**Reflective Essay on My Writing Skills and the Feedback**

With this essay I wish to reflect upon my process and know-how of writing a paper, considering my weaknesses and strengths in the matter. Lastly, I will then consider the feedback provided by my peers. This feedback did not concern itself with writing the synopsis, but instead with the subject I have chosen to write about.

Generally, I experience writing to be the high point of any reflective inquiry into a subject, but also the most frustrating experience. These poles in the experience often happen while writing the same paper, and I think this is important to talk about, because it highlights potential writing problems I need to address.  
I consider myself a writer who produces well written content. This is based on my grades and my produced papers in “gymnasium”, but also lately in the exam-paper for *Designprocesser* last semester, which went very well. My strengths consist of having a good analytical and critically compositional attitude towards my paper. Perhaps this is not anything drastically different from anyone else, but it has helped me extensively in writing and considering my written paper. I view the specific sentence in and of itself, but I also consider it in relation to the larger picture. Does this paragraph conclude what is to be concluded? Does this longer segment stay true to the original intent of the paper? Does this conclusion match the specifics of the introduction of the paper?

I also think some of my weaknesses are located in this attitude. The intense frustration of writing often stems from the fact that often I do not know what to write. Sometimes, I simply don’t know which sentence should come now, but other times it is because I continuously go back forth within the written content and consider my paper as a whole while writing small paragraphs and sentences. When I reflect on it afterwards, I can clearly see that the matter of now knowing what to write is just a condition of writing in general and that my attitude is the problem. Therefore, I feel that I need to be better at 1) dealing with the experience of frustration, not letting myself become fed up, but instead working towards making writing comfortable even when there is no inspiration. Dealing with those situations also leads me to consider that 2) I need to also be more versatile in writing. If I cannot produce sentences on-the-go, then perhaps I need to read some sources in order to become inspired or go for a walk and think about the subject in surroundings away from the keyboard. I also think it would benefit me 3) to let go of the critical attitude towards my writing sometimes. This is not true, when I actually need to consider the paper as a whole, but while writing it can a lot of times be better to just produce a lot of content first and then from that figure out what is usable afterwards. I am not good at any of those, though I am more of aware of them now as I am approaching this exam paper.

Therefore, I think the biggest challenge for me is to make writing a comfortable space that I am in control of. As it is now, while writing a paper the lack of adaptability on my part with the given situation and its problems is ultimately in control of whether or not the experience will be one of great joy or intense frustration. I haven’t spoken about other writing concerns relevant in academia: use of sources or sense of self-awareness in my writing. Generally, I feel I am good at considering these aspects from an academic angle, and I often find myself thinking about them, when I see how other authors have written their academic texts. Of course, every time I write a paper, new and previously unknown considerations occur, which just leads to further development of my writing skills.

In terms of the feedback, my peers provided some highly relevant critical perspectives. One of the more important ones are the importance of knowing the boundaries of knowledge within my paper in relation to its conclusions, seeking to understand the level of speculation that is ultimately at play, and therefore in the end making sure that me as a source myself is considered and accounted for in the paper. I need to make sure that I don’t just apply Software Studies to the subject of Game Studies without considering potentially ontological differences at play. I need to stress which field I am approaching from, and how my paper positions itself in terms of the level of speculation (which is quite high, since my OO-analysis of video games is not something previously done to a great extent in any of the texts I have read so far).

They also recommended specifying which aspects of video games I am going to approach with Object Orientation, and that I also clearly define what an object is. Have I set up boundaries? Is it a head? A body? Several game mechanics and rules? It becomes important to find *that* specific angle in order to approach writing about this subject properly.