# FIT1049 Assignment 1: Individual Presentation and Worksheet

**INTRODUCTION**

This assignment consists of two tasks:

**Part A** – a five minute oral presentation - 10%

**Part B** – a worksheet of exercises to demonstrate your research skills. – 10%

**TOTAL:** 20%

Read all the requirements of this assignment **carefully**, as marks will be deducted where a requirement has not been addressed.

You will be delivering your presentation during the tutorial class in Week 6 and 7. All students must be ready to present in week 6 unless told that they are presenting in week 7 by their tutor. In addition, you will be submitting your worksheet exercises and slides for the presentation via Moodle by the Friday of Week 6. Details of submission methods are provided below as part of the Submission Requirements.

**INSTRUCTIONS**

Please choose an article of your interest out of the selection provided on the next page. They commonly describe the current and/or future state of one of the IT professions. Your tasks in this assignment are: 1) to critically analyse the article to determine if it indeed represents the state of the profession accurately and fairly, and 2) to share your research with others in an oral presentation.

**SUBMISSION REQUIREMENTS**

**Part A – Oral Presentation**

Due date: Tutorial class, Week 6 (and Week 7 for some specific students who will be notified in advance.)

Submission method: To be presented during the tutorial. Slides need to be submitted to Moodle prior to your tutorial start time.

Task: You must give a **5 minute** oral presentation supported by a visual presentation tool. You may use any presentation tool such as PowerPoint, Keynote or Prezi, but it is your responsibility to check that the tool you choose will function in your presentation location. The target audience is your classmates, i.e. undergraduate IT students, and your aim is to share the results of your research with others in class. Your presentation should include:

* an introduction to the presentation
* an introduction to the topic of the article
* a summary of the article’s main points
* a brief analysis of the article
* a conclusion to the presentation.

Criteria for assessment:

Your presentation will be assessed based on the criteria below, and the marking sheet is designed to reflect these criteria. It is recommended that you practise your presentation beforehand, and that you use the ‘Assignment 1 Oral Presentation Assessment Sheet’ available on Moodle as a guide.

1. Selection and organisation of content

2. Voice and use of language

3. Non-verbal communication

4. Quality of visual aids

5. Timing

**Part B – Research skills worksheet of exercises to demonstrate your mastery of a number of specific skills**

Due Date: Sunday the 14th April (Week 6)

Submission method: This report must be submitted online as a Moodle Assignment. Use this document as your template; do not delete the marking criteria which will be used to grade your work. You must put your name and student number on your work. Penalties of 10% off per day apply for late submission.

Task: You must complete each of the activities on the worksheet including writing the summary, completing the tables and producing the reference list.

Criteria for assessment:

Your worksheet will be assessed based on the criteria below, and the marking sheet is designed to reflect these criteria. It is recommended that you use the Assignment 1 Written Report Marking Guide available on this sheet as a guide to ensure you have addressed all the criteria prior to submission.

1. Quality of the summary

2. Depth of analysis of the chosen article, its sources and independent research

3. Quality of writing including spelling and grammar (dot points are acceptable)

4. Appropriate referencing of sources (including correct use of APA 6th style)

**ARTICLES**

What Will A Programmer Job Be Like In 20-30 Years?

<https://www.forbes.com/sites/quora/2015/04/09/what-will-a-programmer-job-be-like-in-20-30-years/#49b199f06db4>

The self coding future is closer than you think

<https://jaxenter.com/make-coding-great-again-146760.html>

What will the game industry look like in five years?

<https://www.polygon.com/features/2017/11/14/16533054/the-game-industry-five-years-2022>

To Serve Man, with Software

<https://blog.codinghorror.com/to-serve-man-with-software/>

Can The Business Analyst Survive The Future?

