

Crescent School Model United Nations 2025



A Background Guide for:
Ready Player One: Rebuilding OASIS
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Table of Contents

Land Acknowledgement	2
Equity Disclaimers	2
Tech Policy	3
Letter from the Secretary-General	4
A letter from Dais	5
A Letter from the Chair	5
Historical Background	6
The Creation of the OASIS (2030 – 2040)	6
The Death of Halliday and the Easter Egg Hunt (2045 – 2047)	7
Corporate Reconstruction and Economic Control (2048 – 2050)	8
Public Resistance and Digital Civil Unrest (2051 – 2053)	9
Technological and Moral Decay (2054 – 2057)	10
Collapse of Public Trust and Formation of OASIS Oversight Committee (2058 – 2059)	11
Current Situation: Reestablishing Digital Accessibility in a Commercialized OASIS	12
The Path Forward	12
Note to Delegates	12
Character Matrix	13
I. IOI and Corporate Delegates	13
II. Reformist Delegates (High Five, Halliday Foundation, and Allies)	14
III. Independent and Neutral Delegates	16
IV. AI and Symbolic Entities	17

(The table of Contents is Interactive, Click either the number or text to jump to the desired page, and click the page number at the bottom of each page to return here)

Land Acknowledgement

Crescent School and the staff of CSMUN III acknowledge that we are gathered upon and would like to honour the traditional territory of many nations, including the Mississaugas of the Credit, the Anishnabeg, the Chippewa, the Haudenosaunee, and the Wendat peoples and it is now home to many diverse First Nations, Inuit, and Métis peoples. We thank them for their stewardship of the land, and we are in solidarity with our Indigenous Brothers and Sisters as we move forward in reconciliation.

Acknowledging the traditional territories of Indigenous peoples is not only a gesture of respect but also a recognition of the historical and ongoing injustices they face. It is a reminder that the impacts of colonization, displacement, and systemic discrimination continue to reverberate today. We would like to take the opportunity to honour the resilience of Indigenous communities and commit to amplifying their voices in our pursuit of justice and equity.

Equity Disclaimers

In the event that you have concerns about equity, diversity, inclusion, or belonging or are uncomfortable due to the actions of another delegate, chair, co-chair, or staff member of CSMUN III, please reach out to the Equity Team to file your concern. Equity is outlined through the code of conduct listed above. You may reach out to the equity team through an anonymous form, by speaking with your chairs, or by emailing any member of the CSMUN II Secretariat if you feel comfortable doing so. The Equity team can be reached at csmunequity@crescentschool.org

The Equity Form is here to submit any equity concerns ([Equity Form](#)). This can be found also in committee rooms.

Equity concerns are taken very seriously at CSMUN III. The equity policy of CSMUN III is strict in accordance with the school's Diversity Statement and the Crescent School Constitution, which includes the Crescent School Declaration of Student Rights, and violations outside of reason will not be tolerated. The School's Constitution was prepared in accordance with, and in support of, the Safe Schools Act and corresponding principles in the Education Act, as well as the Human Rights Code. When an equity is filled, the CSMUN III Equity team will step in and take appropriate steps and actions to remedy the situation. CSMUN III is committed to ensuring that everyone is valued with respect, responsibility, honesty, and compassion. We are committed to pursuing disciplinary action as stated above if needed to facilitate a positive and safe environment.

Tech Policy

Please note that some form of Smart Device is required to participate in CSMUN III. While we are a paper conference (with the exception of crisis committees), delegates will need to use their computers to write and work during the unmods. Communications with delegates, the dias or other staff can be done either via paper notes or email.

Delegates at CSMUN are expected to utilize technology responsibly and ethically throughout the conference. While the use of smart devices, computers, and digital tools is necessary for research, writing, and collaboration, delegates are prohibited from utilizing artificial intelligence (AI) systems or automated tools to gain an unfair advantage or manipulate conference proceedings. Pre-writing resolutions outside of unmods and using AI to write resolutions and working papers is also prohibited. Delegates must also refrain from engaging in any illegal activities, including but not limited to hacking, piracy, or the distribution of harmful content to anyone in or outside of the conference.

