

Section 1:

#1 "Video games are so popular that almost every person who owns a device has played and liked at least one video game. Why, you may ask? Well, in most cases, video games allow players to do whatever they want! For example, take Minecraft. The possibilities in this game are endless! You could explore, try to beat the game, join other people's servers, PvP and parkour, install custom mods, and even more."

Strengths:

- You've used a specific example (Minecraft) to support your point about the freedom games offer
- Your enthusiasm for the topic comes through clearly in your writing

Weakness: Incomplete exploration of appeal → You've focused primarily on freedom/choice as the main appeal of video games, which limits your analysis. Your speech could be strengthened by exploring other reasons people enjoy video games, such as storytelling, skill development, or social connection. When you write "video games allow players to do whatever they want," you miss the opportunity to discuss how different games appeal to different players for various reasons.

"Video games are incredibly popular because they offer diverse experiences. While games like Minecraft provide creative freedom to build entire worlds, others like The Last of Us captivate players with emotional storytelling. Some games challenge our problem-solving skills, while multiplayer games connect friends across distances. This variety ensures almost everyone can find a game that appeals to them."

#2 "Now that I've covered why video games are so popular, let's go over how to design or create them. To design a unique and fun new video games, your best option is to think of a creative and original idea. Then, you use python to code your ideas into your game. You apply good graphics, make basic mechanics, attach other applications if needed, and more. Making a video game isn't easy, but it sure is satisfying when you're done with it!"

Strengths:

- You acknowledge the complexity and satisfaction of game development
- You attempt to break down the process into understandable steps

Weakness: Oversimplified explanation → Your description of game development lacks crucial details and contains inaccuracies. For instance, when you state "you use python to code your ideas," you overlook that games are developed using many different programming languages and tools beyond Python. The entire game development process is condensed into a few vague steps without mentioning

important aspects like game design documents, testing, or the collaborative nature of most game development.

"Creating video games involves several important steps. First, developers design their game concept, creating detailed plans for characters, levels, and gameplay. Then they choose appropriate tools—which might include engines like Unity or Unreal Engine and programming languages suited to their project. Game development typically requires teams of people with different skills working together on coding, art, sound design, and testing to create the final product."

#3 "In conclusion, video games are a very important part of today's society, being used for entertainment and mechanic-practicing purposes. There are definitely some bad video games out there, but the rest are known as the unrivalled heart of online society until today. From Tennis for Two to Geometry Dash to Among Us to Minecraft, video games used to, are and always will be the top reason why we use devices so much."

Strengths:

- You reference specific games across different time periods to show the evolution of gaming
- Your conclusion attempts to place video games in a broader societal context

Weakness: Underdeveloped conclusion → Your conclusion makes broad claims without sufficient support, particularly when stating video games are "the unrivalled heart of online society" and "the top reason why we use devices." These significant statements need more explanation and evidence. The phrase "mechanic-practicing purposes" is unclear and your acknowledgement of "bad video games" is vague without explaining what makes certain games problematic.

"In conclusion, video games have evolved from simple entertainment like Tennis for Two to complex social platforms like Minecraft and Among Us. They've become a significant cultural force that shapes how millions of people spend their leisure time, connect with others, and even learn new skills. While not every game offers positive experiences, the gaming industry continues to grow and influence how we use technology in our daily lives."

■ Your speech shows genuine enthusiasm for video games, which is engaging for your audience. However, it would benefit from more depth in several areas. You could improve your introduction by clearly stating your main points rather than just asking questions. Each paragraph would be stronger with more specific details and examples. For instance, when discussing game development, mention specific tools beyond Python and explain the different roles in a development team. You could also explore the impact of games beyond entertainment, such as their educational value or role in technological advancement. Try to balance your personal enthusiasm with factual information that would convince someone who isn't already a gaming fan. Also, consider addressing common concerns about gaming (like screen time) to create a more balanced perspective. This would make your argument more persuasive to a wider audience.

Section 2:

Dear classmates and peers,

Today I am here to talk about the subject of video games. What do you think of when you hear those two words? Minecraft? Roblox? Fortnite? There are thousands of different games in the world, each having a different form of gameplay, graphics and mechanics. Playing video games is a really fun activity, and watching other people play video games on YouTube, Twitch, Discord, and other video and streaming platforms, is also just as fun.

Video games are so popular that almost every person who owns a device has played and liked at least one video game. Why, you may ask? Well, in most cases, video games allow players to do whatever they want! For example, take Minecraft. The possibilities in this game are endless! You could explore, try to beat the game, join other people's servers, PvP and parkour, install custom mods, and even more. Minecraft isn't the only game where you can do whatever you want. Games like Roblox or Geometry Dash provide you with endless possibilities and pathways that you could go along. #1

Now that I've covered why video games are so popular, let's go over how to design or create them. To design a unique and fun new ~~video games~~ [video game], your best option is to think of a creative and original idea. Then, you use ~~python~~ [programming languages] to code your ideas into your game. You apply good graphics, make basic mechanics, attach other applications if needed, and more. Making a video game isn't easy, but it sure is satisfying when you're done with it! #2

In conclusion, video games are a very important part of today's society, being used for entertainment and ~~mechanic-practicing~~ [skill-building] purposes. There are definitely some bad video games out there, but the rest are known as the ~~unrivalled~~ [unrivalled] heart of online society ~~until~~ [up to] today. From Tennis for Two to Geometry Dash to Among Us to Minecraft, video games used to, are and always will be the top reason why we use devices so much. #3

Thank you for listening to my speech.