

Invention Convention

Example Expository Writing

A New Invention for All, the Nintendo Wii

It will attract the interest of people all over the world, and it will get people activated and moving. All this will happen while people are playing video games! It is hard to believe that an invention designed for kids could have such a powerful effect on people of all ages around the world. Some people find it hard to believe that this invention allows people to continue playing their video games while being an actual character in the game, providing options for different interests, and even making people healthier.

A person might ask, "How can a person really play a game of bowling in a video game?" This is possible because people playing the Nintendo Wii hold a wand. The wand is a device that a person holds in their hand. It is slender and rectangular shaped, and it is quite light. It looks very similar to a television remote control. As the person moves, the wand's movement registers in the video game. The wand itself does not make any noise, but the game on the television makes noise as the person playing moves the wand. This means that the person's movements tell the video game what movements and choices to make. Currently, the Nintendo Wii is tasteless, but who knows what technology will bring next? Who would have thought that it could be possible for a person to actually participate in a video game? Just make sure not to get too carried away and let the wand fly from your hand.

Is playing tennis enjoyable? Is bowling a more challenging option? Maybe playing baseball is super stimulating. The Nintendo Wii has game options for all ages and interests. Recently, a local newspaper reported that community organizations including nursing homes, fire departments, after school programs, and libraries are all ordering Nintendo Wiis for their groups. Each of these organizations is able to find games that are interesting for their participants to play. People are all very different with different interests. Because so many different groups of people are purchasing Nintendo Wiis, it is obvious that there are a variety of engaging games that these different people find interesting.

CNN, an online news informational site, reported that 68% of Americans play video games at least three times a week, but less than 28% of Americans exercise three times each week. These statistics show that this invention will compliment people's interests with what their bodies need to be healthy. Imagine a fourth grader who likes to play video games daily, for an hour after school. Instead of just sitting on the couch with a controller in his or her hands, this fourth grader will now have a wand in his hand and be up, off the couch, actively enjoying video games.

In the first two weeks the Nintendo Wii sold 476,000 systems. Although sales results like these are hard to believe, it goes to show that Americans are attracted to the benefits and enjoyment of this new invention. People of all ages are clearly enjoying interactive video games, and these people cannot help but to get off the couch and participate. Pretty soon, moms and dads will stop saying, "Turn off those video games!" and will instead shout, "Go get some exercise on your Nintendo Wii!" It is clear why Nintendo chose "Wii want you to play" to be the slogan for this enticing invention!