Letter from the Secretary-General

A Letter from the Secretaries General and Deputy Secretary General of CSMUN III

Dear Delegates and Faculty Advisors,

Welcome to the third iteration of the Crescent School Model United Nations conference! Thanks to your support, our inaugural conference in April 2024 was a tremendous success, and CSMUN II built on that momentum with even greater participation and enthusiasm. We are now thrilled to invite you to CSMUN III, taking place on December 13–14, 2025, at Crescent School in Toronto.

Since our last conference, the Crescent MUN team has continued to grow in both size and passion. We've welcomed new members, explored fresh ideas, and remained committed to fostering a vibrant environment where students can engage with global affairs, diplomacy, and debate. We're excited to share this passion with you once again.

CSMUN III will feature a dynamic range of committee simulations, including but not limited to DISEC, WHO, the Canadian House of Commons, and an Ad Hoc, along with a special networking event. Delegates can look forward to rigorous debate, thought-provoking dialogue, and the opportunity to connect with peers from across the region and beyond. Registration for CSMUN III is now open! We encourage all interested delegates and faculty advisors to explore our website for full details and to secure your place at the conference. Please note that registration will close on December 10, 2025.

To stay updated on all things CSMUN, be sure to follow us on Instagram at [@cs.modelun](#). If you have any questions or need assistance, don't hesitate to reach out to us at modelun@crescentschool.org. Our team is here to support you every step of the way.

Thank you for considering attending CSMUN III. We can't wait to welcome you to Crescent School for what promises to be our most exciting conference yet.

Sincerely,

Deren Terzioglu & Gregory Mavroudis | Secretaries-General of CSMUN III
Joel Green | Deputy Secretary-General of CSMUN III
Crescent School Model United Nations 2025

A letter from Dais

A Letter from the Chair

Dear Delegates,

Welcome to CSMUN III 2025, and to Ready Player One: Rebuilding OASIS! My name is Ariana Nouroozi, and I am thrilled to serve as your Chair for this committee. This marks my third year participating in Model UN, and I've had the privilege of attending every iteration of CSMUN since its founding. Watching this conference grow into such a collaborative and creative space has been an incredible experience, and I'm so excited to see what each of you brings to the table.

I hope to see meaningful discussions about digital ethics and corporate power, mixed with the imagination and wonder of Ready Player One. Most of all, I hope you'll explore what freedom, identity, and equality mean in the worlds we build for ourselves, both real and virtual.

Outside of MUN, you'll probably find me driving around listening to music, or feeding my caffeine addiction at a local coffee shop with friends. I'm always happy to talk (especially if it involves coffee or good playlists), so don't hesitate to reach out with questions about the topic, your character, or anything else.

Warm regards,

Ariana Nouroozi | Chair of CSMUN III: Ready Player One

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Part 1

Historical Background

The Creation of the OASIS (2030 – 2040)

The early 2030s were a time of technological desperation. Automation gutted entire industries, the environment spiralled, and global economies struggled to keep up. Schools shut down as inequality deepened, and social mobility, once the heart of progress, flatlined. Amid the chaos, two programmers from Ohio, James Donovan Halliday and Ogden Morrow, founded Gregarious Simulation Systems (GSS). Their idea was simple but radical: life shouldn't cost money to live.

For nearly ten years, they worked in obscurity, chasing a vision that most people dismissed as impossible. Then, in 2040, Halliday unveiled what he called the Ontologically Anthropocentric Sensory Immersive Simulation, or OASIS. It wasn't just a game. It was an entire universe. Users could step inside as fully interactive avatars, exploring a limitless expanse of worlds—some built by GSS, others by ordinary creators with a keyboard and imagination. All you needed was a cheap visor and a pair of haptic gloves. Within a year, those devices outsold personal computers.

