Required Discussion 23.1: Evaluating Your Text Translations [30:00] - Section C

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**Introduction:**

At first I give step by step the result of text translation and my point for them, then give general idea about coherence, development and engagement.

**Results and my points**

1- \*\*Genre Breakdown:\*\*

The data shows that the top 5 genres by global sales are:

1. Action (1751.18)

2. Platform (831.37)

3. Racing (732.04)

4. Role-Playing (927.37)

5. Shooter (1037.37)

These genres make up about 63% of the total global sales.

My point:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ranking | REAL | OpenAI ranking | Results | |
|  |  |  | Correct | Incorrect |
| 1 | Action | Action |  |  |
| 2 | Sports | Platform |  |  |
| 3 | Shooter | Racing |  |  |
| 4 | Role-playing | Role-playing |  |  |
| 5 | Platform | Shooter |  |  |

My point: The correct answer is 56 % not 68%.

2- \*\*Other Genres:\*\*

The following genres are represented in the data but are not among the top 5 most popular:

1. Adventure (238.92)

2. Fighting (448.91)

3. Misc (809.96)

4. Puzzle (244.95)

5. Simulation (392.20)

6. Sports (1330.93)

7. Strategy (175.12)

My point: sports are in five top sellers. Then is it wrong too.

3- \*\*Publisher Representation:\*\*

Only two publishers are represented in the data:

1. Idea Factory (0.00)

2. Sony Computer Entertainment (0.00)

It appears that neither of these publishers has significant global sales in the analyzed genres.

My point: this finding is correct.

4- \*\*Comparison of Genre and Publisher:\*\*

The data does not show any significant overlap between genres and publishers.

This could be due to various factors such as market trends, competition, or strategic decisions made by the publishers.

My point: this finding is wrong. Genre and producer are two different issues and it is not expected they have overlap.

5- \*\*Insights and Observations:\*\*

1. The top 5 genres by global sales are action, platform, racing, role-playing, and shooter.

My point: it is wrong

1. Sony Computer Entertainment and Idea Factory do not have significant global sales in the analyzed genres.

My point: it is correct

1. There is a lack of overlap between genres and publishers, suggesting that different publishers are focused on different genres.

My point: it is wrong

Overall, this analysis provides an overview of the genre breakdown and publisher representation in the analyzed data."

**Criteria:**

1-Coherence : in coherence, it was expected that the narrative maintains a consistent theme and message throughout and the character’s transformation from doubt to confidence is clear and well-supported by the progression of events. The narrator give some idea including:

1. Top five genres by global sales
2. Other Genres
3. Publisher Representation
4. Comparison of Genre and Publisher
5. Insights and Observations

This structure seems good, as it wants give some good data and analysis. In this perspective, coherence is good. However, I think generally, coherence can be improved by giving more support to the claim, especially, with attention to the relative rankings and giving more data about other features, directly or indirectly related to the main issue.

2-Narrative development/flow: In narrative development/flow, it was expected that the storyline seems logically, and each event creating on the previous one and gradually, backstory adds depth, and the pacing generally works well. I think it was average, and even lower, in narrative development. Its narrative about general market cap of five top sellers was wrong, ranking of them was wrong, although it gives correct analysis and narrative about two companies did not affect world markets (Ideal factory and Sonny). It was wrong in “Comparison of Genre and Publisher”, as it was wrong in statistical perspective. In the world level, the idea behind the narrative is not correct.

3-Emotional engagement: It was expected in the emotional engagement, the narrative effectively evokes empathy through vivid descriptions and authentic dialogue. For example, for sale in this example, maybe it was good to represents the gap between the first and the second sellers, or give comparison for the first three, their share from the market. On the other hand, give example from bottom and its changes from zero to higher share of the market. The narrator gives good example for the last two companies as they do not have any share in the world market, but does not give data about the first three, the gap between one and two, or between the first three. It was possible to give data with attention to 25%, 50% and 75% of the market share. It could also talk about underground victories, here in this example “Adventure” and “Strategy” Genre. Alternatively, give more data about companies are engage in the top five Genres.