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# EAD I 356:155:15

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Paper 1

September 11, 2014

# Virtual Reality

The theory of virtual reality faces mankind with a completely different experience. Many students have a computer, or used a NUMPAGES 3computer. Computers are part of just about everything that students do. Now days students spend utmost of their time on the computer. Few spend their time chatting with friends and family, while others spend their time playing games. Some students lose their selves in computers so much that they do not even know what is happening in the reality. However, I guess that’s a great thing, considering what David Brooks’ said in his story “It’s Not About You” that students should do what they wish to do, not what others tell them to do. By chatting with other students and people all over the world gives students a communication skill. Communication skill is indeed in today’s world to become a successful.. Not only that, Playing games also motivates students to solve puzzles, achieve new targets in their lives and games, and to make new friends. They will develop skills to overcome anything in their lives. This is just the beginning of the virtual world. Author Jane McGoniagal explains in her story “Reality is Broken” that is why students and people all over the world is leaving the real world to join the virtual world. Virtual machines offer people skills and entertainment that reality is currently unable to satisfy. Virtual reality, not just have positive implication on the student’s social life, but it also plays an important role in life as students move towards their future.

A virtual world can fulfill peoples' world with joy, excitement, and entertainment that reality just cannot offer. In reality, people just do not have enough time to draw the best out of their life. “In college Graduates are told to pursue the happiness and joy; but in reality it’s rarely the things that make students happy” (Brooks 419). Students need to do the work that they don’t usually do or like to move up in their life. For example, in reality, most of the time from the moment students wakes up to the moment they go to the sleep, they are doing what they are told to do by their parents or teachers. Students are not being themselves in reality; they are the puppet controlled by their elders. However, in the virtual world, students have countless choices from playing games to chatting with their friends. In just a click of a few buttons students can access the whole world around them. They can chat with friends and family, play games with people around the world, and make new friends in just a matter of time. In today’s society “computers and video games are fulfilling genuine human needs that the real world is currently just not able to offer” (McGoniagal 224). In reality, students are so busy with their everyday lives doing stuff they do not like. When they come home after nine hours of working hard, they are tired and do not have time to go out and have fun. It feels like that real world is missing something. While in virtual world, students can enjoy themselves without getting off their couch. When students play games they are fully alive, focused and engaged in every moment(McGoniagal 223). They can start watching almost any movies they want on Netflix or on a TV in less than a minute. Students can also talk to their peers without leaving their room using services like Skype, and FaceTime on their computer. Not just that, virtual world also offer so much more stuff like music, games, and news. In just a click of a few buttons they can achieve whatever they want whenever they want.

Virtual reality plays a major role in graduates life as they move towards their future. When graduates steps into the real world, they have no idea what they need to go through. “Graduates are told to be individual minded and express their inner spirit”(Brooks 419). But since graduates never done anything on their own, they are going to have a tough time in the new real world. Most of the time success does not come easily; graduates need to work day and night to obtain their dream job. And when they fail, they are disappointed, and weaken. And if graduates keep failing again and again, they get more stressed, and eventually they stop trying. However, in virtual world gamers fail most of the time, yet they still love playing games. “we often think of immersive gameplay as “escapist”, a kind of passive retreat from reality. But through the lens of Herodotus’ history, we can examine how games could be a purposeful escape, a thoughtful escape and active escape and most importantly an extremely helpful escape”(McGoniagal 226). Utmost of the gamers fail when playing games for the first time; yet, they do not give up, they keep trying until they pass the mission, or improve their scores. By trying again and again after failing can help develop a mental toughness, which can benefit graduates in real life to fight for what they want.

Virtual world can aid students to improve the quality of their lives. Some people might say that if you are going to be happy anywhere or be successful anywhere is going to be in the real world. In reality, when students have nothing to do virtual world gives students something to do. It offers them the path of being happier and improving their future. Virtual world can benefit students in our everyday lives. It keeps students connected to the people they care about the most. It encourages students to do their best, and helps them make a difference in the real world. Virtual world does not keep students away from the real world, it gives them strength to live in the real world.