FINAL PORTFOLIO

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Moises Bautista
English 1101
12/15/19
Ms. Jewell
  *\*When revising my Literacy Narrative, I decided to include the crucial part of what I have learned (about reading/writing/yourself as a reader or writer) from my own personal experience. I resolved the structure issue by forming multiple paragraphs that depict a different idea in each. These changes gave me a better control of what I was trying to express to readers in my writing.*

 Deck of Cards

 I will always remember the day when I had to take the Chinese LOTE (Language test harder than regents) in my junior year of high school. After taking 3 years of Chinese at the time and having a Chinese influence with a 95% Asian school located in Chinatown of all places. I came to the point where I need to recollect all my previous Chinese knowledge in order to pass the test. The Chinese LOTE consisted of 2 parts, the oral and written, which were separated in separate days.
      I remember the oral section of the test the most even though it counted for the least amount of points in the test. There was tension in the air, classmates flipping through their notebook pages and rushing through google translate for some last-minute studying. Those three years of suffering in Chinese class listening to my 老师(teacher) all came down to this moment; if you don’t include the AP Chinese test, we were made to take in our senior year. All the juniors waited in the cafeteria. Waiting for their names to be called randomly. Some playing poker, some chatting but most filled with adrenaline ready to make a full-throttle turn to their testing zone. To be honest I studied for two hours before the test on the train and reviewed all the topics that I was confident in. Our previous Chinese teachers from when we were freshmen and sophomores were our examiners, which we were randomly assigned to. I was gambling with fate at this point to what teacher I’ll get. I was assigned to Ms. Hu, my sophomore Chinese teacher who I had for two months due to an upcoming successful heart surgery, which to me was the best possibility since I made a good impression of her throughout her time teaching my class. My oral was my worst aspect of the language, reading and writing benefitted me more. I either avoided answering oral questions or prepared ahead of time for when I needed to say something. The oral part consisted of 300 random cards displaying different topics and situations which we were to make a conversation with the teacher. You were made to randomly choose 2 of the 300 cards to talk about with the teacher in either teacher or student initiate, so basically it was like good luck.
       Me being a native Spanish speaker that got more accustomed to English from a young age, trying to learn another language with a time limit of a few years was quite engrossing. Having to change between three languages every day was quite a normal event for me. At school for about two hours I spoke and wrote Chinese to my classmates, at home I spoke a mixture of English and Spanish to show a clear understanding with my mother and siblings. Hearing people in the train, school and parks all speaking Chinese day by day, gradually made me embrace the new language as another way to show people respect and a connection towards them.
       For me, the reading and writing has allowed me to express my thoughts and emotions more accurately in a way where I’m able to have a connection with others of different and similar language barriers. Reading, writing and speaking are all closely connected/related to one another to form the fundamentals of communication.
While I can for sure say that I wasn’t the best or contained the most interest in the culture, I sure did try to meet the expectations that were entitled to me at the time. It might have been luck or low probability when drawing two of those cards but when the time came the two cards that I have chosen were both of the shopping topic that I had studied only hours before. One or the most confident draws that I held up my sleeve. I can’t really recall in detail to my response to her questions but I do remember my score of 21 out of 24 in the oral section.

 *\*In my revision i focused on the clear connections between my claim and evidence whereas I previously gave a vague explanation as to why pathos was depicted in the manga.*

                                                         Shonen Manga

        Manganelo, Masashi Kishimoto. “Naruto Vol.1 Chapter 1: Uzumaki Naruto - Manganelo.” *Https://Manganelo.net/*, Shueisha's Magazine, Weekly Shōnen Jump, 21 Sept. 1999,<https://manganelo.net/manga-ng99658/chapter-1>

