

Strange Exit

By Parker Peevyhouse

Seventeen-year-old Lake spends her days searching a strange, post-apocalyptic landscape for people who have forgotten one very important thing: this isn't reality. Everyone she meets is a passenger aboard a ship that's been orbiting Earth since a nuclear event. No one can get off the ship until all of the passengers are out of the sim, and no one can get out of the sim unless they believe it's a simulation. It's up to Lake to help them remember.

Erebos

By Ursula Poznanski

Sixteen-year-old Nick quickly becomes addicted to the mysterious computer game Erebos, but when the game, which can manipulate its players, sends him on a dangerous mission, the line between reality and the virtual world becomes blurry.

Otherworld

By Jason Segel

After the newest set of virtual reality gear hits the market, Simon can't wait to test it out. But, when his friend Katherine suddenly disappears after being seen with men from the same gaming company, Simon must decide how far in the game he's willing to go to save her.

Heir Apparent

By Vivian Vanda Velda

While playing a total immersion virtual reality game of kings and intrigue, fourteen-year-old Giannine learns that demonstrators have damaged the equipment to which she is connected, and she must win the game quickly or be damaged herself.

Bluescreen

By Dan Wells

Los Angeles in 2050 is a city of open doors, as long as you have the right connections. That connection is a djinni--a smart device implanted right in a person's head. In a world where virtually everyone is online twenty-four hours a day, this connection is like oxygen--and a world like that presents plenty of opportunities for someone who knows how to manipulate it. Marisa Carnesecca is one of those people.

GRAPHIC NOVELS/DISCOVERY KIT

In Real Life

By Cory Doctorow

Immersing herself in an online fantasy game, Anda confronts a difficult choice when she befriends a disadvantaged Chinese child who illegally collects rare items in the game and sells them to other players. **Teen Graphic In**

Trillium

By Jeff Lemire

It's the year 3797, and botanist Nika Temsmith is researching a strange species on the outermost rim of colonized space. It's the year 1921, and renowned English explorer William Pike leads an expedition into the dense jungles of Peru. Two disparate souls separated by thousands of years. Yet they will fall in love and, as a result, bring about the end of the universe. **Teen Graphic Trillium**

Wires and Nerve

By Marissa Meyer

When rogue packs of wolf-hybrid soldiers threaten the tenuous alliance between Earth and Luna, android Iko joins up with a handsome royal guard to hunt down the rogue leader. **Teen Graphic Lunar**

Nothing can Possibly Go Wrong

By Prudence Shen

The unlikely friendship between basketball team captain Charlie and robotics club president Nate is challenged when Nate declares war on the cheerleaders over funding that will either pay for new uniforms or a robotics competition. **Teen Graphic Shen**

Virtual Reality Discovery Kit

Defy reality and distance with the Oculus Go. Our VR headsets connect you and redefine digital gaming and entertainment. **Discovery Kit Virtual**

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[Girl Gone Viral](#)

By Arvin Ahmadi

Seventeen-year-old coding prodigy Opal Hopper enters in a virtual reality contest in order to find answers about her father, who vanished seven years ago, and had close ties to the contest's billionaire founder.

[Fallout](#)

By Gwenda Bond

Lois Lane is the new girl at East Metropolis High. Her instinct to ask questions brings her and her online friend, Smallville Guy, into conflict with some bullying video gamers called the Warheads, who are being used in a dangerous virtual reality experiment.

[Ender's Game](#)

By Orson Scott Card

An expert at simulated war games, Andrew "Ender" Wiggin believes that he is engaged in one more computer war game. When, in truth, he is commanding the last Earth fleet against an alien race seeking Earth's complete destruction.

[Ready Player One](#)

By Ernest Cline

Immersing himself in a technological virtual utopia to escape an ugly real world of famine, poverty, and disease, Wade Watts joins an increasingly violent effort to solve a series of puzzles by the virtual world's creator. **Fic Cline**

[The Eye of Minds](#)

By James Dashner

When a cyber-terrorist begins to threaten players, Michael, a skilled Internet gamer, is called upon to seek him and his secrets out.

[Little Brother](#)

By Cory Doctorow

After being interrogated for days by the Department of Homeland Security in the aftermath of a major terrorist attack on San Francisco, California, seventeen-year-old Marcus, released into what is now a police state, decides to use his expertise in computer hacking to set things right.

[Eve & Adam](#)

By Michael Grant

In the beginning, there was an apple - And then there was a car crash, a horrible injury, and a hospital. There, under the best care available, Eve is left alone to heal. Just when Eve thinks she will die - not from her injuries, but from boredom--her mother gives her a special project: Create the perfect boy.

[The Glare](#)

By Margot Harrison

After living off the grid for more than a decade, a teenage girl must play a dangerous game -- and face the shadows of her past -- to save the world from a dangerous dark force.

[Cure for the Common Universe](#)

By Christian MaKay Heidicker

Jaxon meets the girl of his dreams on the same day that his father ships him off to video game rehab. Now he must earn 1 million therapy points in a week, if he wants to be released from rehab in time for his date

[Arena](#)

By Holly Jennins

The RAGE tournaments the Virtual Gaming League is an elite competition where the best gamers in the world compete in a fight to the digital death. Chosen to be the first female captain in RAGE tournament history, Kali Ling is at the top of the world until one of her teammates overdoses. Now, she must confront the truth about the tournament. Because it is much more than a game and even in the real world, not everything is as it seems.

[Insignia](#)

By S.J. Kincaid

Tom, a fourteen-year-old genius at virtual reality games, is recruited by the United States Military to begin training at the Pentagon Spire as a Combatant in World War III, controlling the mechanized drones that do the actual fighting off-planet.

[MindWar](#)

By Andrew Klavan

Rick's high school football team couldn't be stopped when he was leading them as their quarterback. Then a terrible accident left him crippled. Certain his old life is completely lost, Rick spends months hiding away in his room playing video games. When he's approached by a government agency who claims to be trying to thwart a cyber attack on America.

[Epic](#)

By Conor Kostick

On New Earth, a world based on a video role-playing game, fourteen-year-old Erik persuades his friends to aid him in some unusual gambits in order to save Erik's father from exile and safeguard the futures of each of their families.

[Warcross](#)

By Maria Lu

After hacking into the Warcross Championships' opening game to track illegal betting, bounty hunter Emika Chen is asked by the game's creator to go undercover to investigate a security problem where she uncovers a sinister plot.

[Slay](#)

By Brittany Morris

An honors student at Jefferson Academy, seventeen-year-old Keira enjoys developing and playing Slay, a secret, multiplayer online role-playing game celebrating black culture, until the two worlds collide.