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4. Sebastian Shultz had a close brush with death. After he recovers, he returns to school and narrates his experience to his classmates. As Sebastian Shultz, narrate your experience.

Answer:

Hi friends, great to see you all. I had almost lost hope to meet you all again ever. Six weeks ago, I was on my way out of town with some friends for a weekend. I had my laptop with me. It was a four-hour journey to our destination. So, to engage myself, I logged on to one of my psycho-drive games. After an hour of driving on the highway, the car suddenly screeched to a halt. Since we were driving at a great speed, the driver lost control of the car and car somersaulted before falling into a ditch. As the car fell into the ditch, my head hit against the roof of the car and everything blacked out. I don't remember what happened to me after that. I was told that I had slipped into coma and only a miracle had brought me back.

Another miraculous thing happened to me. At the time of the accident, I was in the midst of a game. Although, I entered it I couldn't come out of it. Somebody stole my lot of games while I was in the hospital. Some of those were bought by a person called Michael, who rescued me and got me out. So, indirectly he is my Saviour. I am planning to meet him soon. It is great to be back friends! I have had a harrowing time, VIRTUALLY!!

5. Continue the story.

Will Michael and Sebastian Shultz meet in real life? Will they be friends? Will they try to re-enter the virtual world together? You may use the following hints:

How the accident occurred

Transfer of memory

Meeting with Michael

Appeals for help

Rescue and recovery

Answer:

What I know is this - Everything that I've described is true virtually.

Now I was planning to see Sebastian.

One day, i really happened. he was in a computer shop buying latest games. At Once, I recognized him. Yes- Same face I saw in the message, in the game.

'Excuse me! Are you Sebastian?' I said in excited way.

'Yes, How do you know my name?' the same voice I had heard in the games.

"You don;t know me but I know you well. Remember, the last game you had been playing just before the accident. And you went in coma six weeks ago." I tried to explain.

"Yes, bu has the game everything to do with you? I don't understand." he was surprised and a bit confused.

"You mean you don't remember anything." I gasped.

"Let's sit in a coffee shop. i am curious to know about my games which were stolen by someone when I was in the hospital." he said and hold me by the hand.

Next moment we were in the Cafeteria and talking. i related everything ever message he had sent to me. Listening carefully, he

gaped in awe and fear.

Apparently, he believed my words. he seemed grateful to me for saving his life.

"Can you show me the games? I bet it is a miracle. What do you say, buddy?" he chirped.

I looked at him curiously and asked, Are you interested in those games still? They are dangerous."

"Come on. By the way would you please tell me your name?" he asked expectantly.

"O Yes, I am Michael, you partner in the game." I said happily.

"Well, I want to ask you something if you don't mind." he hesitated.

"Don't hesitate Seb. We're friends now."

"Michael, I want to re-enter the virtual world with you. It's really exciting to relieve the adventurous moments again. It will be rocking." said Sebastian. i could not refuse.

He hold my hand and took me to his car. the driver was waiting.

"We're going Michael home." He told the driver.

The driver started the engine.

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6. Put the following sentences in a sequential order to complete the story.

- (a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.
- (b) Sebastian's memory was saved in the computer when he banged his head on it during the accident.
- (c) When Michael played the game, he entered Sebastian's memory.
- (d) Michael bought the latest psycho-drive games from the computer fair.
- (e) Sebastian Shultz was the second sheriff in the 'Dragonquest'
- (f) Michael pulled Sebastian into the helicopter and the screen flashed a score of 40,000,000.
- (g) Sebastian requested Michael to try 'Jailbreak'.
- (h) Sebastian failed to save the boy who fell through the air.
- (i) Sebastian thought the helicopter was the right idea and they should go into the 'Warzone'.
- (j) The games were stolen from Shultz's house.
- (k) Sebastian thanks Michael for saving his life and asks him to keep the games.

Answer:

- (a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.
- (b) Sebastian's memory was saved in the computer when he banged his head on it during the accident.
- (j) The games were stolen from Shultz's house.
- (d) Michael bought the latest psycho-drive games from the computer fair.
- (c) When Michael played the game, he entered Sebastian's memory.
- (e) Sebastian was the second sheriff in 'Dragonquest'.
- (g) Sebastian requested Michael to try 'Jailbreak'.
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Writing Task

8. Here are some opinions about computer games in general.

- 1. Encourage sedentary lifestyle
- 2. Too much time is wasted
- 3. Negative impact on health
- 4. Psychological imbalance

5. The games are addictive.
6. Reduce social skills
7. Promote violence and aggression
8. Detach one from reality

Do you think these opinions are biased? Write an article entitled 'Virtual games are a reality.'

Answer:

Virtual world or cyberspace is an environment using computer technology to create a simulated, three-dimensional world that a user can manipulate and explore while feeling as if he were in that world. In a virtual reality environment, the user experiences the feeling of being inside and a part of that world. He is also able to interact with his environment in meaningful ways. Virtually real environment has benefited the health care industry. The doctors use virtual reality products to treat phobias, addictions and other mental health needs.

However, some psychologists are concerned that virtual reality games could psychologically affect a player. They suggest that these games place a player in violent situations, particularly as the perpetrator of violence and could result in the user becoming desensitised. Some psychologists also believe that these games can lead to cyber addiction. There have been several news stories of gamers neglecting their real lives for their online, in-game presence.

Another rising concern is about criminal acts. In a virtual game, defining a criminal act has been problematic. At what point can authorities charge a person with a real crime for actions within a virtual game? Studies indicate that people can have real physical and emotional reactions to stimuli within a virtual game. Thus, it's quite possible that a victim of a virtual attack could feel real emotional trauma. Can the attacker be punished for causing real-life distress? We don't have answers to these questions yet.

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