

# Summary of a chapter of book

Linguistics, English



Full Literacy in Virtual Worlds With the increasing developments of technology, people now live not only in a real world but also on a virtual world. Studies show that most adolescents are spending more time on the internet nowadays, playing online games and developing virtual relationships with more people than they can make in the real world. Twitter and Facebook are just among the most visited sites not just for adults but also for adolescents, creating various problems especially for the latter who are expected to spend their time wisely on books and school. However, the effects of this high technological generation are not all that bad. It has been found out that adolescents learn better about the world around them, including those they have not physically visited, through the internet. Active participation in discussions makes them more informed, contrasting the idea that learning is most effective within the four walls of the classroom. In fact, adolescents with writing skills are not just able to express their thoughts and publish them online. They also develop as they are given feedbacks and pieces of advice on how to make their works better. Animation is another skill that is shared and developed through internet interactions. Asians like the Japanese who are highly skilled in the art grow as they share their works, receive critiques and develop their English communication skills as well while they communicate with people around the globe. Moreover, internet games are not limited to entertainments but also include learning. Online games incorporate stories that inform the players and encourage them to be interactive in the development of the games or for some; they are influenced to write their own stories and experiences of the games they played. This

shows that literacy is not achieved only within the classroom but also in a bigger world, the virtual world.