Neurons

Virtual Reality

Dreams

Human Brain

Video Games

WoW

Immortality

Law Enforcement

Description of a virtual world

* The computer accesses a [computer-simulated](http://en.wikipedia.org/wiki/Computer-simulated) world and presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world and thus experience a degree of [telepresence](http://en.wikipedia.org/wiki/Telepresence).[[5]](http://en.wikipedia.org/wiki/Virtual_world#cite_note-4) Such modeled worlds and their rules may draw from the [reality](http://en.wikipedia.org/wiki/Reality) or fantasy worlds.
* A **virtual** [**world**](http://en.wikipedia.org/wiki/World) is an [online community](http://en.wikipedia.org/wiki/Online_community) that takes the form of a [computer-based simulated environment](http://en.wikipedia.org/wiki/Computer_simulation) through which users can interact with one another and use and create objects.
* The most common form of such games are fantasy worlds, whereas those based on the real world are relatively rare.[
* Many MMORPGs have [real-time](http://en.wikipedia.org/wiki/Real_time_(media)) actions and [communication](http://en.wikipedia.org/wiki/Communication). Players create a character who travels between buildings, towns, and worlds to carry out business or leisure activities. Communication is usually textual, but real-time [voice communication](http://en.wikipedia.org/wiki/VOIP) is also possible. The form of communication used can substantially affect the experience of players in the game

http://en.wikipedia.org/wiki/Virtual\_world

How it’s possible to create a virtual world

DR. Cerf. Electroneurons

Benefits of a virtual world

Thesis

It is very well possible to create a virtual world, thus changing the way we live everyday life.

Conclusion

Since this is a very well possible to create a virtual world, thus changing the way we live everyday life. We can only wait to see if this will be our future.