<https://www.batimes.com/articles/can-the-business-analyst-survive-the-future.html>

Data Scientist: The Sexiest Job of the 21st Century

<https://hbr.org/2012/10/data-scientist-the-sexiest-job-of-the-21st-century>

The Debate is Over: Artificial Intelligence is the Future for Cybersecurity

<https://www.scmagazine.com/the-debate-is-over-artificial-intelligence-is-the-future-for-cybersecurity/article/749603/>

…or an article of your choice. If you choose to select one yourself, choose an article that:

1. is related to IT professions, or IT professional expertise and practice,
2. has a verifiable argument (i.e. it is not just informational, such as a press release or an advertisement), and
3. uses more than three sources that are not advertisements.

You need to obtain your tutor’s approval to choose your own article. This is to make sure you have a suitable article, with which you can respond to all the questions asked in the worksheet.

**Assignment 1 (Part B): Research Skills Worksheet**

**Name: Nicholas Chong**

**Student Number: 29808146**

# **Title of the Article:** What will the game industry look like in five years?

*Use this sheet to answer the questions. Answer areas may be expanded as required.*

***Activity 1: Summarising the article***

Compose a one or two paragraph summary of the article. Include relevant quotes as appropriate, following the APA referencing style.

The article “What will the game industry look like in five years?” was written by Patrick Stafford, an award-winning journalist and content strategist, as part of Polygon, an American video game website. The article was written in November 2017 and aimed to raise the question on the state of the game industry in 5 years from the time of writing, 2022. Stafford first emphasises the uncertainty of common predictions for the future, noting that most critics are now uncertain about the prevalence of virtual reality (VR). Stafford reaffirms that the industry will still be innovative, with so much unpredictability that “there will be new platforms that we can’t even imagine” (Hodent, 2017). Stafford observes that every developer interviewed saw the biggest problem as how the players will find good content. With the increasing popularity of cheap game development tools amongst developers, Vanaman (2017) theorises that ““[discovery after death] will happen once people who grew up making most of their content with democratized tools start to die”. Moreover, other interviewees believe that the industry will also see changes around how game developers are managed in high-profile companies, with Santiago (2017) believing that “the industry faces two massive risks: burnout and talent drain”. Sentiment has been raised over game development companies overworking their employees, with predictions that developers will instead result to “starting their own smaller studios” (Smith, 2017).

Stafford believes with the advent of early access development, allowing the community to test out games and provide feedback while the game is in early development, the possibility of more insights from the community may help a game’s chance of success. However, Hodent (2017) warns that “developers will need to develop a clearer understanding of [the developer-player relationship] and set strict boundaries, otherwise they risk negative community reactions that could damage their success”, with developers possibly being too reactive to community feedback, causing a game to diverge to failure. Stafford predicts that while the surge in popularity of e-sports, multiplayer video games played competitively for spectators, may slow down, the e-sports industry may still “expect a slew of changes as the market evolves” (van den Heuvel, 2017). Common ideas being raised wer more sports organisations acquiring e-sports divisions and an increasing sense of business sense from e-sports organisations. Moreover, the rise in streaming video games will affect decisions in game design, with publishers “already considering esports elements in development, like how ‘streamable’ a game is” (van der Heuvel, 2017). The article concludes with a few minor predictions, such as the continued dominance of the personal computer (PC) for gaming, the reformation for how people will ultimately consume entertainment, and the rise of the average gaming age leading to more games being developed for “any age, disability or any impediment” (Hall, 2017). Ultimately, all of the predictions mentioned in the article are concluded to be difficult to make due to the game industry being at the mercy of the “increasingly fast pace world” (Hodent, 2017).

