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Class: E3.2
Writing Assignment #2
In this assignment, you are going to summarize, report the main features, and make comparisons of data within a line graph about gaming. To successfully complete this project, think of the lessons you have learnt in unit 2, namely vocabulary, the readings, grammar, and writing skills.
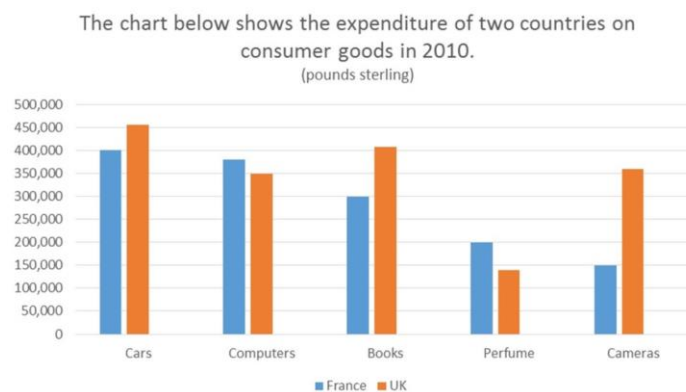
In this essay, you will write:
- Introduction
  - tells what the line graph shows
  - write an overview showing the noticeable trends
- Body Paragraph (two paragraphs)
  - Describe trends by providing data while making a comparison where relevant
- Prediction Paragraph
  - Make three chain predictions after the last year in the line graph.

Task 1: Read and check the model essay (1) and essay (2).
Model Essay (1): The bar chart below shows the expenditure of two countries in consumer goods in 2010.
Summarise the information by selecting and reporting the main features, and make comparisons where relevant.
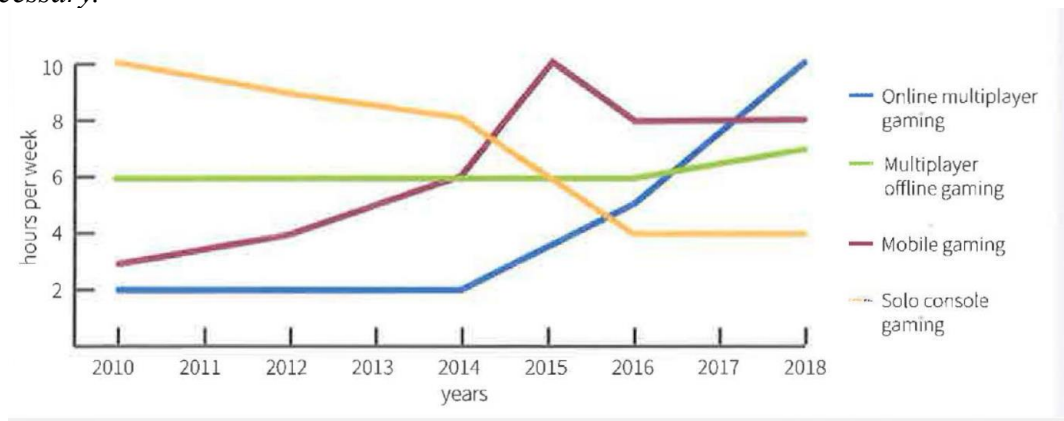

The chart below shows the expenditure of two countries on consumer goods in 2010.
(pounds sterling)

The chart illustrates the amount of money spent on five consumer goods (cars, computers, books, perfume and cameras) in France and the 11K in 2010. Units are measured in pounds sterling. Overall, the 11K spent more money on consumer goods than France in the period given. Both the British and the French spent most of their money on cars whereas the least amount of money was spent on perfume in the 11K compared to cameras in France. Furthermore, the most significant difference in expenditure between the two countries was on cameras.

In terms of cars, people in the 11K spent about £450,000 on this as opposed to the French at £400,000. Similarly, the British expenditure was higher on books than the French (around £400,000 and £300,000 respectively). In the 11K, expenditure on cameras (just over £350,000) was over double that of France, which was only £150,000.

On the other hand, the amount of money paid out on the remaining goods was higher in France. Above £350,000 was spent by the French on computers which was slightly more than the British who spent exactly £350,000. Neither of the countries spent much on perfume which accounted for £200,000 of expenditure in France but under £150,000 in the 11K.

Should the UK maintain higher car spending, France would remain second in that category. Had France matched the UK's pace, it would now be competing for dominance in automobiles.

Model Essay (2): The graph shows current and predicted trends in the gaming industry.
Summarize the information by selecting and reporting the main features, and make comparisons where necessary.

The graph indicates the number of hours spent per week on four types of gaming, showing the trends from 2010 to 2017, and predictions for 2018. Overall, people spent more time on both types of multiplayer gaming and mobile gaming, but fewer hours on the single console form. The single console started out vastly more popular than the others, but is predicted to be the least used. The reverse is true for online multiplayer gaming, which is set to see a staggering rise in popularity.

