuge for the people who want to escape from this chaotic world. This virtual universe is an online game where users choose the universe in which they want to appear (cars game, nightclub, cinema...)



WHY IS A FILM DYSTOPIAN ?

Ready Player One is obviously a dystopic film. Despite the utopic universe of the Oasis, the real world is totally dystopic. Indeed, the plot takes us into a society ravaged by economic and environmental crises. The population is forced to live in caravans crammed together in the middle of permanent pollution. The real conditions are so hard for the citizens, so they decide to take refuge in the Oasis. As players spend more time in the game, it becomes difficult for them to tell the difference between reality and simulation. They develop an addiction to this virtual world, and some even forget their real existence.



In addition, the director of this film emphasizes the deplorable living conditions and the dependence of the characters on the virtual to make it a dystopia. Ready Player One allows Spielberg to convey a message : promoting reality instead of the illusion of the virtual. Therefore, Spielberg insists on appearances, the fact that we only show what we want in the virtual and that the virtual is not a reflection of reality.

