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**JSS ONE (1)**

**IF I COULD INVENT SOMETHING NEW!**

I love playing computer games and dream of making my own one day. When I grow up, I want to study Computer Science and become a game developer. I want to create games that are super fun, challenging, and bring people together. With my future skills in Computer Science, I hope to make games that transport players to new worlds and spark their imagination. I want to make games that teach us about real-world issues, promote learning, and help us understand each other better.

My dream invention is the "Ampli-thought". It's a machine that can read my brain signals and bring my ideas to life! Imagine thinking of a game level - it appears before your eyes! The Ampli-thought would make game development faster and more awesome.

For instance, I want to make a game that lets players experience life in different cultures or historical times. This could help us understand and appreciate each other more. Like, imagine playing a game where you're an ancient Egyptian builder, constructing pyramids and temples. Or, you're a medieval knight, battling dragons and saving kingdoms. It would be so cool!

Or, I could make a game that teaches coding in a fun way, inspiring more young people to pursue tech careers. Like, a game where you code your own robot, and it comes to life! It would be amazing to see my friends and other kids getting excited about coding and tech.

The Ampli-thought could also help the environment by reducing waste and carbon emissions in the gaming industry. Like, instead of using physical materials to build prototypes, we could use the Ampli-thought to create digital ones. It would be a win-win for the planet!

However, I know it won't be easy. I need to work hard to develop my skills and knowledge in Computer Science and game development. I need to stay updated on the latest tech advancements and ensure my invention is safe and responsible. But I'm up for the challenge!

To overcome these challenges, I plan to seek guidance from professionals, attend gaming conferences, and join online communities of game developers. I'll also need to be persistent and resilient when faced with obstacles. Like, if my code doesn't work, I won't give up. I'll keep trying until it does!

In conclusion, my passion for games and Computer Science fuels my ambition to make a meaningful impact globally. I firmly believe that games have the power to transform lives, foster empathy, and bridge cultural divides. With the Ampli-thought, I am confident that I can transform the gaming industry, inspire a new generation of tech enthusiasts, and create a better future for all. I am eager to embark on this transformative quest, turn my vision into reality, and make a lasting difference in the world.