**For marking only**

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| **Criteria** | **Very good** | **Good** | **Okay** | **Adequate** | **Unsatisfactory** |
| Quality of summary  Use of APA style | The summary provides all the contextual publication details, and covers all the key points made in the article. The writing is also clear, grammatically sound, and has a cohesive structure. Maintains a clear voice of the writer throughout.  Correct use of APA style, with in-text citations used appropriately throughout the summary. | The summary provides most or all the contextual publication details, and covers most or all the key points made in the article. The writing is generally also clear, grammatically sound, and has a cohesive structure. Maintains a clear voice of the writer most of time.  Correct use of APA style with a few minor errors, and in-text citations used appropriately for the most part of the summary. | The summary provides most of the contextual publication details, and/or covers most of the key points made in the article. The writing is mostly clear though may contain some grammatical errors. Overall it has a cohesive structure. Maintains a clear voice of the writer most of time.  Use of APA style with some errors, but in-text citations used appropriately for the most part of the summary where applied. | The summary provides some/most of the contextual publication details, and/or covers some/most of the key points made in the article. The writing is generally clear though containing some/few grammatical errors, and overall it has a cohesive structure however with much ‘retelling of facts’, without a clear voice.  APA style not used consistently, however with applications of in-text author-date citations. | The summary does not provide many of the contextual publication details, and/or does not cover most/any of the key points made in the article. The writing may also be unclear due to grammatical errors, and/or overall it has an ineffective structure, without a clear voice.  APA style not used (or a wrong style used), or with minimal use of in-text citations in the summary. |

**Section mark: /10**

**Activity 2: Analysing the article**

Analyse the article to answer the questions in the table below. Answers may be provided in a bullet-points format, but use complete sentences in your responses. Make sure you indicate all the sources you used to respond to the questions using the APA 6th referencing style.

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| **Attributes of information** | **Your analysis and evidence** | **How does your analysis inform your reading of the article?** |
| **Currency**  When was the article written and published? Is the information in the article up to date, or is it less relevant? | - The article was published in November 2017.  - Most of the key points of the article are still current.  - Google Stadia, a cloud gaming platform to be released in 2019, has the main selling point of easier access to finding and playing good gaming content (Clark, 2019).  - Basketball sports organisations Golden State Warrior and Philadelphia 76ers owning e-sports teams in the game League of Legends (Wolf, 2017).  - The video game Fortnite experiencing immense success due to the large viewership base from video game streaming (Taylor, 2018).  - Machine learning being utilised to improve in-game interactions of players and non-playable characters (NPCs) (Shaleynikov, 2018). | - The article was written relatively recently, where it is beneficial to the evaluation of currency as evaluating and predicting the state of the game industry is an extremely time-sensitive topic and being written recently will provide more relevance.  - Most of the key predictions from the article are taking place or at worst, maintaining a sense of possibility, at the current point in time.  - Considering the above observations, it is concluded that the article holds substantial currency in relation to today’s context. |
