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**Class: A3.5**

### **Writing Assignment #2**

In this assignment, you are going to summarize, report the main features, and make comparisons of data within a line graph about gaming. To successfully complete this project, think of the lessons you have learnt in unit 2, namely vocabulary, the readings, grammar, and writing skills.

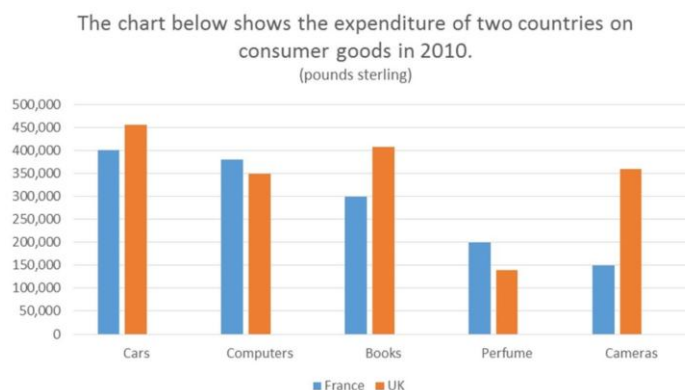
In this essay, you will write:

- Introduction
  - tells what the line graph shows
  - write an overview showing the noticeable trends
- Body Paragraph (two paragraphs)
  - Describe trends by providing data while making a comparison where relevant
- Prediction Paragraph
  - Make three chain predictions after the last year in the line graph.

#### **Task 1: Read and check the model essay (1) and essay (2).**

**Model Essay (1):** The bar chart below shows the expenditure of two countries in consumer goods in 2010.

*Summarise the information by selecting and reporting the main features, and make comparisons where relevant.*



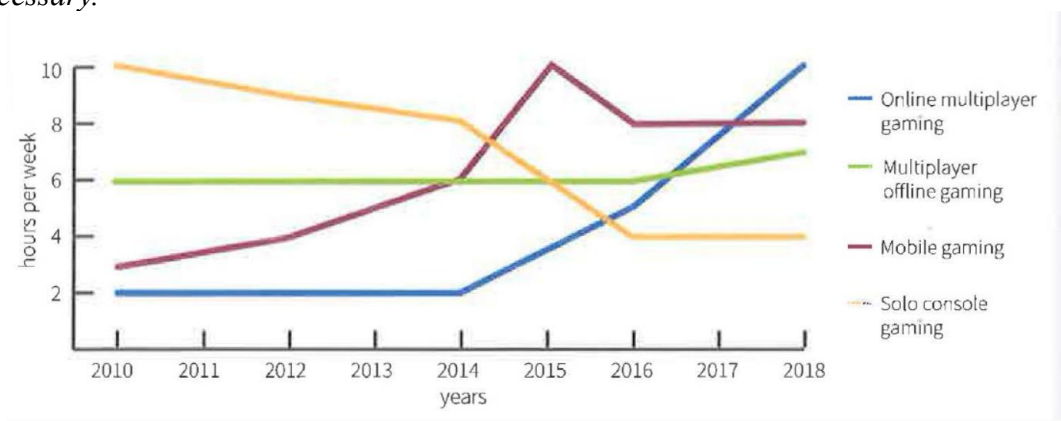
The chart illustrates the amount of money spent on five consumer goods (cars, computers, books, perfume and cameras) in France and the UK in 2010. Units are measured in pounds sterling. Overall, the UK spent more money on consumer goods than France in the period given. Both the British and the French spent most of their money on cars whereas the least amount of money was spent on perfume in the UK compared to cameras in France. Furthermore, the most significant difference in expenditure between the two countries was on cameras.

In terms of cars, people in the UK spent about £450,000 on this as opposed to the French at £400,000. Similarly, the British expenditure was higher on books than the French (around £400,000 and £300,000 respectively). In the UK, expenditure on cameras (just over £350,000) was over double that of France, which was only £150,000.

On the other hand, the amount of money paid out on the remaining goods was higher in France. Above £350,000 was spent by the French on computers which was slightly more than the British who spent exactly £350,000. Neither of the countries spent much on perfume which accounted for £200,000 of expenditure in France but under £150,000 in the UK.

Should the UK maintain higher car spending, France would remain second in that category. Had France matched the UK's pace, it would now be competing for dominance in automobiles.

**Model Essay (2):** The graph shows current and predicted trends in the gaming industry. Summarize the information by selecting and reporting the main features, and make comparisons where necessary.



The graph indicates the number of hours spent per week on four types of gaming, showing the trends from 2010 to 2017, and predictions for 2018. Overall, people spent more time on both types of multiplayer gaming and mobile gaming, but fewer hours on the single console form. The single console started out vastly more popular than the others, but is predicted to be the least used. The reverse is true for online multiplayer gaming, which is set to see a staggering rise in popularity.

Turning first to multiplayer gaming, the number of hours people devote to this remained stable at two for online and six for offline until 2014. At that point, popularity of the online form saw a sizeable increase, from two to a projected ten hours in 2018. A differing trend is seen for the offline variety. The number of hours players spent on this stayed approximately the same until 2016, but then rose slightly. It is expected to end the period at around seven.

