Peer Review Feedback

IS3103 Recitation Group 08

Edward Ng | Role: E-sports team leader | Audience: E-sports team members | Context: Crushing defeat at a recent competition, the meeting is to reflect on it.

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| **Components** | **Own Feedback** | **Peer Feedback (Alan Low)** |
| **Content and organization (5m)**  The presenter   1. Selects relevant information from the resource(s). 2. Organizes the content so that is concise and coherent for the context and audience. 3. Uses relevant stories/analogies and elements from Rock’s/Hero’s model to convey the message. 4. Addresses audience needs and concerns. | * + - 1. I think selecting Self-Awareness was a good resource that fit into the context keeping a good mental attitude while gaming. Especially since it was a team game as well.       2. The organisation of the content was quite good. The content was very well integrated into the context as it had a good situation to discuss self-awareness with the “players”. However, the presentation was not concise. Exceeding the time limit meant that the link to self-awareness, the impact and reasoning of the new change, and the conclusion were all left out.       3. The start was strong in trying to give context, show the hero as the team, and the dragon. The journey was shown explicitly, but the outcome was not explained when considering of the time. Using the light switch analogy might not be the most accurate as I think it does not show the range of emotions.       4. The audience needs and concerns were well tailored to throughout the presentation. Explanations to self-awareness and leadership were all well contextualised to fit each player on the team. | 1. Yes. Edward uses a simple yet powerful concept of self-awareness, in particular knowing when you’re having a positive or negative mindset.  2. Yes. Edward starts his presentation by re-collecting the series of events that his audience went through during their competition, thereafter, analysing possible reasons for their performance and finally introducing the concept of self-awareness and some new methods for his audience to coordinate and better control their emotions for future competitions.  3. Yes. On multiple occasions, Edward has made good use of recent stories of his audience's great feats to give a striking comparison of their performances between then and their most recent competition loss. Edward also made good use of the Hero’s Journey’s ‘context’, ‘hero’, ‘dragon’, ‘journey’, and ‘outcome’ pillars to structure his presentation.  4. Yes. Edward has addressed his audience’s recent devastating loss, why it was a big deal, some possible reasons for their lacklustre performance, and some changes he, as team leader, will implement to improve their mentality. |
| **Verbal language (5m)**  The presenter   1. Uses fluent English to convey the message. This includes grammar, vocabulary, and sentence construction. 2. Pronounces words clearly and correctly. 3. Uses variety in volume, tone, pitch, rhythm, speed, pause and timbre. 4. Feels for the content and sounds natural. | 1. Yes 2. Most of the time 3. Starting off with a much more sombre tone, then changing into a more accusatory tone when “scolding” the players. And then shifting back to a more caring tone when explaining the need for self-awareness was evident. The playing of timbre and pitch was evident when pretending to sound very upright. Overall, a very playful use of tone. The stumbling of sentences and breaking of character after the time has ended can be ignored. 4. Yes. Quite well into character. | 1. Yes. Edward displayed good command of the English language to deliver his message.  2. Yes. Words were clearly and correctly articulated.  3. Yes. Good variation in his speech to show his disappointment in his audience when talking about their loss, and then changing to a hopeful tone when talking about changes he wants to implement to the team to improve their synergies.  However, towards the end, I am guessing it was because Edward was aware that he was about to run out of time, he started to stumble in his speech. However, this did not adversely affect his overall speech.  4. Yes. Edward has role-played his position as leader of his e-sports team well. Thus, I could feel his disappointment in his audience and his speech sounded natural. |
| **Non-verbal language (5m)**  The presenter   1. Establishes eye contact regularly with everyone in the audience. 2. Uses appropriate and natural gestures to augment the message. 3. Exudes confidence and composure. 4. Displays apt emotions to convey the message. 5. Is suitably attired. | 1. The start was strong, especially with looking at the specific “players” as if talking to them. However, towards the end, too much reference to the script reduced eye contact. Much more after the time ran out. 2. Gestures were well used during the presentation until after time ran out. 3. Yes, enough confidence that is fitting of the context. 4. Emotions were very well conveyed throughout the presentation. The disappointment to a little anger to caring and hopeful is very visible. 5. Yes. | 1. Yes, especially when Edward wished to address certain mistakes and poor performance made by certain team members.  However, towards the end, I am guessing it was because he was aware that he was about to run out of time, he started to look at his script a bit too often and too long, which kind of broke the connection with the audience.  2. Yes. The hand gestures were well used to demonstrate his disappointment in his audience’s devastating loss. Complements his speech well.  3. Yes. Very confident and composed, especially when lecturing his audience.  4. Yes. Disappointment could be felt when he was talking about the audience’s huge loss at the competition.  5. Yes. Fitting of an e-sports team. |