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Technical Communications Writing Assignment #2

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Terms:

1. Videogames

2. Books

V1: Videogames

*Videogames* are a type of virtual entertainment for kids, and adults alike, used **for entertainment and showing those that play them a whole new world that is built to be explored and to learn everything that there is to know about the game we are playing.**

V2: Videogames

(In a career as a Youtuber, someone that plays videogames for othered entertainment) *Videogames* are there job and source of income so they can provide for themselves, it is **how they provide entertainment to others that watch their videos.**

V3: Videogames

(In Videogame Companies) *Videogames* are there main producing product for **all gamers and youtubers that enjoy playing them for joy, entertainment**, a way of interacting with friends or meeting new people that also enjoy videogames.

V4: Videogames

(In a general community) *Videogames* are seen as both a good idea and a bad habit, depending on **what kind of person you ask and how they see videogames you can end up getting completely different responses**. If you ask a teenager or adult who plays videogames he/she many give a good option about them, compared to parents, who may see them as more of a distraction and a way for their kids to lose interest in school and not be as prepared for higher education.

V5: Videogames

*Videogames* are technology and entertainment that is known across the world, with even **different game types and development companies creating games that are most known in one country and then games of a different style created by companies elsewhere**. Looking at videogames from an international imprecision, they are a creation that is known and loved across the world and they are also developed by companies from all over, since it has grown and become such a huge worldwide use of entertainment and a career.

V1: Books

*Books* are a use of learning and engulfing us in a world of its very own, depending on the style and type of book **there is always a different story told with in the pages of every book.**

V2: Books

(When writing book reports) *books* can be a journey to experience the lives of those you learn within its pages, books **can be a learning experience to complete the assignment and understanding the point of the book you read**.

V3: Books

(In a fantasy book series) fantasy *books* if interested in this style, **can be a journey to explore and experience the world and lives of the characters you meet and interact within the pages** of every title connecting the series together and grow to love and connect with the characters that relate to the reader.

V4: Books

(In science fiction reading) these *books*, are a way of telling about real events or explain about real life discoveries and developments are created and used in the world today, they are **a way of teaching about real developments in technology or creativity** in a way that is different from fantasy books. Fantasy is more of a entertainment and can be shown as a way of relaxing and taking time to just relax and become emerged in a story of its very own.

V5: Books

*Books* no matter the type or writing style, they are something that have changed how we are able to learn and gain knowledge from learning what the pages offer. **They can help you become immersed within its story or teach you about a new technology or how to build a new instrument of your choice,** books are a tool that is used all over the world no matter where you live or where you go, books are able to help you when you are trying to learn something new or even ask directions. When looking at books from an international imprecision books are used for finding directions, teaching a new language or give you an experience of immersion in a new story developed in a new culture when traveling to new locations.