**Read each essay and make notes about what you think about them, then go and write the reflection essay after the piece has been read (revise while you do this)**

**Personal Essay:**Changed intro to focus on meditation that way it doesn’t turn into a profile, want to focus on meditation.

Added dialog with Frode.

Added more personal stories to better describe frode.

Added more research in order to answer my question about meditation

Moved my inquiry question more towards the start of the piece

Made my audience more specific by mentioning college students later in the piece and tried to gear it towards helping them.

Combines a personal essay, profile, and research paper

Came to a conclusion about how it affects personality

Encouraged meditation

**Proposal:**

Added a lot more of my own personal opinion and view on mental health. Actually responded to all my research and provided examples

My point was somewhere in the middle of the piece, where now it was in the front and I made it clear that I was agreeing with what Guy Winch proposed we should do.

Almost acts as an accent piece to the personal essay

Provided research that shows an example of how mental health can be taught in schools, this research also backed up what Guy Winch was proposed we do.

Used the study to relate to college students and how they can cope with daily mental battles.

My research almost seemed to talk to one another about the facts that they had, the bounce off and complement one another

**Review**

Was very hard to convert away from a review

Added more dialog and quotations to give the reader a really good feel for who this guy is and what his character is like (he’s actually quite humorous).

Shared a story about him in Japan and how he applied it to the game

Changed the direction and path of the piece to drift away from a review, and talk more about Alexander himself and who he was and how he made the game what it was and how much work was actually put into hit. It completely amazes me how deep he thought about everything and I even envy him because of it.

I didn’t want to talk about my experiences with it too much because I wanted to focus on him.

Encouraged people to not follow the crowd and be yourself

He jumps from going into the work force for a few years to get some technical background, then jumps to developing by himself. Being by yourself doesn’t stimulate new learning though. He’s not “the hell with indie”. Solitary and group experience, not everyone does that

Simulation of nonphysical geometry, wanted to turn it into a game. He didn’t want a world that had distinctions between objects, he wanted everything to blend together. He ended up going with flat colors. He wanted to shadow everything, but instead used colored shading, and then wrote his own custom lighting algorithm so he could shape it to his needs, and used an inverse lighting. So if you see green in the game that’s because there is a negative red and blue light.

In school, “I’ve always been the kind of person that thinks outside the box” “My way of attacking assignments and stuff in school was to read the specs and then be like ‘alright this is what they were asking for I don’t actually think this is what they want, I’m going to give them this other thing’… and they’d be like what the hell? It’s really good!”

“A game about taking 20 years of gaming history and turning it on its head”

He didn’t travel a lot, but when he went to Japan he was in a completely different world, he could barely go into a convenience store and figure out how to buy chocolate. “Mind boggling” “Those are all totally basic things that you take for granted in your own setting” He then applied this to his game. He wanted the game to put you in a new world that was just familiar enough to get you through the first few parts, and then he changes the experience to bring in more things to get used to.