# Abhishek Prajapati

# EAD I 356:155:15

# Dr. Marrone

Paper 2 rough draft 1

September 25, 2014

Title

The theory of gaming and zombies faces humankind with a completely different experience.

**Thesis:**  We all face stress and deal with hardships, and fantasy world might just be the way out of it.

**Body 1: topic sentence:** The world of zombies and video games is an excellent break form real world filled with stress and responsibilities.

**Quote:** Computers and video games are fulfilling human needs that the real world is currently unable to satisfy.

**quote:** They are everywhere: movies, books, video games, comics, and even broadway musical adaption of sam Ramie’s The Evil Dead

**body 2 topic:** The world of video games and zombies can benefit peoples social lives, makes them smarter and gives them skills to accomplish anything in life.

**Quote**: They are the world of warcraft fans who are so intent on mastering the challenges of their favorite game that, collectively, they are writing ten a quarter of a million wiki articles on the WoWWiki creating the single largest wiki after wikipedia.

**Quote**: Computer games such as resident evil and days later and house of the dead were becoming successful enough to warrant their development into movies.