| **Authority**  Who wrote the article, and what are their credentials? What is the publication outlet and its standing? | - The article was written by Patrick Stafford, a freelance writer (for multiple websites) and content strategist (Stafford, Unknown).  - Stafford’s expertise in the game industry is vast, writing game articles since 2012 (Stafford, Unknown).  - The article was published in Polygon, an American video-game website that focuses on publishing video game news, entertainment, reviews, and videos (Swisher, 2012).  - Polygon is owned by Vox Media, a digital media company that is mostly known for the news and opinion website, Vox (Duryee, 2012).  - Vox is reported to have highly factual reporting but is considered politically left-leaning (Anonymous, Unknown).  - Polygon has strict editorial ethics in choosing to not accept gifts valued above $50 from any company and ensuring writers have no conflict of interest before writing an article (Polygon, Unknown).  - Polygon does not accept articles from everyone, instead accepting closed submissions privately before being classified as a writer (Plante, 2019). | - Stafford is a generally well respected and credible writer.  - Being a writer for multiple gaming news websites ensures that his articles are of a consistent and credible level enough to write for multiple news sources.  - Stafford’s 5-year experience with the game industry (at the time of writing) suggests that the article was written with a high-level of knowledge of the game industry.  - Whilst Polygon generally holds a high level of ethics and strict publishing guidelines, it is related to a politically biased news source.  - The game industry is distant but not completely agnostic of politics.  - Overall the article and its contents carry a medium level of authority, and caution towards slight bias from the news source should be preserved. |
| **Accessibility**  How easy is it to access the article? Do you have to pay? How easy was it to understand the material? In what kind of language and tone is it written in? | - The article was easily accessible, being the top Google result when searching for “polygon game industry”.  - The article was not found on any scholarly articles databases.  - All articles in Polygon require no payments nor was there any payment model for viewing the articles from the reader’s end.  - The article required a minor level of gaming knowledge, with keywords and acronyms such as ‘virtual reality’, ‘PC’, ‘ESL’, ‘AR’ being mentioned by both the original article’s author and the interviewees in the article.  - The article was written with most of the interviewees speaking in a colloquial manner, with frequent contractions such as “don’t” and “it’s”. | - The use of gaming jargon coupled with the overall colloquial language in the article gave rise to creating a casual and relaxed effect to the reader, almost akin to a conversation.  - Considering the conversational manner combined with the ease of accessibility to the article, it can be deduced that the author of the article was intending to create a written piece about the game industry in an exploratory fashion that could be read and understood by a wide demographic.  - As a result, the article carries a high level of accessibility to anyone with a minor level of understanding of video games. |
| **Stability**  How likely is it that the information in the article would remain the same next time you visit the site? | - Polygon states that it “makes every effort for stories to be completely accurate upon publication” but that “inaccurate stories will be corrected but not removed” (Polygon, Unknown).  - Most of the article’s contents are based on interviews with a wide range of individuals exclusively for this article.  - Some contents of the article reference an event that has already occurred. For example, the release of the Nintendo Switch gaming console was referenced. | - Despite having the possibility of the article’s content being altered as a correction by Polygon (with possibly no warning), it is very likely that the article’s information would remain the same upon the next visit, as the contents are based off statements made specifically for the article, which would only give rise to correction errors from recording the individual’s response.  - Furthermore, the other content in the article usually references an event that has already objectively occurred and so is very unlikely to change.  - Considering the factors stated above, the article carries a high level of stability and is very unlikely to change. |