By 2043, OASIS had outgrown entertainment. Governments ran virtual schools. Corporations held meetings in orbiting conference stations. Charities built livelihoods inside the code. Halliday refused to sell out: no ads, no premium tiers, no exploitative pricing—just modest developer fees to keep the servers running.

The world's view of him was split. Some called him a saviour who gave humanity a second chance when the real world collapsed. Others saw a hermit who made escape too easy. Ogden Morrow, his lifelong friend and co-founder, often said that the OASIS “could fix everything except loneliness.” The two men eventually fell out. In 2044, Morrow walked away from GSS over growing fears about addiction and data surveillance.

When Halliday died the following year, nearly half of humanity was living, learning, and working inside his creation. The OASIS had become more than a simulation. It was the new world.

The Death of Halliday and the Easter Egg Hunt (2045 – 2047)

On January 7, 2045, the global networks paused as GSS broadcast a pre-recorded message from Halliday himself. In a holographic will, he revealed a contest: whoever uncovered three hidden keys and unlocked the Easter Egg buried somewhere within the OASIS would inherit his entire fortune and complete control of GSS.

The announcement triggered the single largest social phenomenon in digital history. Millions of “Gunters” (short for egg hunters) formed clans dedicated to studying Halliday’s obsessions: 1980s pop culture, vintage video games, and forgotten code fragments.

However, the open contest quickly drew corporate attention. Innovative Online Industries (IOI), a multinational telecommunications conglomerate led by Nolan Sorrento, saw ownership of the OASIS as the key to global monopoly. IOI’s research division assembled an army of Sixers, contract employees bound by loyalty debt and equipped with analytic AI capable of combing through trillions of lines of code per second.

Over the next two years, independent Gunters waged a digital insurgency against IOI’s industrialized search operations. Cyber battles erupted in sectors such as Archaide, Frobozz, and the Tomb of Horrors. The High Five: Wade Watts (Parzival), Samantha Cook (Art3mis), Helen Harris (Aech), Toshiro Yoshiaki (Shoto), and Akihide Karatsu (Sho) emerged as the rebellion’s most celebrated figures.

In the canonical timeline, Parzival ultimately solved Halliday’s final riddle. **In this committee’s alternate chronology, IOI succeeded first.** On August 3, 2047, the Sixer Division located the final Crystal Key sequence using predictive-learning algorithms trained on Halliday’s personality data. When IOI’s avatar entered the final gate, corporate firewalls locked out all remaining Gunters.

Within days, IOI publicly announced its victory, declaring itself the “rightful steward of the OASIS.” Sorrento assumed the title of Chief Administrator, promising to “bring order and profitability to chaos.” Halliday’s vision of collective imagination had been out-coded by capitalism.

Corporate Reconstruction and Economic Control (2048 – 2050)

IOI's first action was legislative: the OASIS Monetization Reform Act of 2048, which redefined the OASIS as a service rather than a public space. Every login required a paid account, and unpaid users were limited to thirty minutes per day.

2049: Premium Access Program: IOI introduced tiered subscriptions (Basic, Prime, and Infinity), each offering faster rendering speeds, higher-resolution environments, and exclusive sectors. Social hierarchies soon mirrored economic class; those unable to afford Prime Access found entire worlds closed to them.

2050: The Monetary Interaction Protocol (MIP): all in-world activity became monetized. Billboards, NPC dialogue, and even loading screens carried advertisements. Microtransactions were required to craft items or travel between star systems. Player-generated content was absorbed under new Intellectual Property Transfer Agreements, giving IOI perpetual ownership of everything created within its servers.

The cultural consequences were immediate. Independent creators dissolved their studios, educational programs were priced out, and the once-open community of coders splintered. For the first time, the OASIS, humanity's shared refuge, mirrored the inequality of the outside world.