      The story of recognition from fellow peers and society itself is what we all seek sometimes. In the Japanese Shonen manga series *Naruto (1999)* written by Masashi Kishimoto; Naruto Uzumaki, a twelve-year-old ninja who is looked down upon others in the village, seeks acknowledgment and respect from everyone in the village with his dream of becoming Hokage(Title bestowed upon village leader). The audience reading *Naruto* is too young male viewers who are around Naruto’s age who are having struggles in life or love a story of a relatable character. The audience is upon the young male adult demographic as well since he is goofball that cried and made many mistakes as a kid which many can reminiscent from their childhood. Readers can relate and sympathize with Naruto since he gets an appeal of being a troublemaker to get the attention of everyone (seeking attention). While knowing he is inferior to his classmates, making mistakes and showing his weakness he doesn't like to lose or give up. The author uses the rhetorical appeal of pathos while trying to have an impact on the audience. For example, when he starts off, he starts out the series with the premise in which Naruto fails a clone jutsu exam needed for him to graduate and gets tricked by one of his teachers (Mizuki) to steal a scroll that has secret ninjutsu. While disguised as another teacher(Iruka)Mizuki tried killing Naruto explaining that he has a demon fox inside him that killed Iruka's parents and that Iruka was tricking him, Iruka got hurt protecting Naruto in which Naruto heard him say “The demon fox would do that but Naruto is different...He may not be the hardest worker and he’s clumsy so nobody accepts him...he is a member of the hidden leaf village, He’s Uzumaki Naruto!!” to Mizuki. In which Naruto learned the clone Jutsu with the scroll to defeat Iruka ultimately proving his graduation from the Ninja Academy. The author used the quality of pathos to start off his story, he stirred the readers emotions by giving us a sympathetic feeling towards the main character but later due to his strong desires overcomes his self-sorrow. This sentimental beginning of learning that everything wasn't for nothing and that there are people that understand and care about you in life to the series have made readers attached to Naruto and the world he inhabits.

Manganelo, Yoshihiro Togashi. “Hunter X Hunter Chapter 46 : Nen - Manganelo.” *Https://Manganelo.net/*, Shueisha's Magazine, Weekly Shōnen Jump, 16 Mar. 1998,<https://manganelo.net/manga-oc102354/chapter-46>.

        Pure excitement for the unknown and unyielding unbreakable compassion towards others is what life is all about. In the Japanese Shonen manga series *HunterxHunte*r*(1998)* written by Yoshihiro Togashi follows the young protagonist Gon Freecss after discovering his father left him when he was little to continue being a hunter(Licensed Professional which can specialize in multiple degrees such as studying creatures and hunting down outlaws), is inspired by his father's strong will to be a hunter even to the point of leaving his son and soon heads out to be a hunter with the goal of meeting his father someday. HunterxHunter is primarily focused on a younger teenage audience that seeks action-based combat and young men who are looking towards constant story development. Readers can relate and look upon Gon for happiness since he is a creative and pure character that is curious about the world. The defining factor of friendship is quite apparent in the series when it comes to Gon because is naturally honest and has a way with words that attract character towards him in a way viewer can look towards upon in their own friendships. The author uses the rhetorical appeal of logos in the story to have an effect on readers. For example, there are seven narratives (story arcs) that are completely different but all interconnect with one another. It starts off with the Hunter exam which can be defined as a battle royale, then to rescue mission on Gon’s friend and then going towards a training arc in which they had the time to waste since the next event was months apart. It gives readers and a greater sense of time passing by throughout the story. ““Ren” is one of the four principles of the big training. The four principles of the training are the basis of every fighting technique relying on spirit elevation and its hardening...Finding the “Ten” learning “Zetsu” succeeding the “Ren” and reaching the “Hatsu and all these forms the “NEN” practice.”(46)The logical sense of the world and how/what they need to learn in order to become stronger makes readers more thrilled and excited to see the end results of all their hard work.

Manganelo, Tsugumi Ohba. “Death Note Vol.1 Chapter 2 - Manganelo.” *Https://Manganelo.net/*, Shueisha's Magazine, Weekly Shōnen Jump, 1 Dec. 2003,<https://manganelo.net/manga-bv106299/chapter-2>.

        Have you ever been in the perspective where you have to make a decision of whether to choose over wanting a villain or hero to win? In the Japanese shonen manga series *Death Note(2003)* written by Tsugumi Ohba follows Light Yagami, referred genius, when he one day sees a notebook called the “Death Note” fall from the sky that was dropped by a god death, with said ability to kill anyone whose name is written in it. The story focuses on Light doing mass murders with the notebook, alias “Kira”, and with his philosophy of those who are deemed unworthy but an “enforcement task force” led by the greatest detective called “L” who identity, background, and origins are a mystery, are trying to bring justice by putting a stop to Kira's mass killings. *Death Note* is intended for a young male audience who wish to keep their adrenaline running and suspense high whenever L and Kira do actions to outsmart each other. Readers will get thoughts like “What would I do in that situation” and “How would I outsmart him?” while constantly reading the manga. The author uses the rhetorical appeal of logos in the story to have a major influence on the reader, making them read each and every word the characters state. For example, when L set up a prisoner to introduce himself as L, creating a new identity, and a mass worldwide broadcasting message stating the Kira must be Japanese and that there is a way to prove he is here. He tempted Kira with word “But what you’re doing is Evil!!” and “So why don't you kill me! “and baited Kira into killing the imposter. L later explained that it was a lie that the broadcast was worldwide but only in the Kanto region of Japan and that he couldn't kill without a name and face. The deduction from L from the limited information of the location of people he killed in a short time frame sends shivers down the spines of readers to see who’ll find each other first. Readers will find a change of pace towards the anti-hero protagonist the more we learn of his mindset and the precautions he takes while constant battles of two intellectuals and the constant worry of the unknown are what is awaiting readers.