**For marking only**

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| **Criteria** | **Very good** | **Good** | **Okay** | **Adequate** | **Unsatisfactory** |
| Depth of analysis of the following attributes of the article: 1) currency, 2) accessibility, 3) stability, and 4) authority | All the attributes are identified and analysed consistently and comprehensively.  The findings are used to form a well-grounded view on the general reliability of the article studied. | All the attributes are identified and analysed mostly consistently and comprehensively.  The findings are generally used to form a well-grounded view on the general reliability of the article studied. | All the attributes are identified, but not all are analysed consistently or comprehensively.  The findings are generally used to form a well-grounded view on the general reliability of the article studied. | All the attributes are identified, but some are not analysed consistently and comprehensively.  The findings are also used only to form a limited view on the general reliability of the article studied. | Not all the attributes are identified, and/or some are not analysed sufficiently.  The findings are also not used adequately to form any view on the general reliability of the article studied. |

**Section mark: /10**

***Activity 3: Analysing the sources that are used in the article***

Identify up to three key sources that are used by the author to support the main argument of the article, and analyse them in the table below. If there are no sources, or less than three sources used, explain how this impacts the quality of the article. Answers may be provided in a bullet-points format, but use complete sentences in your responses.

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| **In-text citation of the sources used in the article (in the APA 6th referencing style)** | **Relationship between the article and the source**   1. Describe what kind of points the author made by using these sources 2. Describe how the author used these sources (e.g. as a primary, secondary, tertiary source) 3. Describe how the source was used to support the author’s statements | **What conclusions can be drawn in terms of the credibility of the article based on the use of these specific source?** (e.g. the source adding further trustworthiness to the article or is it compromising the credibility of the article) |
| (Hall et al., 2017) | - Using anecdotal evidence from Matt Hall and every developer interviewed, Stafford claims that the sources see the biggest game industry problem as how players will find good video game content in the future.  - The author uses the sources as a primary source as the sources were a result of an interview exclusively for this article. As a result, the sources were created as close to the creation of the article as possible and hence are primary sources.  - The statement of finding it hard to find good content allowed the author to segue into the idea of the emergence of democratized tools and low barrier of entry for the industry leading to an inflated number of games, resulting in players finding difficulty in searching for a game that they like. | - The source being purely anecdotal from the developers interviewed for this article combined with the fact that this statement is not found in other articles (due to being exclusive for this article) comprises the credibility of the article.  - The reader is forced to rely completely on the author’s word that “each and every developer interviewed for this story brought up independently”. (Hall et al., 2017), which when not supported by any other sources creates distrust over the credibility of the article. |
| (Frank, 2017) | - The author was attempting to make the point that there are now more insights to be found from player actions.  - The author uses the source as a secondary source, as it is retrieved from a separate article from Polygon. The source is not direct evidence but instead commentary on the evidence (the patent signing from Activision).  - The author used the source in order to prove the fact that there are game companies, even large corporations such as Activision, that are incorporating the use of data analytics in order to provide the player with a more tailored experience. | - The secondary source used here is written and published in the same website as the original article, Polygon. - As a result, although the information about the patent being filed by Activision bolsters the point that data analytics in game development is becoming more prominent, the source being from the same website reduces the credibility of the website as there is now a possibility of bias.  - The possibility of bias stems from the same website sharing a common view and in referencing the article in another website, the information is less trustworthy. |
| (McWhertor, 2012) | - The author was attempting to make the point of experimentation in hiring divisions in game companies dedicated to transforming data to a logical solution.  -Similar to the previous row, the author uses the source as a secondary source, as it is retrieved from a separate article from Polygon. The source is not direct evidence but instead commentary on the evidence (the hiring of the data analytics team).  - The author uses the source of games company Riot Games forming a team of 30 staff in order to reduce the game’s toxicity. The team attempts to solve the problem by analysing statistics collected and inferring a proper solution.  - **Note:** Toxicity in games is the effective level of manners and good behaviour displayed by the players. | - Once again, the second source here was written and published in the same website as the original article, Polygon.  - As a result, the source jeopardises the credibility of the article, despite the article’s content bolstering the author’s intended point.  - It is worth noting that while the original article and the sourced articles were written and published by Polygon, the authors of each article were unique. On the assumption that the authors were not influenced by Polygon, the source may be viewed as adding credibility to the article. |

**For marking only**

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| **Criteria** | **Very good** | **Good** | **Okay** | **Adequate** | **Unsatisfactory** |
| Analysis of the sources used in the article | The sources are identified and analysed consistently and comprehensively.  The findings are used to form a well-grounded view on the general reliability of the article studied. | The sources are identified and analysed mostly consistently and comprehensively.  The findings are generally used to form a well-grounded view on the general reliability of the article studied. | The sources are identified, but not all are analysed consistently or comprehensively.  The findings are generally used to form a well-grounded view on the general reliability of the article studied. | The sources are identified, but some are not analysed consistently or comprehensively.  The findings are also used only to form a limited view on the general reliability of the article studied. | Not all the sources are identified, and/or some are not analysed sufficiently.  The findings are also not used adequately to form any view on the general reliability of the article studied. |

**Section mark: /10**

***Activity 4: Independent research on the accuracy of the article***

Find **three** independent sources (i.e. other than the sources used in the original article) to validate certain key statements made in the article.

