

Report Activity

BUSINESS COMMUNICATION

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I. Introduction:

For the business communication, I have chosen the topic about “The development of games in Vietnam”. I find out the strengths and weaknesses of the game industry in Vietnam, give suggestions to make the game industry more developed to the world.

Here is my website of portpolio:

<https://tuanle273.github.io/Portfolio---SSC0806/>

For me, it's very important for my survey. We find the missing points, make arguments about this industry with specific examples such as photos, documents, and most importantly, survey people's opinions.

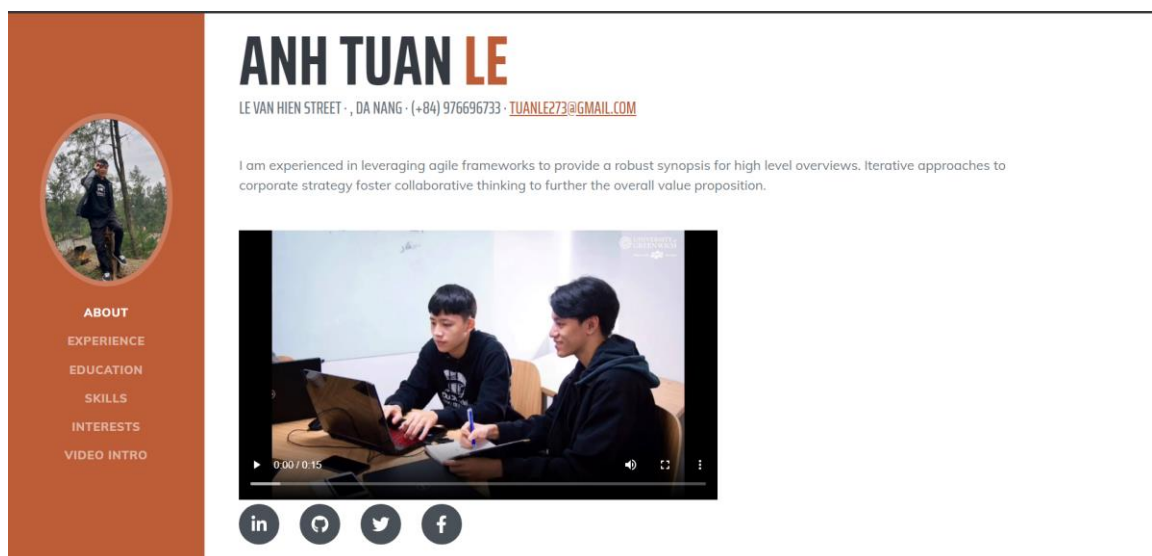


Figure 1 My Portfolio Website.

II. Findings:

A. Rate Vietnamese game market:

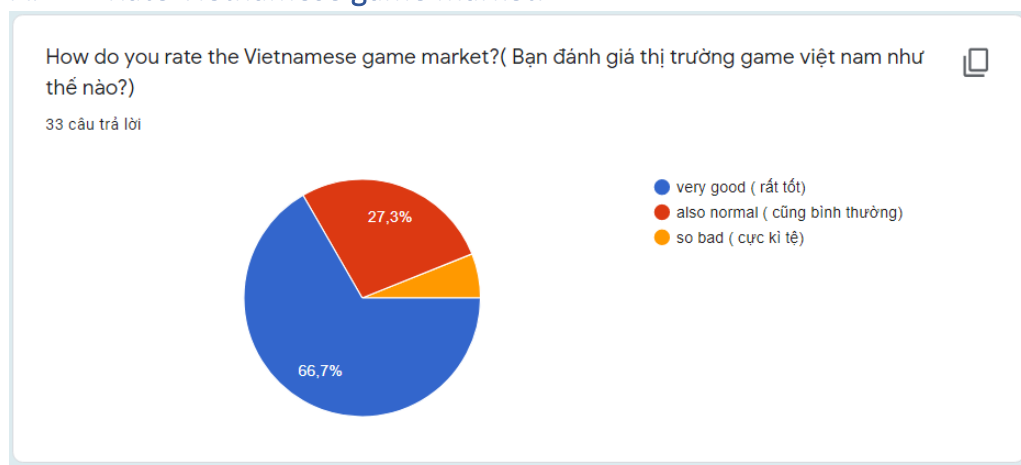


Figure 2 Question 1: How do you rate the Vietnamese game market?