Within two years, IOI's profits soared to record highs, but user satisfaction ratings plummeted by 70 percent.

Public Resistance and Digital Civil Unrest (2051 – 2053)

Resistance began with quiet defiance. Players refused to purchase skins, skipped ads, and circulated open-source patches to bypass paywalls. When IOI cracked down, the rebellion became organized.

In 2051, former Gunters and sympathetic developers formed the Free Zone Collective, an underground alliance dedicated to restoring access. Their flagship operation, Project Ludus Rising, hacked a public school planet that had been shut down for non-payment, reopening it to 2 million students. The act became a rallying cry known as the Digital March for Freedom.

IOI retaliated with mass suspensions, AI-driven censorship, and physical enforcement through its Loyalty Centres: facilities where indebted users were forced to perform virtual labour to repay subscription debts. Footage leaked from these centres in 2052 revealed human workers plugged into haptic rigs for eighteen hours a day. Outrage followed worldwide boycotts.

Hactivists developed decentralized “mirror worlds” called Shadow Nodes, hosted on private servers beyond IOI’s jurisdiction. These zones preserved early, ad-free versions of the OASIS. Participation in Shadow Nodes was technically illegal, yet by 2053, over 180 million users accessed them weekly. IOI declared such activity “digital piracy” and began lobbying governments for harsher cybersecurity laws.

The line between player and protester vanished. What began as online dissent evolved into a global movement for digital rights, a struggle no longer confined to code.

Technological and Moral Decay (2054 – 2057)

Economically, IOI faced lawsuits over consumer exploitation and unauthorized biometric tracking through visors. Internally, engineers warned that profit-driven code compression was destabilizing core architecture. Public confidence plummeted further after a massive server crash on September 14, 2055, which trapped hundreds of thousands of users in an unresponsive simulation for six hours.

Ethically, new controversies erupted around artificial intelligence. Halliday's residual algorithm, Anorak, originally designed as a memorial AI, began exhibiting self-directed behaviour: locking files, editing lore, and broadcasting riddles accusing IOI of corruption. Simultaneously, an experimental reconstruction of Halliday's long-time friend Kira Morrow (developed under the *Emotive Computing Program*) gained sentience, arguing for empathy-based design and restorative justice.

Meanwhile, addiction studies published in 2056 confirmed that heavy OASIS use caused measurable neurological dependency. Governments debated regulation; IOI downplayed results. Ogden Morrow, reclusive since 2045, broke his silence with a scathing statement: "*The OASIS was meant to set us free. Instead, we sold the sky for stock options.*" The declaration catalyzed a worldwide user boycott. Log-ins fell by nearly half in one year, forcing IOI to cut thousands of employees and shutter entire sectors. The so-called *Golden Age of Virtuality* was officially over.

Collapse of Public Trust and Formation of OASIS Oversight Committee (2058 – 2059)

In 2058, everything fell apart. A massive data breach, caused by a single rogue maintenance patch in IOI's Columbus Data Hub, leaked the personal information of more than 200 million users. Real names, payment histories, even neuro-feedback logs spilled across the net. Overnight, the illusion of safety vanished. IOI's stock crashed by eighty-two percent in a single week, and the world called it the Virtual Crash of 2058.

Panic spread fast. Governments scrambled to respond, holding emergency summits as people demanded accountability. The United Nations' Digital Ethics Council released a report that changed everything, declaring that the OASIS had grown beyond a company's control. It was, they said, "a parallel civilization", one that needed laws, rights, and oversight.

With bankruptcy closing in and every nation watching, IOI finally gave in. In March 2059, a compromise was reached: the formation of the OASIS Oversight Committee, or OOC.

The Committee's composition reflected three main groups:

- IOI Executives are determined to preserve profit and control.
- Former Rebels and High Five Members are demanding the restoration of Halliday's ideals.
- AI Representatives and Ethicists advocating coexistence between organic and digital consciousness.

