[pic]

Literature, Play



[pic] Universiti Tunku Abdul Rahman Session: 2013/01 UJMC2043 Public Speaking Assignment 2: Speech Outline (Individual) Name: Seng Kah Hoe Student I. D.: 08UJB06452 Tutorial Group: T4 Lecturer's Name: Mr. Edwin Soo Kim Seng Tutor's Name: Ms. Khor Gee Khing | I | | | B | | | C | | | O | | | L | | Grading Criteria: | No. | Item | Marks | Remark | | 1. | Introduction | | | | Title | 3 | | | Attention statement | | | | Purpose statement | | | 2. | Body | | | 3 main ideas | 9 | | | | 3 supporting details | | | | | 3 examples | | | | 3. | Conclusion | | | | Summary statement | 2 | | | | Reinforcement of thesis | | | | 4. | Others | | | | Transitions | 8 | | | | Mechanics | | | | | Bibliography | | | | | Organisation of ideas | | | | 5. | Language | 5 | See band descriptors below | | | Total (27m) | 27 | | | | Total Percentage (27/27 x 10%) | 10 | | | | Overall Comments: | | | | Mark | Description of criteria | | 5 | Few mistakes, meaning is clearly expressed, sentence structures and vocabulary are varied and used appropriately | | 4 | Some minor mistakes, language is almost always accurate to convey intended meaning, some variation in the use of | | | sentence structures and vocabulary | | 3 | Language is largely accurate but mistakes are evident, especially complex structures, vocabulary is adequate but not | | | sufficiently developed | | 2 | Meaning is fairly clear but with high incidence of errors in most aspects, sentence structures and vocabulary are | | | limited and inadequate | | 1 | Mostly serious errors which hamper reading, meaning not clear, hardly any accurate sentences | Format of Speech Outline | Title: Gaming helps reducing stress and can benefit you | | Introduction | | | Attention Statement: As a student, it is common that we all have a lot of stresses. | | Maintaining a high CGPA, assignments, examinations, house works | | and money. What do you do to release your stress? Some would | |

say go for a movie, some said karaoke, some said watch television | | or listen to soothing music. Some even suggested going to | | somewhere peaceful and guiet or sleep. For me, I choose gaming, I | | bet many of you would doubt that this can actually help. Let me tell | | you how it works. | | | | Purpose Statement: To persuade that playing games can actually help reducing stress if | | handled correctly. | | | | Transition: Let me start off by telling you how playing video games can help relieving | | your stress. | | Body | | | | Main Idea 1: When it comes to video games, everyone would normally only tell you that | | it is a bad thing because the more you play it, the more addicted you | | will get and it will eventually make you feel more tired. However if | | properly managed, it actually can really help relieving stress. | | | | Supporting Idea: Study shows that if we chose to play serene and peaceful game, it can | | help us find the inner peace and harmony. | | | | Example: "Leela" a game conducted in Sanskrit. It is defined as "play" in the language. | | The game aims at teaching players in achieving a peaceful and harmonious | | state by using the ancient methods of "chakra". This " chakra" is used to define | | an energy source that leads to an individual's inner peace. (J. Gaudiosi (2011) | | CNN, Deepak Chopra: How video games and tech can reduce stress) | | | | Transition: Next, I will brief you about doing it in the right way. | | | | Main Idea 2: Often think wisely before you picked on a game to play. Play those that not | | only brings you a maximum level of joy, but also benefits. | | | | Supporting Idea: Many games available in the market these days only require players | | literally only control their character, shoot or stab and kill opponents | | just for surviving and achieving victory. Games like this actually | | doesn't bring you any good. It will only

temporarily give you | | satisfaction and then when you are starting the next round of | | the game, where everything need to start all over again would only | | make you feel fatigue and lifeless. In the end, you will never gain | | happiness from playing games like this when you're stressed up, it only | | burdens you more and make your feelings worsen. | | | | Example: Counter Strike. The game is famous for its outstanding graphics. However, its | | gameplay actually only focuses on a team of players controlling the either sides | | of police and terrorists going against each other. Eliminating the opposing team | | just to win the game's round. The game does help one develop teamwork skills | | but other than that, the game has nothing great that the players can learn from. | | | | Transition: Last but not least, you might gain some benefits from playing video games as | | well apart from the ability to relieving your stress. | | | | Main Idea 3: When you play a video game, you are often made to think how and what | | you are supposed to do to solve the guest and move on to the next round. | | | | Supporting Idea: Research shown that through video games, players would be given | | obstacles and puzzles. In order to succeed it, they would need a | | strategy. Hence through this, it actually helps developing the player's | | critical thinking and problem solving skills. (Ivywise Blog (2012) (as | | cited in Dr. J. McGonigal, Reality is Broken) | | | | Example: Wood Block, a mobile phone game. The game offers users different patterns of | | woods blocking each other in a compact space. The goal of the game is that | | players would need to make a way for a piece of tiny wood to pass through in | | order to get to the next level. This actually helps the players to develop a better | | critical thinking and problem solving skills as they work their brains more, | | they

would be more curious about how they could work out on a better | | strategy. | | | | Transition: With that being said, we are coming into a conclusion. | | Conclusion | | | | Summary Statement: As you are now told, we cannot look at video games only at its | | negative sides. It can help relieving a person's stress if the method is right and | | it can also bring you benefits. | | | | Reinforcement of Thesis: I am not giving everyone the wrong perception of you should | | play video games whenever you want to relieve your stress | | though. However, if video games can not only provide you the | | fun you need while you might also get benefits from it instead, | | why not give it a try? Try it to release your stress. Remember, | | play smart not play hard. | | References: | | | | | | | J. Guloisi, (2011). CNN. Deepak Chopra: How video games and tech can reduce stress. Retrieved from | | http://edition.cnn. com/2011/TECH/gaming. gadgets/07/28/deepak. chopra. leela/index. html | | | | Ivywise Blog, (2012) (as cited in Dr. J. McGonigal, Reality is Broken). Retrieved from | | http://blog. ivywise. com/blog-0/bid/138115/Video-Games-Can-Make-You-Smarter |