**Department of Sociology**

**Postgraduate Feedback Sheet**

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| Student Name: | Mengjiao Yong, Mo Zhou, Pei Dong | | |
| Module: | Critical Methods (Blog) [http://mobilegamesgroup.blogspot.co.uk](http://mobilegamesgroup.blogspot.co.uk/) | | |
| Mark (number): | 50 | Late Penalty: |  |

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| **Marker Comments**   * Some of these posts do not connect to the other ones. When you mention SNS for instance, or any other acronym, it becomes important to identify the exact name of the process, organization, or meaning. While this is minor in some ways, the missing information influences the user’s ability to fully understand your approach, argument, or discussion. It also is important to know your audience. I do not know Chinese characters, so your blog posts have those as part of the template, making it very difficult for an English-speaker, for instance, to know what you are doing and when. * The blog lacks depth, overall. On a post about research questions (<http://mobilegamesgroup.blogspot.co.uk/2018/03/our-two-focusing-problems-of-this.html>), there should be more discussion and reflection about how and why you came to those. This is particularly important as the blog represents a term’s-worth of processes and revision, so that you can observe the changes in your development of method and theory. * The blog also was an opportunity for you to show your work in terms of data. A video or links to screenshots, or embedded images from the game would have made sense to showcase what the experience is like for users. Posts, overall, are a bit sloppy (<http://mobilegamesgroup.blogspot.co.uk/2018/03/first-draft.html>) and do not articulate meaning beyond just placing information on a page. |

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.**