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Paper 1 Introduction Paragraph

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# Virtual Reality

Many of has have a computer, or used computer. Computers are part of just about everything that we do. Now days everyone spends most of their time on the computer. Some spend their time chatting with friends and family, while others spend their time playing games. Some people lose their selves in computers so much that they don’t even know what is happening in the reality. But I guess that’s a good thing, because just like Brooks’ said “that purpose of life is not to find yourself, it is to lose yourself. By chatting with people and playing games motivates people to solve puzzles, solve new targets, and to make new friends. They will develop skills to overcome anything in their lives. This is just the beginning of the virtual world. Over the next generation or two larger numbers of people will become immersed in the virtual worlds and online games (McGonigal). Virtual machines offer people skills and entertainment that reality is currently unable to satisfy.

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 get 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 graduates happy. Graduates have to do the work that they don’t usually do or like to move up in life. But in the virtual world graduates have so many choices. In just a click of a few buttons they 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. Chatting with people around the world can help graduates build a communication skill that can be really useful in the real world. In today’s society computers and video games are fulfilling genuine human needs that the real world is currently just not able to offer. In reality, people are so busy with their everyday lives doing stuff they don’t like. When people come home after nine hours of working hard, they are tired and do not have time to go out and have fun. While in virtual world, people have so many options available to them. They can watch almost any movies they want on Netflix. people can talk to their peers without leaving their room. Not just that, virtual world also offer so much more stuff like music, and news in just a click of a few buttons.

In today’s world people are doing what they are told to do. People are so used to follow instructions that they cannot act on their own. They cannot make their own choices. In college graduates are told to be independent minded and express their inner spirit. But in reality they are doing what they are being told to keep up with everyday lives. In the virtual world, people can express their inner spirit. They can be whatever they wish to be. For example, they 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. Virtual world gives graduates opportunity to do stuff that they can’t even dream about doing it in the real world.