

In life and in game, our brain only has one function. To sustain a reality in which we can thrive. The accommodation that the brain does so that we can understand the real world occurs in four stages; out of those two are important. The first is sensorimotor which allows for a child to be able to have no thoughts beyond immediate physical experience. The second is concrete operations in which the child can be able to preform mental transformations but only on a concrete physical object. The sensorimotor allows the brain to process the world around us. However, it has not yet added adaptations to survive in environment that we live in. The sensorimotor develops characteristics it would need in order to survive in the world. For example, object permanence allows us to understand that an object continues to exist even when out of view. Another example is that our brain has the ability to fill in the blank within our environment. So when walking down the street, although not able to see behind, your brain still fills that what you have passed by is still behind you. When one lives their life, they are aware that other people are living their lives even though they are unable to be apart of it. The brain attains these functions so that we can make the world we live in a reality in order for humans can survive. Imagine walking down the street and needing to always look back just to make sure that something is behind you or when an object is out of sight needing to check to make sure it hasn't just disappear. That would not be considered living, and yet our mind devised this for the need be consciously aware of our world.

One could say gaming world is just a fantasy. Or could it be that we have not been completely submerged into the world to develop adaptations to survive in the game, thus forming the fantasy world into the real world. If we were able to live long enough in the video game world, our brain would be able to form the same stages of accommodation so that we can survive. However, the adaptation would be specially made to function for the gaming world. For example, the ability to create taste buds from virtual items that are made out of computer coding. Another example can be creating a sense of touch without physically touching the object like a placebo effect. The brain is a powerful enough to be able to create a sense of feeling without having to need an actual object.

Many game addicts live in the video game world just as we live in the real world. Many of these people are so immersed into the world of video games that the CPU characters within the game seems real to them, that these codes with textures actually have feelings and they are living human being that breathe just like us. To many this may seem crazy, but it could be that the brain is evolving to process the environment that it is currently in. As humans, we need interactions with other humans to keep us sane, for a lack of a better word. The brain begins to tell the person that the CPU is human and that it is okay to interact with it. The CPU already has set things to talk about since it has been programmed into its code; the image helps to add a sense of realistic qualities seen in humans. When the programming has reached its limit and the CPU can no longer make new sentences, the human will start to pick out certain qualities to create a personality and attach it on to the CPU to create a human. By doing this, the player would be able to get the human interaction it needs while still playing the game. Essentially, the addict's brain is trying to survive within gaming world. However, as the game adaptation is developing within brain has to eliminate certain qualities to create space. This way,

it can add new skills that the brain will need. Thus not being able to talk to real people results in the loss of human contact. However, the brain finds no use to hold this adaptation if it is not being used. It, then, removes the adaptation so that a new system for its new environment can be developed.

We believe that you cant live within a game because it's an unrealistic world. Yet we are able to live in the real world because of the adaptation our brain have developed. Just because we haven't been immersed in the gaming world long enough to develop these adaptations to survive, it doesn't mean it is possible.