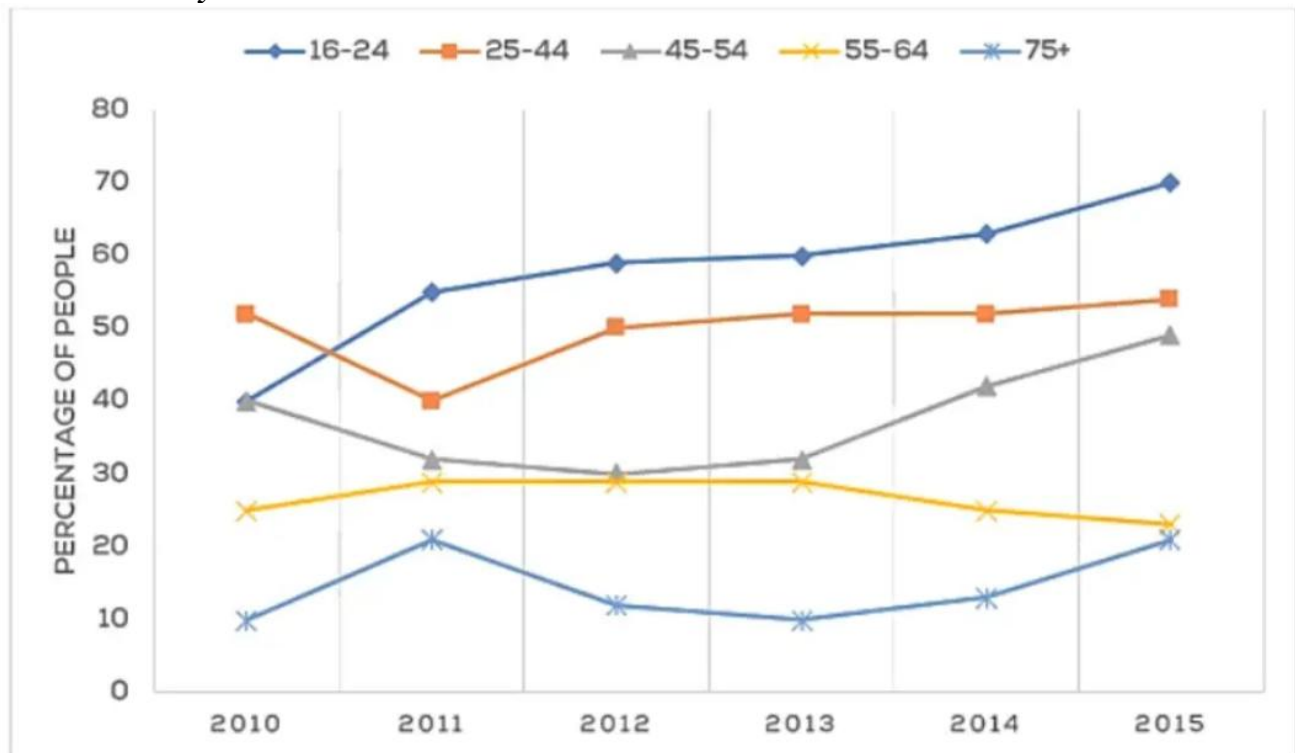
Mobile and solo console gaming saw opposing trends in the first four years. In 2010, people spent ten hours playing alone, but this number had fallen to around eight by 2014. However, mobile gamers only spent around three hours on their games initially, but this number had gone up to six, the same as for multiplayer gaming, in 2014. From that year, solo gaming became less popular, with people dedicating four hours to it two years later. Mobile gaming shot up in popularity from 2014 to 2015, exceeding all other forms in that year, at ten hours. However, after this peak, as the amount of time fell to eight in 2016. After that, the numbers flatten out.

Should these trends continue, online multiplayer gaming will dominate the gaming sector. Were that to happen, there would be greater demand for high-speed Internet and reliable wifi. Should this not be available, from the data collated here, it can be inferred that the offline multi-player version will instead account for the bulk of use.

Task 2: Write an essay to describe the line graph below. Make sure to address all the questions.

The line chart below shows the percentage of people in different age groups who played video games more than ten hours a week

*Summarize the information by selecting and reporting the main features, and make comparisons where necessary.*



### Start Your Writing Below

The line graph illustrates the percentages of people playing video games differently depend on their age groups. The data is recorded starting from 2010 until 2015. Overall, people who were in between age 16 to 24 tend to spend over ten hours in a week of playing games. Despite their ages were still young, surprisingly, individuals who aged between 25 to 44- about 50% to 60% of them, spent more hours on the entertainment. This tells that the percentage of people spending more than ten hours in a week were noticeably rising from 2010 to 15.

Starting from 2010 to 2011, almost 20% of the people who aged between 16 to 24 spent hours of playing video games. However, the number eventually dropped slightly started in 2011 till 2013, reducing to 10% within a year. Not for long, the number started to rise gradually since. While the trend of more people who aged between 16 to 24 rose, people who were in the age of 55 to 64, were accountable for 25% to 30% of those spent ten hours a week playing games. On the contrary, in 2013, the percentage started to flatten out. And since then, the drop had always been remained unchanged. From 2010 to 2015, the 16 to 24 age group consistently had the highest percentage of individuals playing video games more than ten hours a week, rising steadily from around 40% to nearly 80%. In contrast, the 25 to 44 group maintained a relatively stable rate, fluctuating negligibly around 40 to 45% without significant growth. Meanwhile, the 45 to 54 age group showed the most dramatic change, starting at approximately 20% and climbing sharply to nearly 50% by 2015.

Should these trends continue, the youngest group will vastly exceed all others in gaming activity. Were the 45 to 54 group to keep their sizable rise, they could account for a significant proportion of gamers.

Not until older groups flatten out their changes will the overwhelming majority remain with the youngest players.