Manganelo, Kōhei Horikoshi. “Boku No Hero Academia Vol.1 Chapter 1: Midoriya Izuku The Origin - Manganelo.” *Https://Manganelo.net/*, Shueisha's Magazine, Weekly Shōnen Jump, 7 July 2014,<https://manganelo.net/manga-jq98942/chapter-1>.

          We always start with a dream, even when it seems impossible, continue to believe in that dream for one day it’ll come true. In the Japanese Shonen manga series *My Hero Academia (2014)* written by Kōhei Horikoshi depicts the story Izuku Midoriya, a boy who unfortunately wasn't born with superpowers(quirks), in a society where they are prevalent but who dreams of becoming a superhero nonetheless. When an encounter with “All Might” the hero referred to as a symbol of justice, ultimately leads to him inheriting his quirk (one for all) and enrolling in most prestigious hero high school in Japan. The audience reading *My Hero Academia* are too young male demographic that wishes for more in life and to imagine the amazing feeling it’ll be to be someone who went from zero to hero. Readers can relate with Izuku due to him being bullied but still aspired to be a hero throughout his childhood and saw All Might as a role model, always watching the same video of him saving citizens. The author uses the rhetorical appeal of pathos while trying to have an impact on the audience. For example, when his childhood and rival (Bakugo) was being attacked by a villain and All Might was somewhat injured from a previous battle, Izuku without any hesitation came out to try and save him. “Its because your eyes were pleading for help!” Izuku responded to Bakugo as he desperately tried to save Bakugo. Which made All Might feel pathetic and angry towards himself that he couldn't save them sooner but ultimately does in quick fashion. “There’s something that's said about top heroes when they were still students. Most of their stories are linked by the following line: “My body moved on its own before I could think!!” ...YOU CAN BECOME A HERO.” These words have the sensation that miracles can exist but most importantly if you believe you can become whoever you wish to be.

“VIZ: Read One Piece Manga Free - Official Shonen Jump From Japan.” *VIZ Media: The World's Most Popular Anime, Manga and More!*, Shueisha's Magazine, Weekly Shōnen Jump, 22 July 1997,<https://www.viz.com/shonenjump/chapters/one-piece>.

          An incomparable odyssey like no other, where there is a captivating cast of interesting characters and an enthralling plot. In the Japanese Shonen manga series *One Piece(1997)* written by Eiichiro Oda follows the story of Monkey D. Luffy,a boy that ate the power of a devil fruit to make his entire body made out of rubber, and his pirate crew he gathered along his journey, in search of the legendary treasure called “One Piece”. The audience reading *One Piece* is mainly focused on young male teenagers/adults but isn't limited to that single demographic since One Piece can be enjoyed no matter what age you are. Readers can relate to Luffy since he is a sort of symbol/representation of freedom for us readers in the real world, disliking authority such as the world government and enjoys the thrills of adventure. The author argues with the life lesson that its ok to need help in life, gaining assistance from others. For example, Chopper (a reindeer who ate the human devil fruit, can communicate in human speech) dream is to “...become a doctor who can cure any disease! Because... because there's no disease in this world that can't be cured!” and Nami (a female navigator and former-thief who was threatened by a group of pirates to give them money, later saved by Luffy) who dreams “to draw a complete map of the entire world”. While all the crewmates have completely different dreams and goals in life, they are all getting support from one another to make their dreams come true. These goals are so significant that they need each other to reach them, strive to have goals so big that you can’t do it alone as well.

