

## Memorandum

To : Daniel Lurie  
From : Syed Masum  
Date : January 15, 2025  
Subject : Project 1

---

I have completed the analysis of the previous assignment as you requested. I referenced my report “Gaming and Gamers” to analyze my work for being concise, being precise and being direct. I end with a section on noticeable errors.

**Being Concise :** Being concise means being brief yet comprehensive.

### *Unnecessary Repetition*

I found quite a bit of this issue. It shows I had run out of ideas and used the same information again with different phrasing to increase the length of the essay.

"Gaming can be a great source of entertainment..."

"Video games sometimes take people to a different world and give them an entertaining experience."

"People of all ages play video games and enjoy playing it on a regular basis."

I noticed sentences like this or very similar throughout the essay and it feels like the same information is repeated over and over again. These sentences can be combined or rephrased to reduce the redundancy.

### *Redundant Words*

"Gaming together with friends and family can also help us connect with them a lot more."

The phrase "a lot more" is redundant as the context was already clear before the word was used. .

### *Dead Phrases*

These phrases have a pompous tone and aren't saying anything useful. I could not find any cases of dead phrases in this letter.

*Unnecessary Modifiers*

Unnecessary modifiers indicate that the writer is being vague rather than being specific. I was not able to find any significant examples of this.

**Being Precise :** Being precise means to be exact and accurate, in technical writing this is based on the audience's level of expertise

*Audience Level of Expertise*

The essay uses generalizations that could confuse a more specific audience. For instance

"Esports is the same as normal sports but in this gamers compete by playing video games."

"Being a professional gamer has never been more sought after."

The statements are vague without statistics or examples to back it up and do not give any good examples to give credibility to the statements.

*Consistent Terminology*

I used consistent terminology for most of the report, but after I derived some equations, I changed my terminology. For example:

"Gaming can also be really addictive, and it is quite hard to actually be successful as a gamer."

*Level of specifics and details*

I mentioned Pewdiepie and esports in the essay but did not explore them fully. For example:

"One of the biggest pioneers of gaming is Pewdiepie, he was the first person to bring gaming to the limelight"

Here I should have been a bit more specific about the achievements of Pewdiepie and gone a bit more into depth and details of how he brought gaming to the limelight.

**Being Direct :** Being direct means being straightforward.

*Active vs. Lazy Verbs*

This is the use of active vs. lazy verbs. Active verbs are specific whereas lazy verbs are vague. I could not find any examples of this error.

*Active vs. Passive Voice*

This is an area where my essay can improve. The essay leans heavily on passive constructions, such as:

"Gaming can be a great source of entertainment and it has also proved to be one of the most successful career choices in the recent past."

A more direct approach would make the writing engaging. By using passive voice, the audience stays focused on what is happening in the experiment instead of focusing on the person carrying out the experiment.

*Topic Position*

Important ideas are often buried within paragraphs. For instance:

"Parents can connect with their children through gaming and spend quality time and also enjoy themselves while doing it."

This could be emphasized earlier to underline the bonding benefits of gaming.

*Stress Position*

The essay's sentences often fail to end with impactful points which makes it look unfinished. For instance:

"Gaming can be a great source of entertainment... Video games sometimes take people to a different world and give them an entertaining experience."

Instead of ending with "entertaining experience," which is vague, if more explanations were added on how gaming is such an entertaining experience it would have made more sense to the readers.

**Noticeable Errors:** checked my writing for the following five types of error workplace readers notice: 1) run on sentences 2) comma splices, 3) introductory element punctuation 4) faulty parallel structure and 5) Incorrect contractions, spelling, typos.

*Comma splice:*

A comma splice is when two or more complete sentences are combined with a comma. I did not find any major examples of comma splices.

*Grammar Issues:*

The sentence:

"People can easily get addicted to gaming, especially teenagers can easily lose track of everything."

Combines two independent clauses incorrectly, making it a run-on sentence. Another example:

"Gaming together with friends and family can also help us connect with them a lot more."

Uses a redundant modifier that could be simplified.

*Run-On Sentences:*

Run-on sentences occur when two sentences are written together without using any linking words. I found some examples of this error in my essay.

"Gaming can be a great source of entertainment and it has also proved to be one of the most successful career choices in the recent past but gaming can also be really addictive."

This sentence could be divided for more clarity.

"Because of the rising popularity of video games, a lot of people choose video games as their career because of their love for video games."

This repetition detracts from the essay's main goal.

*Faulty Parallel Structure:*

I could not find any faulty parallel structure in my essay.

*Spelling and Typos:*

I could not find any spelling or typo errors in my essay.

*Improper Citation Style:*

There was no example of improper citation style in my essay.

*Incorrect contractions :*

Incorrect contractions are words that sound like other words but have a different meaning. I could not find any examples of this error.

## **Conclusion**

This analysis helped me identify a lot of my weaknesses in writing and helped me understand them more. This also gave me some good ideas on how to properly review my essay. I can implement this reviewing process in my future writings.