Turning first to multiplayer gaming, the number of hours people devote to this remained stable at two for online and six for offline until 2014. At that point, popularity of the online form saw a sizeable increase, from two to a projected ten hours in 2018. A differing trend is seen for the offline variety. The number of hours players spent on this stayed approximately the same until 2016, but then rose slightly. It is expected to end the period at around seven.
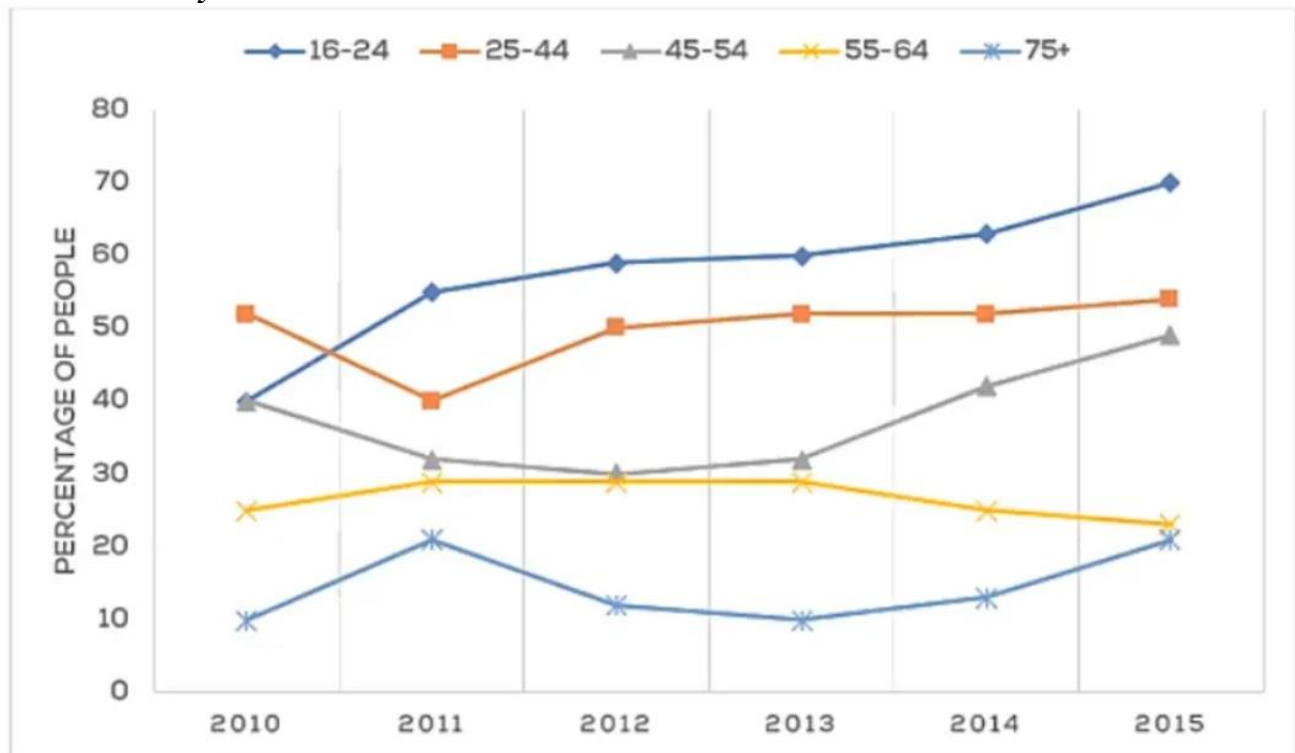
Mobile and solo console gaming saw opposing trends in the first four years. In 2010, people spent ten hours playing alone, but this number had fallen to around eight by 2014. However, mobile gamers only spent around three hours on their games initially, but this number had gone up to six, the same as for multiplayer gaming, in 2014. From that year, solo gaming became less popular, with people dedicating four hours to it two years later. Mobile gaming shot up in popularity from 2014 to 2015, exceeding all other forms in that year, at ten hours. However, after this peak, as the amount of time fell to eight in 2016. After that, the numbers flatten out.

Should these trends continue, online multiplayer gaming will dominate the gaming sector. Were that to happen, there would be greater demand for high-speed Internet and reliable wifi. Should this not be available, from the data collated here, it can be inferred that the offline multi-player version will instead account for the bulk of use.

Task 2: Write an essay to describe the line graph below. Make sure to address all the questions.

The line chart below shows the percentage of people in different age groups who played video games more than ten hours a week

Summarize the information by selecting and reporting the main features, and make comparisons where necessary.

Start Your Writing Below:

The line graph illustrates the percentage of people in five age groups who played video games for more than ten hours per week from 2010 to 2015. Overall, the 16-24 age group showed the strongest and most consistent increase, becoming the highest by 2015, while the 75+ group remained the lowest throughout. The 25-44 age group was relatively stable after an initial drop, and the middle-aged groups displayed contrasting trends.

In 2010, the 25-44 age group led with around 52%, followed by the 16-24 group at approximately 42%. However, the 16-24 group rose sharply to 55% in 2011 and continued climbing steadily to reach 70% by 2015, the highest figure. In contrast, the 25-44 group fell to 40% in 2011 before recovering gradually to about 54% in 2015.

The 45-54 age group started at 40%, dropped to around 30% in 2012-2013, then rose again to roughly 48% by 2015. The 55-64 group remained fairly stable between 25% and 28% for most of the period before declining slightly to about 23% in 2015. The 75+ group consistently recorded the lowest percentages, starting at 10%, falling slightly in the middle years, and recovering to approximately 20% by 2015.

In the future, it is likely that the 16-24 age group will continue rising and may exceed 75-80% by 2020. The 25-44 group will probably remain relatively stable between 55% and 65%, while the 75+ group is expected to stay the lowest and unlikely to rise above 30% in the near future.