Your second essay assignment in this course deals with the technological contributions that video games are making to society. Much of the impetus for this technology has come from the need for immersive training simulators that permit novices to gain virtual experience in sophisticated maneuvers without causing damage to themselves, to others, or to expensive equipment. From flight simulators used to train pilots to virtual medical operations used to train surgeons, these software applications have benefited greatly from the development of real-time graphics techniques in the game industry. In addition, gaming has been the driving force for much of the progress that has been made in fields like networking (e.g., MMORPGs), wireless communication (e.g., mobile games), and robotics (e.g., pathfinding).

Write a 2000-word paper speculating on the potential applications of the techniques and technologies to practical problems. Include the following topics in your essay:

- Specify the types of training that might benefit from game-like simulations. Explain the advantages that such simulations offer in terms of safety, expense, and thoroughness.
- Envision how the development of game-related technologies (advanced graphics processors, Wii controllers, brainwave interpreters, handheld touch-sensitive screens, etc.) might contribute to non-game-related aspects of society.
- Discuss how games could be designed to specifically target particular skill sets, making it possible to enhance one's professional abilities in a manner that is less tedious and more fun than traditional training techniques.

Your paper will be evaluated on thoroughness (i.e., how well did you cover the topic), coherence (i.e., how clearly did you express your ideas), and professionalism (i.e., how correct was your grammar, spelling, and vocabulary).

Place a soft copy of your Word-compatible paper in your drop-box by Tuesday, December 4, 2007, at 10:30 AM. Late assignments are not accepted without verifiable medical documentation.