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| **In-text citation of the independent sources that you found** | **Relationship between the article and the source.**  For each source, answer the following:   1. Key point that you selected to check 2. Nature of the source (e.g. primary, secondary, tertiary) 3. How are the statements consistent in each source that you found? 4. How credible is the source you found? | **How does the source inform you about the article being analysed?** |
| (Nakamura & Furukawa , 2018) | - The key point selected is the possibility of the game industry taking risks and moving towards a more creative hardware approach.  - The source is a primary source as the source is regarding a statement made by an individual specifically for this source. The source is as close as possible to the actual event and is hence a primary source.  - In the source, it is stated that “portable gaming should be seen as an important part of the PlayStation ecosystem” with the fact that “Sony is carrying out various experiments in the field”.  - This is consistent with the original article mentioning that the game industry will not “play it safe”, as seen in the “various experiments” being carried out.  - It is also consistent with the original article featuring an interviewee mentioning that the Nintendo Switch as a “creative hardware approach that more manufacturers may attempt in the next five years”, which we see Sony attempting by focusing on portable gaming in their next version of the PlayStation. - The source is credible as both authors for the article are well-established writers for the game industry and Bloomberg, the website the source was published on, carries a high level of reputation over its integrity. | - The source, being written in 2018, features events that the original article had predicted in 2017.  - This provides more weight to the article’s interviewees predictions and provides more credibility to the predictions in the original article.  - Hence, the article benefits from the source featured here. |
| (Clark, 2019) | - The key point selected is the biggest problem of the game industry as finding good gaming content and the shift towards spectatorship for games.  - The source is a secondary source as it is a discussion of a statement made by the individual at a different event. - The source features the implications of the release of Google Stadia, a new cloud gaming platform. One of the significant features of Google Stadia is allowing a spectator to instantly join a game being streamed at the exact game state.  - Being able to enter a game through watching other players stream attempts to fulfil the dilemma stated in the original article of finding good gaming content. Moreover, this is done through the medium of watching game streams, which the original article states as an increasingly popular activity.  - While the website that the source is published in, TIME Magazine, carries a high level of credibility. The author has no other known articles regarding the game industry or anything else remotely similar. Furthermore, the source is a secondary source and hence an interpretation of the original event, meaning the source’s author needs to have a proven knowledge of the game industry, which he does not have. As a result, the contents of the source cannot be completely trusted, and the source ultimately carries a medium amount of credibility. | - The source, written in 2019, features a new product that addresses what the original article claims as the biggest problem for the game industry.  - Having a product that attempts to fix this problem while also doing it through the rising medium of streaming implies that the article’s interviewees’ premise of the problem was valid and needed actual addressing.  - Hence, the article benefits from the source in having the source prove that the problem mentioned in the article exists, by extension of attempting to solve it. |
| (Waypoint Staff, 2018) | - The key point selected is the changes in how developers are managed in high-profile companies.  - The source is a primary source as the source is regarding a statement made by a group interviewed specifically for this source. The source is as close as possible to the actual event and is hence a primary source.  - The source attempts to interview a large variety of people, from head executive to developers, regarding labour practices in the game industry. Further topics included were “work-life balance and fair conditions across first party title development”.  - This is in line with the original article’s key point regarding game developers in high-profile parties suffering from “burnout and talent drain”.  - As a combination of the source being a primary source and the Waypoint website where the source was published being a well-known website for gaming articles means that the source is highly credible. | - The source informs me regarding the widespread existence of “crunch” in the game industry, in which game company employees are persuaded to work more hours in order to meet strict deadlines.  - While it does assert the problem in the game industry, it does not bear much value over the solution into reducing or eliminating the problem, which the original article featured by creating smaller studios with a better work-life balance.  - Hence, while the source does reinforce a common problem in the game industry highlighted in the article, it bears little value to the article as it does not provide any details over the solution. |

**For marking only**

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| **Criteria** | **Very good** | **Good** | **Okay** | **Adequate** | **Unsatisfactory** |
| Analysis of the external sources identified | Appropriate sources are purposefully identified, and they are analysed consistently and comprehensively.  The findings are also used to form a well-grounded view on the general reliability of the article studied. | Appropriate sources are identified though arbitrarily, but they are analysed mostly consistently and comprehensively.  The findings are also generally used to form a well-grounded view on the general reliability of the article studied. | Appropriate sources are identified though arbitrarily, and not all are analysed consistently or comprehensively.  The findings are however generally used to form a well-grounded view on the general reliability of the article studied. | Sources are identified though arbitrarily and ineffectively for the purpose, and some are not analysed consistently and comprehensively.  The findings are also used only to form a limited view on the general reliability of the article studied. | Not all sources are identified, or some inappropriate sources were identified. Some may not have been analysed sufficiently.  The findings are also not used adequately to form any view on the general reliability of the article studied. |

