

Section 1:

**#1 "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."**

Strengths: Your opening engages readers with direct questions that create immediate connection. Your mention of specific popular games helps establish relevance for your audience.

Underdeveloped hook → Your introduction could benefit from a more compelling hook that establishes why video games matter beyond simply being popular. Consider adding a surprising statistic or thought-provoking statement about video games' impact on society or skills development.

*"Today I invite you to explore the fascinating world of video games that shapes how millions of us learn, connect and play. When you hear 'video games', you might think of Minecraft's endless creativity, Roblox's community-built worlds, or Fortnite's strategic battles."*

**#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."**

Strengths: You attempt to expand your topic beyond just playing games to include game creation, which adds depth to your speech. You correctly identify creativity as an important first step.

Limited technical accuracy → The explanation of game design oversimplifies a complex process and contains factual gaps. Python is just one of many programming languages used for game development, and the process involves many more steps than suggested.

*"Creating video games combines art, storytelling, programming and problem-solving. While beginners might start with simple tools like Scratch or Python, professional game studios use specialised engines like Unity or Unreal Engine, with teams of artists, programmers and designers working together for months or even years."*

**#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."**

Strengths: You attempt to summarise your main points and emphasise the significance of video games in modern society. You acknowledge that not all games are positive.

Vague conclusion → Your conclusion makes broad claims without specific examples or evidence. The phrase "mechanic-practicing purposes" is unclear, and the idea of games as "the unrivalled heart of online society" needs explanation and support.

***"In conclusion, video games have transformed from simple entertainment into powerful tools that connect communities, develop problem-solving skills, and even help in education. While some games may promote negative behaviours, thoughtfully designed games like Minecraft encourage creativity, collaboration and computational thinking—skills essential for tomorrow's world."***

■ Your speech shows enthusiasm for video games and includes some interesting points about their popularity and creation. To improve the substance of your writing, consider exploring deeper aspects of gaming beyond entertainment. For example, you could mention how games develop problem-solving skills, hand-eye coordination, or teamwork. Your second paragraph contains a strong statistic about Australian gamers, but you could strengthen this further by comparing it to other activities or discussing what this means for education or careers. Additionally, when discussing game creation, consider breaking down the process into clearer steps and mentioning the different roles involved (programmers, artists, sound designers). Your conclusion would benefit from a stronger statement about why games matter rather than simply stating they are important. Also, try to connect your ideas more smoothly between paragraphs using transition phrases like "Building on this popularity" or "Beyond just playing games."

---

**Score: 42/50**

---

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. #1 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. A study in 2024 shows that 81% of the entire Australian population plays video games, and that's only one country! Why are video games so popular, 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. Other games like Roblox or Geometry Dash also provide you with endless possibilities and pathways that you could go along.

#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~~ [video game], your best option is to think of a creative and original idea. Then, you use ~~python~~ [Python] to code your ideas into your game. You apply good graphics, make basic mechanics, attach other applications if needed, and more. It's like trying to cook 20 sandwiches at the same time. Making a video game isn't easy, but it sure is satisfying when you're done with it!

#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 Roblox 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. Video games are modern. Video games are enjoyable. Video games are revolutionary. Video games are video games.

Thank you for listening to my speech.