B. Choose game you play:

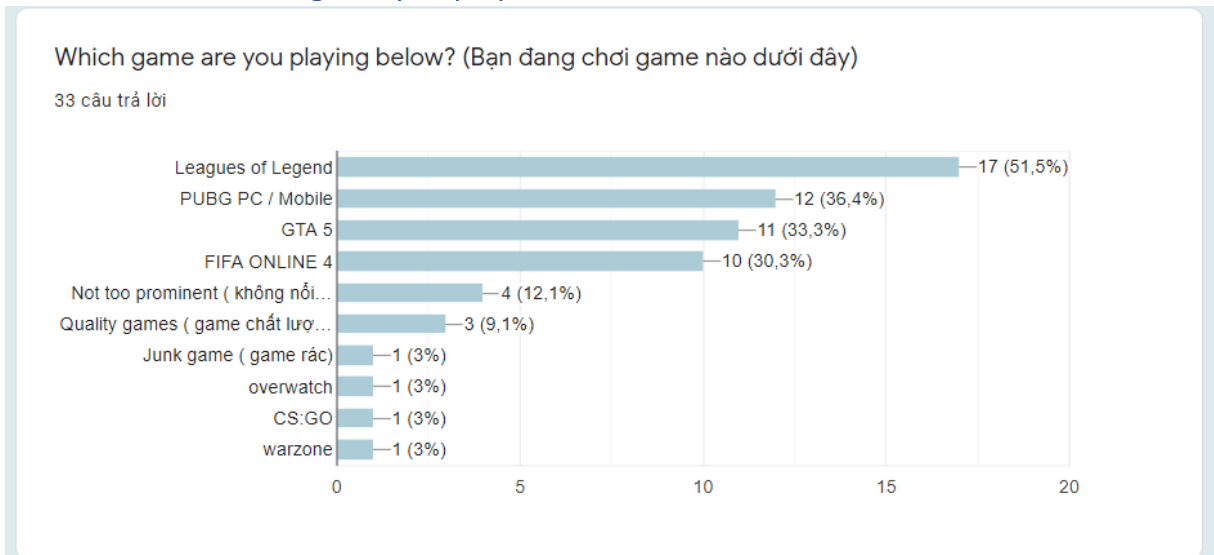


Figure 3 Question 2: Which game are you playing below?

C. The growth rate:

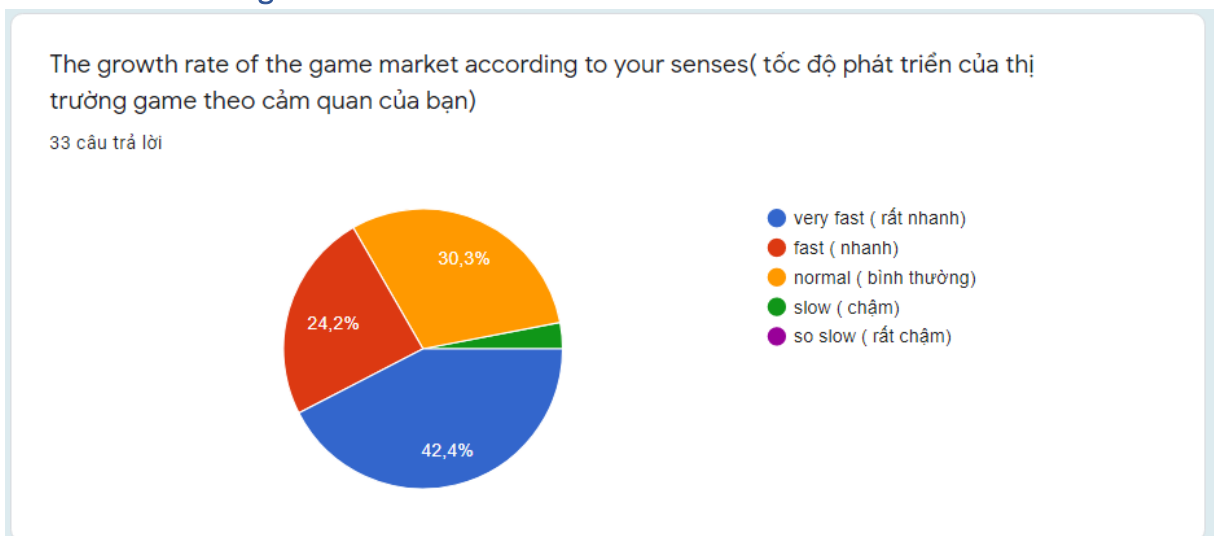


Figure 4 Question 3: The growth rate of the game market according to your senses

III. Conclusion

The gaming industry is a billion dollar industry.

Its development will bring huge economic benefits to each country.

At this time, the demand for gaming is increasing, determining this is a strategic time to invest and renovate old game versions and develop new games. Genres are mainly moba and fps games.

IV. Recommendation

From the survey results, I was able to gather a lot of valuable information for my report. From there, we make arguments that prove that the game industry in Vietnam has great potential, now and even in the future

V. Annex

My Presentation:

<https://docs.google.com/presentation/d/1oKjzYr7LVxs4zg22dRowoyRbXAM2wP01sibLoLhq60s/edit?usp=sharing>