**Section mark: /10**

***Activity 5: Referencing from the article***

Create a reference list in APA 6th style for the original article, the sources that you cited in Activities 2 and 3, and the three sources that you used in Activity 4. You will find instructions on how to cite and reference using the APA style [here.](http://guides.lib.monash.edu/citing-referencing/apa)

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**For marking only**

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| --- | --- | --- | --- | --- | --- |
| **Criteria** | **Very good** | **Good** | **Okay** | **Adequate** | **Unsatisfactory** |
| **FEEDBACK/**  **COMMENTS**  Use of APA style | Correct use of APA style, with a reference list composed appropriately without an error. | Correct use of APA style, with a reference list composed appropriately with a few minor errors. | Generally correct use of APA style, however with a reference list composed with several errors. | Generally correct use of APA style, however with a reference list composed with major inconsistency and/or many errors. | APA style not used. |
| OVERALL COMMENTS |  | | | | |

**TOTAL MARK: /50**

## FIT1049 Assignment 1 Oral Presentation Marking Sheet

**Student Name Student ID**

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Aspect** | **Qualitative Assessment** |
| 1. Content, structure and narrative [10] | Introduction | None Poor Fair Good Very Good Excellent |
| Conclusion | None Poor Fair Good Very Good Excellent |
| Overall coherency and flow | Poor Fair Good Very Good Excellent |
| Clarity of explanations and arguments | Poor Fair Good Very Good Excellent |
| Relevant material included | Poor Fair Good Very Good Excellent |
| 2. Voice and language [10] | Projection | Poor Fair Good Very Good Excellent  🞎 Too loud 🞎 Too soft 🞎 Unclear |
| Intonation | None Poor Fair Good Very Good Excellent  🞎 Flat 🞎 Inconsistent |
| Speed | Poor Fair Good Very Good Excellent  🞎 Too fast 🞎 Fast at times  🞎 Too slow 🞎 Slow at times |
| Irritating habits | 🞎 None 🞎 Rising intonation 🞎 Repeating words or phrases 🞎 Um / yeah / like |
| Tone / mannerism | Poor Fair Good Very Good Excellent  🞎 Too casual 🞎 Too formal |
| Language | Poor Fair Good Very Good Excellent  🞎 Too much jargon 🞎 Poor Grammar 🞎 Misuse of words |
| 3. Non-verbal communication [10] | Body movement, posture and mannerisms | Poor Fair Good Very Good Excellent  🞎 Moving too much 🞎 No movement at all  🞎 Bad posture 🞎 Not Centred 🞎 Rocking |
| Hand movement | Poor Fair Good Very Good Excellent  🞎 Too much 🞎 Not used at all |
| Eye contact | Poor Fair Good Very Good Excellent  🞎 Looked only at some 🞎 Looked elsewhere  ⭘ notes ⭘ screen ⭘ roof ⭘ read notes only |
| Use of notes | None Poor Fair Good Very Good Excellent  🞎 Shaking 🞎Noisy 🞎 Lost Place  🞎 Only read from note decreasing engagement  🞎 Available but not required  🞎 No notes required for effective presentation |
| 4. Visual aids [10] | Visual components | Poor Fair Good Very Good Excellent  🞎 Text too small 🞎 Text hard to read 🞎 Good use of visual 🞎 Poor use of visual |
| Content components | Poor Fair Good Very Good Excellent  🞎Too much text 🞎 Too little text 🞎 Relevant 🞎 Structure needs work |
| 5. Overall [10] | Timing | Poor Fair Good Very Good Excellent  🞎Too short 🞎 Overtime |
| Overall Impression | Poor Fair Good Very Good Excellent |
| Evidence of preparation | None Poor Fair Good Very Good Excellent |
| **Comments:** | | |
|

## **Total Mark: /50**