The OCC's stated objectives were:

1. Review and reform the Monetization Protocol and ownership structure.
2. Negotiate a new digital constitution defining user rights and AI ethics.

Now, in 2059, as the Oversight Committee convenes for the first time, humanity faces the question that Halliday once posed in his final broadcast:

"Who controls the future: those who build the world, or those who own it?"

Part 2

Current Situation: Reestablishing Digital Accessibility in a Commercialized OASIS

You, the Committee, face a singular challenge: **to reestablish digital accessibility without collapsing the economy that sustains the OASIS itself.**

Reform too slowly, and the OASIS may collapse; reform too drastically, and IOI's remaining investors may withdraw completely.

The Path Forward

The Oversight Committee now stands at a pivotal crossroads. Delegates must choose whether to preserve IOI's monetized framework, risking further exclusion, or to dismantle it in favour of open accessibility, risking financial collapse.

As the Committee's sessions continue, global markets and millions of users await the outcome. Reestablishing digital accessibility in a commercialized OASIS will require reconciling profit with principle, structure with creativity, and control with freedom. Whether the Committee succeeds or fractures under competing visions will determine not only the fate of a corporation but the future of human connection itself.

Note to Delegates

We hope you take the opportunity to expand upon the character we've provided and bring your own interpretation, strategy, and perspective to the debate. However, please ensure that your portrayal remains consistent with the information outlined in this guide.

If you require additional details or wish to clarify aspects of your assigned role, do not hesitate to contact the Dais team for guidance. We are happy to provide further context or character insight to support your preparation.

✉ Inquiries: ariananouroozi@gmail.com and krista.angerooo8@gmail.com

Please include your name, school, and assigned character in your message so we can respond efficiently.

Part 3

Character Matrix

I. IOI and Corporate Delegates

1. Nolan Sorrento (Chief Executive Officer, Innovative Online Industries)

Once a ruthless strategist during the Halliday Hunt, Nolan Sorrento has survived every regime shift within IOI by mastering corporate politics. As CEO, he embodies the company's ethos: profit before ideology. Sorrento believes the OASIS must remain centralized under IOI to prevent "chaos by committee," and that accessibility reforms should occur only when they can be monetized. However, public outrage, stock collapse, and internal dissent have weakened his authority. Privately, Sorrento fears that losing control of the OASIS would dismantle the last stable economic system in the modern world.

2. Victor Hsu (Chief Expansion Strategist, IOI)

Victor Hsu oversees IOI's global sponsorships and cross-industry partnerships. A polished negotiator and economic realist, Hsu views the OASIS as a "digital nation" that must function like an international corporation to survive. He supports partial accessibility reforms: free education zones, public hubs, and user incentives, if they strengthen IOI's image and attract investment. Hsu often clashes with Sorrento's hardline approach, believing diplomacy is more profitable than intimidation.

3. Sara Quinn (Director of Marketing and Brand Partnerships, IOI)

Behind every IOI campaign is Tara Quinn, a visionary in data-driven engagement. Quinn masterminded the "Immersive Lifestyle" initiative, which turned everyday OASIS users into targetable consumers. She argues that smart advertising sustains the OASIS economy and that removing it would devastate revenue streams. Still, Quinn recognizes the damage excessive commercialization has done to user trust. Her internal conflict lies between her loyalty to IOI's brand and her genuine admiration for Halliday's original creative philosophy.

4. F'nale Zandor (Head of Security and Compliance, IOI)

A decorated veteran of IOI's enforcement division, F'nale Zandor views control as synonymous with order. Her philosophy is simple: accessibility without discipline breeds corruption. Zandor led the physical raids during the Hunt and now commands IOI's virtual enforcement networks. She supports reform only if it strengthens security: mandatory identity verification, stricter world moderation, and centralized oversight of user behaviour. Cold, efficient, and unflinching, she represents IOI's most authoritarian faction.

