**Department of Sociology**

**Postgraduate Feedback Sheet**

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| Student Name: | Mengjiao Yong, Mo Zhou, Pei Dong | | |
| Module: | Critical Methods (Presentation) [http://mobilegamesgroup.blogspot.co.uk](http://mobilegamesgroup.blogspot.co.uk/) | | |
| Mark (number): | 59 | Late Penalty: |  |

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| **Marker Comments**  Presentation is quite good. Organization of slides needs work from concept to method to results. Here are some other comments that might help:   * It might help for you to do more reading on “virtual lives” and “virtual worlds” so that you don’t compare “reality” to “virtual” in the future, as we discussed during the presentation. What you want to do is be able to construct an understanding that those who are in these games when they are in them play and perform as they do outside of the game, but perhaps with a part or another identity that is either completely or partially shared with the one out of the game. It is a complex situation, virtual living and playing, and you have an interesting opportunity to explore that here. * When giving presentations, it becomes important not to read from the notes, but to find a way through practice to be comfortable expressing your ideas to the audience in other ways, such as referencing the PowerPoint, or making points other ways than reading directly. * It looks like you also might consider a network analysis in that it would be interesting to see how and who interact in this game, as well as the geographic influence not only of how they use it (via movement) but also the geographic focus of the nations and regions of nation that represent the most or specific groups involved in the gaming movement here. * It is also problematic to use your own friends for study, as we discussed. |

x

**This module has been moderated**

**Marker:**  **Moderator: Adrian Mackenzie**

**Date:**  **Date:27 April 2018**

**If you want to discuss this feedback further with me, please come see me during my office hour or make an appointment.**