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MCOM 291

Group: Technology - The evolution of play

A World In My World

*Back in the day when i was a young child*

*The Nintendo 64 instantly had me wired*

*A plastic device with a game in the shape of a block*

*Super Mario 64 had me jumping on shells and eating mushrooms a lot*

*The simplicity was key, never did I think I’d need more*

*Until game developers decided to create a new door*

*Fast forward to 2021*

*The way video-gaming has now become*

*can be looked at as a lifestyle rather than just for fun*

*A new world to dive into*

*A different way to interact with people*

*Now considered an E-Sport*

*A way to make money that is in fact legal*

*It blows my mind to see careers be made out of a fake reality*

*But the passion for a universe that is stuck in your screen could be our originality*

*From so basic to now so in depth*

*Even Pokemon has become more than just a bunch of texts*

*Open-world games with cities to explore*

*and High skill games for players to compete*

*Story-lines waiting for you to absorb*

*and tournaments to win a treat*

*The addiction is real*

*The grind has changed*

*Instead of playing on my own*

*I have my friends online to engage*

*It has become a reality in my reality, a world in my world*

*and to my surprise, there is still more to unfold.*