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Pixelated Thoughts

Among the rubble of a destroyed city, a woman wearing a black military uniform, red armband, and black hair tied in a ponytail runs to take cover behind a pillar of high that has collapsed and now holds itself up from its own remains above her. Slinging her marksman rifle over her shoulder, she looks down the scope and watches a tall man made of metal, with a minigun fused onto its right arm, slowly march its way over to a man hiding behind another pillar 30 meters away with an assault rifle between him and the metallic man. Adjusting her view, the woman flicks off the safety and takes a deep breath as her finger lifts off of the trigger guard and onto the trigger right before...

Scenes like this are what filled my mind for several years of my life. The scene written above was taken from when I roleplayed online with people in a sandbox game on a server themed around the Terminator universe. The event ended up with my character experiencing a near death experience after taking the attention of the terminator away from her teammate, where the terminator turned and fired its minigun in her direction with the bullets tearing through the concrete and through her ballistic plate vest. Even though there is such a story behind it with, what was to me, such vivid images, there was no animation from the models for all the things that happened. I along with two other people typed out sentence by sentence the actions that took place. Through watching how people structured their sentences, I slowly picked up the basics of

grammar which are lessons that I take with me today because it just feels natural for me at this point. While I will admit that I don't have the greatest grasp of grammar, I always like to believe that my writing isn't horrible with mistakes all over the place. It's definitely better than when I first started roleplaying online when I was eight or nine after watching my brother do it a couple of times. Since such a young age, I was learning grammar and improving my understanding of writing in the English language. The first role was a teenage boy who worked as a photographer to make money in order to pay for his home. Once proud and hot on the search for love, a slow addiction to heroin was made after coming into contact with the town drug dealer and his brother became disappointed in him for becoming an addict. I myself never got a full closure for this story due to being told to go to bed by my Mom due to how late it was getting, but it sparked an interest that stuck with me for a long time. My grammar wasn't too bad that night, I at least subconsciously understood the basics and typed very simple sentences. The grammar was better then some things I saw in the years I spent roleplaying. There are people who shortened everything when given the opportunity, and then people who wrote elaborate sentences while correcting those who made mistakes. The latter were often given the nickname grammar nazis but it couldn't be denied that quite often the person was correct, the times they were wrong were typically due the person often having already displayed not knowing grammar too well. Its from the people who were correct though that I learned English grammar and is something that I'm thankful for. But at the same time, English isn't the only thing that I learned from these experiences.

I've learned the composition of air by looking at filters on a space station, learned the geography of Europe slowly while establishing myself as a great power after starting as a lowly

elector in the Holy Roman Empire in 1444, and so much more. It's for all these reason why I feel like scoffing when I hear someone say games can't help people and are a waste of time. For myself, I learned a great deal from video games and even had my interest in learning increase as a result from an event that happens while playing certain games. Gaming has a huge impact on my education, allowing me to develop habits and learn facts that I would probably struggle with if I only learned in school.