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# EAD I 356:155:15

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Paper 2 Final Draft

September 29, 2014

Benefits of Fantasy world

The video games and zombies industries are dominating the world. Everyone, children and adults are enjoying them, whether it is on a computer, cell phones, internet, tablets, magazine, comics, or game consoles. Video games give students freedom from the world filled with responsibilities and hard work. As Jane McGonigal conveys in her article “Reality is Broken” the virtual world is fulfilling students needs that reality cannot satisfy. Playing games motivate students to solve puzzles and achieve new goals in their lives. Virtual world offers students entertainment and pleasure that reality is currently unable to satisfy. It is a way for students to relax their mind and body. As Max Brooks tells in his article “The movies that Rose from the Grave” the zombie genre is becoming so popular because it entertains people like no other thriller. Yes, zombie movies represent students greatest fear, but by watching them, students will get the strength to overcome any fear they face in their lives. Fantasy world is a great way to improve social lives, and brain skills, as well as escaping the stress and hardships.

The world of zombies and video games is an excellent break from the real world filled with stress and responsibilities. All the students have been there; students are so stressed during the semester, that they can barely think or act on their own. Students are worrying about how well they did on an exam, how much homework and projects they have to do in such a limited time. In addition to stress, students also have to have lots of responsibilities like paying bills and tuitions with a very little college budget. At this point many students lose their minds and need

something else to do to relieve. For some, it might be reading, or playing sports. But now in current generation it is video games, and zombie movies. “The truth is this: in today’s society, computer and video games are fulfilling genuine human need that the real world is currently unable to satisfy. Games are providing rewards that reality is not. They are teaching and inspiring and engaging us in ways that reality is not. They are bringing us together in ways that reality is not” (McGonigal 224). Students play games because it is fun and interesting. But best of all it is one of the best way for students to relax their mind. When it comes to games, there are so many options students can choose from; sports lovers can play sport games, action lovers can play action games. Video games help students to focus on something other than life’s everyday problems. In such a short amount of time after playing games, students can feel release from all the problems emotionally and physically. Just like games, in today’s society zombies genera also plays a big role in entertaining students. With the believable characters, fascinating stories, and interesting environment, both zombies and video games allow students to temporarily forget the troubles in their lives. And the best part of all is that “Zombie movies present students with an outlet for their apocalyptic anxieties without directly confronting them”(Brooks 213). Since the zombie movies are fictional, it does not matter how scary or realist the zombie movies are, students can just turn the TV off and completely forget about it. Just like how zombies do not fear of any thing and only focuses on their goal, to eat human’s brain, it can teach students to be focused in their lives and follow their dreams. In a fantasy world, students can be whoever they want and do whatever they want without having to deal with real life problems.

The world of video games and zombies is a great way to improve students’ social lives, and brain skills. The board games or sports of the past generation can be compared to the video games in today’s generation. In the past, students played board games and sports as a form of a social interaction. Be it chess, checkers, football, or basketball, games have always given a way of getting closer to friends, and family. Additionally, playing games can help further develop a brain. Since video games are extremely difficult, students would have to force their brain to come up with a solution to beat the game. “Gamers are the Brain Age and Mario Kart players who take handheld game consoles everywhere they go, sneaking in short puzzles, races, and mini games as often as possible, and as a result nearly eliminating mental downtime from their lives” (McGonigal 223). By setting goals and tasks and allowing students to work through obstacles to archiving those goal can help students increase their self esteem. Games offer a way to practice skills that students might not be able to learn anywhere else. It gives students skills and strength to overcome any hardship in their lives. Games also increases student’s decision making skills. Since students are always making decisions in the game. The best part about games is, that there are so many different kinds of genera available such as sports, thriller, zombies, and action. Now days Zombie games are so entertaining that students have a hard time getting over it. “Games such as resident evil and days later and house of the dead were becoming so successful enough to warrant their development into movies” (Brooks 213). So now the students can also enjoy zombies in movies, comics, and books. Zombie movies and games teach students to fight for what they want.

Students are starving and the games and zombie movies are feeding them. Stress and hardships are part of everyday life, and the fantasy world is the way out of it. Fantasy world can aid students to improve the quality of their lives. Fantasy world makes students happy and improve their future by giving them the skills they need to move forward. It relieves students from the stress and depression. And most important of all, fantasy world keeps students connected to the people they care about the most.