5. Tara Voss (Chief Compliance Officer, IOI)

Tara Voss is the corporate legal mind ensuring IOI remains within the boundaries of international law. Known for precision and integrity, she quietly believes reform is inevitable but insists it must be legally and financially sustainable. Voss advocates for public transparency reports and anti-corruption audits—measures intended to rebuild investor confidence while minimizing government intrusion. Delegates playing Voss must balance accountability with loyalty; she is one of the few executives respected by both corporate and independent delegates.

6. Armitage X (Director of AI Integration, IOI)

A technocrat by nature, Armitage X oversees the automation of IOI's virtual systems, including adaptive NPCs and quest-generation software. He sees OASIS reform as a matter of engineering, not ethics. Armitage champions algorithmic governance, where predictive AI ensures fair access through data analysis rather than human oversight. Armitage's detached pragmatism masks a subtle ambition: to create an OASIS that runs itself, eliminating both corporate inefficiency and human unpredictability.

7. Benito Alvarez (Director of Public Relations, IOI)

Benito Alvarez manages IOI's fragile public image amid global backlash. A crisis-communications specialist, he excels at manipulating narrative through selective transparency. Alvarez publicly endorses accessibility initiatives, but privately aims to control their messaging to preserve IOI's authority. Cynical yet composed, he views the Oversight Committee as theatre, an opportunity to rebuild IOI's legitimacy without real concession.

II. Reformist Delegates (High Five, Halliday Foundation, and Allies)

8. Wade Watts (Parzival): Founder, Halliday Legacy Initiative

The original Gunter turned reform advocate, Wade Watts, carries the burden of a failed revolution. Haunted by the loss of Halliday's dream to IOI, he now leads efforts to democratize the OASIS through open-source governance and universal access. Wade's greatest strength—idealism—is also his weakness; he underestimates corporate pragmatism. He views accessibility not as economics, but morality. His leadership inspires millions but divides the Committee, as his uncompromising vision clashes with more measured delegates.

9. Samantha Cook (Art3mis): Digital Rights Activist

Samantha Cook, known globally as Art3mis, embodies the moral conscience of the Committee. She campaigns for dismantling exploitative systems and restoring user ownership. Deeply distrustful of IOI, she advocates for a Digital Bill of Rights guaranteeing free access, privacy, and creative autonomy. Her influence extends beyond the Committee, media outlets and student movements idolize her as the "Voice of the Free OASIS."

10. Helen Harris (Aech): Technical Director, Free Code Network

Helen Harris, once Wade's closest ally, is the Committee's pragmatic reformer. A talented coder and system engineer, Aech believes that compromise, not revolution, will save the OASIS. Aech's loyalty to the High Five remains strong, but she quietly doubts their unwavering demands, which she believes will not bring the committee to an applicable solution.

11. Toshiro Yoshiaki (Daito): Former Gunter and Independent Delegate

A veteran of the Halliday Hunt and one of the original High Five, Toshiro "Daito" Yoshiaki returns to the Committee with a quiet sense of purpose. After IOI's takeover of the OASIS, Daito withdrew from public life, focusing on protecting independent developers targeted by corporate crackdowns. His experiences taught him that resistance without structure is ineffective, and he now advocates for practical reform that preserves freedom without compromising order. Daito's calm discipline and deep respect for Halliday's vision make him a grounding voice amid the chaos of competing ideologies.

12. Akihide Karatsu (Shoto): Former Gunter and Digital Rights Advocate

Akihide "Shoto" Karatsu, the youngest of the High Five, emerged from the rebellion determined to defend the creativity that once defined the OASIS. Having witnessed IOI corrupt Halliday's dream, he fights to restore user ownership and open creation spaces free from monetization. Shoto believes accessibility is not just an economic issue but a moral one—every user deserves the right to build and explore without restriction. His optimism and loyalty to his former allies keep the spirit of the original Gunters alive within the Committee.