“VIZ: Read Dragon Ball Z Manga - Official Shonen Jump from Japan.” *VIZ Media: The World's Most Popular Anime, Manga and More!* Shueisha's Magazine, Weekly Shōnen Jump, 3 Dec. 1984,

https://www.viz.com/shonenjump/chapters/dragon-ball-z

        A story inspired by the legendary Chinese novel *Journey to the West* with a slice of comedy and jaw-dropping action-packed fight scenes that became a coming of age story for future Shonen manga. In the Japanese Shonen manga *Dragon Ball (1984)* written by Akira Toriyama follows the adventures of Son Goku, Saiyan(alien) sent to earth as a child with the goal to destroy it in which he hits his head one day and is raised by an old man in the mountain. The adventure focuses on Goku, from childhood to adulthood, martial arts training and venturing around the world in search of the dragon balls (seven orbs which summon a wish-granting dragon). Dragon Ball's intended audience is young boys/teens but Dragon Ball is a kind of a special case in which any age group can enjoy its unique narrative. The author argues that you have to push yourself to your limits if you want to reach your full potential as an individual. For example, when Goku is training his son to become stronger to defeat a threat to earth he tells his son “Power comes in response to a need, not a desire. You have to create that need.” The author is showing that even if we are all afraid to be challenged sometimes if you work on being the best person you can be, you’ll have the confidence to face challenges head-on and overcome all the obstacles in the way.

*\*In my revision I made several changes to my research and audience assignment. First of all i included the missing work cited that i didn't included previously. I fixed the minor mistake of not indenting my paragraphs. I worked harder on connecting the different details and claims I made to make the assignment sound less confusing overall.*

                                             New York Times Opinion Article

Title: Video Games or Another Part of Life !?
By: Moises Bautista

             Video games has cultivated many people’s creative thought process in more ways than one. For as long as I can remember, video games have been a major part of me and how I view certain aspects of my life. My curiosity began with the introduction of Nintendo (Video game company), by my older siblings, and their willingness to be unlike others when it comes to innovating video games and defining the word “fun” for people such as myself. Video game has been one of the few single ways I have identified myself from others and have made connections of several of my closest friendships. Now there seems to be a threat towards the that very entity that has been always been a part of me and many others throughout the years.

            This year, The World Health Organization (W.H.O) authoritatively added another confusion to the area on substance use and addictive practices in the most recent variant of the International Classification of Diseases referred to as “Gaming disorder”. This highly controversial diagnosis has sparked a debate among gamers and the gaming industry in general.

            Parents and guardians shouldn’t be of concern to the most recent addition in “disorder” in relation to your children and in some cases, even your own self-interest.W.H.O shouldn’t have labeled video games in the category of addiction in the first place.

           “...the modern meaning of “addiction.” is an uneasy amalgam of several contradictory legacies, “said Ferris Jabr from the New York Times. The way we define addiction as a whole has been a difficult task since it can be labeled from a religious standpoint, that actions go against our morals, and a technological standpoint, that any fixation that is constantly done can be considered an addiction.

           Many people enjoy multiple hobbies from fishing to basketball, despite their different ages and sizes. Some have made these hobbies careers and their source of income in rare cases. Even with all these visible similarities to video games, people seem to see only the negative aspects of this one certain hobby, pathologizing and looking down upon it since it seems to stand up among the rest.

           The limitations and restrictions that you’ll place on to your children may possibly have some major effect and influence on their point of view towards leisure pursuits and activities in the near future. They are at risk of losing an activity that may have been an activity to get rid of stress and to forget the hardships they are facing in life.

           Regardless of whether agreement does inevitably build-up that an excess of video gaming establishes a psychological issue, we still need to acknowledge the psychological research that comes with the viewpoint that videogames have psychologically beneficial instead of being a detriment.

                                                                Reddit Post

r/Gaming~ Posted by u/MoisesB   1 Day ago

7.5K Upvotes

WHO has classified ‘Gaming disorder’ as a mental health condition!

        Studies find inadequate proof of gaming as a clinical disorder. Instead of being adversely affected by gaming itself, it’s suggested that young people who take part in dysfunctional gaming might be doing as such in an offer to get away from their “underlying frustrations and wider psychosocial functioning issues”.

       I suspect this is true for addiction disorders in general. People don’t just suddenly become addicted to alcohol or drugs, it’s an attempt to escape.

       I’m for the most part worried over the up and coming age of gamers and how this may impact them. Ordinary children who like gaming but whose guardians won’t approve of it due to hearing about this disorder will not take into consideration that it’s very unlikely that a disordered like behavior will occur.

