

# Paper writing service

## How to write the first article?

Organization - something related to a clear structure and hierarchy, clear patterns of interaction between different units, well-established mechanisms for resolving staff and emergency situations. Can there be a place for stupid jokes in the official documents of an Organization working with extremely dangerous and unstable objects and phenomena? And if you see any (not even always stupid) articles on the main website - let me explain: the English call it "Lafond" and trying lately to cut the roots; the like were much more. For example, in the history of edits you can see the old versions of the experiment page with the same vending machine. The criteria change over time.

Can an institution that exists for such purposes, to engage in irrational waste of money (if it is, of course, not mired in corruption)? And because the translation of the offending officer on the "Keter" is not only a silly joke, but an irrational expenditure of means. That's why: if an employee managed to blunder in a less responsible area of work, how can you trust him a more responsible job? Only if it's used as cannon fodder. But what is the point of using a puny scientist or laboratory assistant as a class D employee, who is more useful just to put him behind a paper routine and never allow him to objects again?

Any team is calmer and easier to accept a new member, if he knows, understands and respects the culture, norms and values of the team. So try before you ask any questions and offer any ideas, first yourself to follow the above tips: get acquainted with existing objects, formulate an idea, think through the details. If something is still causing trouble, then feel free to ask questions. They are sure to be an order of magnitude greater and deeper, and rather help you decide what, in fact, and how you want to write.

First of all, I'd like to talk about literacy. No matter how fresh and exciting your idea is, the most important thing is to design it so that you are not found and beaten with a pillowcase full of bricks. And by literacy I mean not only formal spelling and punctuation. You should be able to compose a text without speech repetitions, without stylistic errors, without irregularities. It should be read smoothly and at the same time be artistic to the extent that texts can be artistic.

In this regard, I would like to give you advice. If you do not know the rules of the language or can not write a readable, fascinating and understandable article, but you have a stunning idea - feel free to ask for help. Our authors will be able to take the idea for implementation, if everything is very bad (I remember such cases a little); if a little better - will help you to correct mistakes and correct the most unfortunate moments.

The second thing I would like to say is mutual assistance. We're not dogs on a chain, and we don't go around barking. Therefore, if you have even the most minor questions or you need any help - feel free to contact members of our community.

A little about the articles themselves. Any object consists of an idea and its design. Therefore, the first thing on which all the authors fall is the idea, the ideological core of the article. There are several main disadvantages:

- Secondary ideas. If she is already so old that saw her each counter and cross - your creation definitely will not appreciate.
- Boredom and banality. Most of the authors of the objects stumble on this. Yes, they (the objects, not the authors) can be placed in the anomalous items. But it is not necessary to count on more.

How to avoid it? Ask. Ask and ask again. No one will chase you back if you ask the question: "Should I implement an object that is a materializer of melodies in the form of jelly?" or something like that. In the design of the most common drawback is the confusion of the article. Your idea can be amazing, but it must be able to convey to the reader. Also, the text should be competent and sufficiently short and long at the same time, no matter how paradoxical it may sound. The main idea should be fully disclosed - but nothing more. So my advice: write clearly and briefly about everything you want to say. And about the design. If you do not want to create a false impression about yourself - write strictly on templates, without changing them. If suddenly the standard die of incompleteness of the article or other parts of the form look wrong - correct. Do not know how to fix - ask others. But do not leave such pornography in any case.

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Additionally, if you are writing your first SCP object, there are a number of topics and points that are better either to write perfectly or not to touch at all. Now I will give a small list of those, perhaps, over time it will be replenished.

- SCP-humanoids.
- Mainly SCP humanoids do not pass due to the fact that they have either too cool and at the same time boring ability, or just boring ability, or just cool. The key word here is "ability." When you write SCP-humanoid, you should be aware that it should not have "ability", and have a feature, it is very different concepts. And this feature should not only distinguish it from people as such (otherwise there will be no reason to classify it as SCP), but also from other SCP-humanoids. If you intend to take this idea into development, do not be lazy to read about those that already exist. Yes, the volume is large, but the site was conceived to have something to read.
- In addition, SCP-humanoids often sin by non-standard physical parameters, often such that in the real world they simply could not survive with them. For example, at two-meter growth have negligible weight. If you doubt that you can specify such data correctly, it is better not to specify at all. Or consult with other participants, which is even better.
- Memetics.
- In short, many newcomers think that memes and memetics are things that inevitably drive a person crazy and make him do terrible things, 95% of the memetic objects are reduced to that. We have an excellent article where it is quite clearly explained that there is a memetics. Remember that a really complex and interesting memetic object is very difficult to come up with and this is exactly where to start the creative path should not be. Examples of good memetic objects I will give at the end of this paragraph.
- Accordingly, the memetic object should not be reduced to the fact that it drives all the victims crazy. What exactly they will do after they sleep, it does not matter, the essence is one. Or it should be described at an unsurpassed level. The concept of "meme" is a unit of cultural information capable of transmission. This cultural information should contain some idea. And this idea should become a kind of "core", a feature of the object. Otherwise, success is unlikely.
- Globality.
- In this case, the mistake is that the author swings at something grandiose, like a computer program that can edit, change or remove absolutely any object within the known to mankind area of space, or some elusive entity, constantly and randomly moving around the world. All this together with the most difficult conditions and a heap of additional materials. Do not chase the global and at the same time detail. Save the idea for the future, but for now start with something simpler. To do not do.
- Keter.

•Among young participants is often possible to meet judgement that Keter is cool. Of course this is not the case, and the class of its first object should be assigned not from the position of coolness, but according to the Rule of the box.