Feedback for Project Number 25

## Instructions

Use the program below (beginning line 13) to figure out who you will be critiquing. You will critique two of your colleagues’ work and provide feedback for them to produce their best work. Remember this is to help them out so do not be mean, but also do not hold back. Be sure to highlight areas of success as equally as areas of failure. Use the template below the code to provide them this feedback. You can find the [project links here](https://docs.google.com/spreadsheets/d/1xAiea3WAt-7ANAYtzhjFfRRkSTCQlcu123y7hqizJso/edit#gid=0)

**Be sure to change the name of the project in the title above and in the document title.** This is the project number you are critiquing and should be included in the output file so that the document name reads ‘Critique\_of\_Project25.docx’. Once you are finished, e-mail me both documents (one document per critique) and I will upload them to the ‘Peer\_Reviewed\_Work’ folder so that your peers can view them. Do not e-mail me the .Rmd file. These reviews are due by **Friday, March 26th at 5:30pm CST**. For ease you can use this markdown file to fill out your responses and knit which will produce a word document for you.

## Feedback Below

**What is their topic on?** The topic is based on the video game World of War Craft and to find out how many players are playing on a raid content on a more committed level.

* *Is the title consistent with the topic?*
* *In other words does the title make sense for the project? The title is consistent and makes sense with the topic. The title specifically indicates that the topic is in the Modern Era of such player participation.*

**Are the objectives of the project clearly identifiable**? The objective is clearly identified. On slide 2, the goal of the project is specified and similar to the title of the project on player participation in WOW.

* *What are they wanting to study? The number of players participating in the Raid content in WOW on more committed level with the focus on the highest two difficulty levels of the game.*
* *What is the motivation of this project? I did not have access to the audio file on slide 1. A message reads "You need permission to play this audio file." The motivation may have been discussed here. My assumption is that this person enjoys playing WOW and wanted insight on player participation due to interest.*
* *What does the presenter hope to accomplish with this project? The presenter hoped to find information about player participation and whether the data supported the speculations mentioned. The speculations were a drop of participation after certain points and that mythic (the hardest level) would vary depending on the difficulty of the raids.*

**What data are used?** Tables that have for each tier the boss names and the number of kills by guild sorted by difficulty.

* *What website(s) are scraped? The WOWPROGRESS website*
* *Are other data brought in from outside sources? No.*
* *If so, what are they and how do they add to the project? N/A*

**What is your overall impression of the project?** It was interesting to learn about WOW. I used to play video games frequently but never played WOW and may play a little bit now just to see what it is like. There were times that I felt lost and could not keep up with the information. Some more time can be devoted to explaining more about the game and certain terms. Overall I liked the presentation and the information provided.

**Other encouragements/critiques you would like to provide to your colleague in order for them to have a more refined project.** I did enjoy the information on the data on clear rates on the different levels and seeing the differences between the two levels and the different clear rates within the levels. There were times in the presentation that I felt lost due to not having any experience playing WOW. There were times where I could not keep up with the information and there were terms I had to look up online to get a better understanding of the presentation. I would recommend maybe making a page of definitions to briefly go over certain terms for those not familiar with the game. I do not know if it is just me but I could not hear the first audio clip on the first slide but was able to hear the second audio clip. It would have been nice to hear that information and the motivation for the project. I liked the tables of the data in the slide and how you gave an explanation of the data next to the tables. I would recommend labeling the variables of the data and giving a title for the tables to help illustrate more clearly what the data represents. Overall I liked the layout and how the slides looked.