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Remediation Report

The remediated manual expanded upon the old one, explaining CSGO crosshair placement to casual PC FPS players, by changing the target audience to a more general group. The new audience of the remediated manual is new games, so anybody who has never played a video game or maybe has some experience. In its original form, the manual was written to be a pdf document, but the remediated manual is in the form of a website article.

Online articles are one of the most common forms of writing in our society. This makes this genre choice perfect for a non-expert audience; articles are nicely formatted, allow for many images, and can be accessed by anyone with an internet connection. Another benefit of creating a web-based article is that most people looking to start playing video games will likely search for information on Google.

Likely the greatest success with the remediation is the genre. I think an article fits my topic very well, and I created a nice UI for digesting the content. I used an open-source styling library called Bootstrap in order to create a nice user interface. I also believe the article also does a good job of giving the reader a general idea about CSGO. It covers the gameplay, controls, and basic aiming mechanics.

I would say the biggest struggle for me during the remediation was writing the content for it. It is difficult to put myself in the shoes of someone who have never played a video game because I have played them since I was a child. All the basic concepts, such as using “WASD” to move, seem natural to me.