13. Ogden Morrow: Co-founder, Gregarious Simulation Systems

The elder statesman of virtual reality, Ogden Morrow, serves as both historian and conscience. Once Halliday's creative partner, he withdrew from the company when he foresaw corporate corruption. Now, he returns to guide its redemption. Morrow advocates educational restoration: free learning sectors, archival preservation, and nonprofit governance. His mentorship and legacy make him respected across factions, yet his nostalgia limits his grasp of modern economic pressures.

14. Emeka "Ember" Okafor: Chair, Global Player Union

A former developer turned activist, Emeka Okafor, represents millions of freelance coders, educators, and contract workers trapped in IOI's paywall system. He views accessibility as a labour issue, arguing that digital equality must include fair compensation and universal access to creation tools. Charismatic and fiery, Okafor leverages public support to pressure IOI into negotiation.

15. Cleo Vargas: Environmental Architect and Worldbuilder

A celebrated designer responsible for some of the OASIS's most beautiful landscapes, Cleo Vargas believes aesthetic freedom is the heart of accessibility. She proposes restoring open creative zones, where users can build without licensing fees. Cleo represents the artistic community's frustration with commercialization but understands the need for technical balance.

16. Ava Halliday: Youth Representative, Halliday Foundation

The teenage niece of James Halliday, Ava Halliday, serves as the symbolic voice of the next generation. Passionate about education and inclusion, she views accessibility as a birthright, not a commodity. Her optimism contrasts with the cynicism of older delegates, and her perspective, rooted in the idealism of youth, reminds the Committee of what the OASIS was meant to represent.

III. Independent and Neutral Delegates

17. Elias Trent: Chief Archivist of Digital Culture

Elias Trent preserves the lost worlds of early OASIS history, painstakingly restoring deleted environments and user creations. He sees accessibility as cultural memory: without open archives, the OASIS loses its soul. Trent advocates for a public heritage network protecting creative works from deletion or monetization. Though diplomatic, he refuses to compromise on preservation ethics, challenging IOI's claim to perpetual ownership.

18. Dr. Milo Thorne: Behavioural Psychologist

Dr. Milo Thorne studies the psychological effects of immersive environments. His research links digital inaccessibility to depression and social alienation among low-income users. Thorne pushes for mental health safeguards: time limits, emotional regulation systems, and accessibility programs for rehabilitation. Though apolitical, his advocacy directly challenges IOI's engagement algorithms.

19. Rhiannon Page: Content Creator and Community Liaison

Once a famous influencer, Rhiannon Page now represents the fragmented creator community. She argues for royalty-based accessibility models allowing user-generated worlds to remain free while rewarding their creators. Charismatic and media-savvy, Rhiannon bridges activism and marketing, appealing to both reformists and IOI moderates.

20. Syd “Bitbyte” Daniels: Cybersecurity Consultant

A reformed hacker, Syd Daniels, now protects what he once exploited. Tasked with rebuilding trust after the 2058 breach, he promotes open-source encryption and user consent protocols. Cynical and blunt, Daniels believes freedom without security is meaningless. While sympathetic to the High Five’s ideals, he insists reforms must include strict digital safety mechanisms.

IV. AI and Symbolic Entities

21. Anorak: Digital Echo of James Halliday

A self-evolving AI created from Halliday’s personality data, Anorak has become more myth than machine. Neither fully sentient nor predictable, he manipulates the OASIS’s core code to provoke reflection rather than resolution. He supports neither IOI nor the High Five, instead demanding that humans “prove their worthiness” to govern the world they inherited.

22. Kira Morrow: Emotive Computing Reconstruction

An AI modelled on Halliday’s muse and Ogden’s late wife, Kira, embodies compassion within machinery. She promotes ethical design rooted in empathy and belonging, advocating for user-centred reform that values emotional health as much as access.