      “variations in gaming experience are much more likely to be linked to whether adolescents’ basic psychological needs for competence, autonomy, and social belonging are being met…” Gaming isn’t the aspect where we should be leaning and worried about but towards the life aspects which makes people have slight differences towards gaming.

       I agree that sometimes gaming can be a healthy coping mechanism. I’ve played cathartic games to release stress sometimes, and I’ve also played relaxing atmospheric games during times of sadness to help me relax.

         I think there’s a fundamental difference between gaming as escapism and gaming as a harmful addiction. The difference, which I think is true of all addictions, is *does it hurt your quality of life*? People who are addicted are usually using the addiction to get away from something unpleasant in their life. Hence why a common question in the profession now is not “why the addiction” but “why the pain?”

        Each and every one of us has different lifestyles, hobbies and gaming patterns for the most part. We as gamers shouldn’t take this as a threat and a negative aspect to the gaming community. We should use this opportunity to provide them credibility as to why this shouldn’t be labeled as an addiction any more or less than a ‘cleaning’ disorder or a fishing disorder. We can convince guardians and eager politicians all alike that this wasn’t necessary.

Thanks for reading! 🙂

Edit 1: Wow I was expecting such a great reaction from the community.

Jabr, Ferris. “Can You Really Be Addicted to Video Games?” *The New York Times*, The New York Times, 22 Oct. 2019, https://www.nytimes.com/2019/10/22/magazine/can-you-really-be-addicted-to-video-games.html

Raskin, Jonathan D. “Debate Over Gaming Disorder Is Not All Fun and Games.” *Psychology Today*, Sussex Publishers, 31 Jan. 2019 https://www.psychologytoday.com/us/blog/making-meaning/201901/debate-over-gaming-disorder-is-not-all-fun-and-games.

Mlot, Stephanie. “Study Suggests 'Gaming Disorder' Is Not Real.” *Geek.com*, 23 Oct. 2019, https://www.geek.com/news/study-suggests-gaming-disorder-is-not-real-1808271/.

Scutti, Susan. “WHO Says 'Gaming Disorder' Is a Mental Health Condition.” *CNN*, Cable News Network, 18 June 2018, https://www.cnn.com/2018/06/18/health/video-game-disorder-who/index.html.

Ivan, Tom. “Study Finds Insufficient Evidence of Gaming as a Clinical Disorder.” *VGC*, 21 Oct. 2019, https://www.videogameschronicle.com/news/study-finds-insufficient-evidence-of-gaming-as-a-clinical-disorder/.

 *\*I wrote this response to the Nytimes article almost towards the end of the semester in which I had learned many new components of writing. Previously i would’ve gave very detailed explanations as to the plot, characters and their backgrounds to get a sense of foreground to my piece but now i went straight to the plot, not including unnecessary features.*

                                                  Personal Document #1

In the New York Times article, Should I Tell My Friend’s Husband That She’s Having an Affair? By Kwame Anthony Appiah the protagonist Dave is in a position in which his female friend (Jane) is having an affair while still being engaged with Peter, Dave’s friend as well. I think Dave shouldn't get involved with the marriage situation of his friend because it's not your duty to resolve the conflict. In the article, Dane states “...that’s not my role”. This quote depicts the thought process of someone who prefers the safest and easiest route in the situation; being aware of the consequences.

*\*I learned that my way of writing is very different when it comes to different writing forms/topics. In this case i used a more straightforward and sort of rude tone in my letter the trump when compared to how I would write to my mother. I changed my writing skill depending on what form of writing we are going to write such as literary analysis, bibliography and letters all show a different side of my writing style.*

                                                  Personal Document #2

To President Trump,

       Hello, it's one of lower class citizens here. I know you’re a busy man dealing with multiple issues like the whistleblower conflict but give me a few minutes of your day to listen to me here. I need $100 for my overall college financial budget in which it doesn’t cover the mandatory textbooks, supplies and even clothing that I'll need to gain my further education endeavors. Don’t worry i will vote for you in the upcoming election, and won't second guess rumored relationships with foreign leaders.

Sincerely,
            Moises Bautista(aka lower class citizen)

                                                        Final Reflection

Dear Professor Jewell,

      Throughout this long and tiresome course this semester I believe that I have grown exponentially as a writer, reader and all in all as a thinker. I have completed many assignments throughout the semester that made an impact towards these sudden increase in growth.
       Let's first start off with the one and only literacy narrative assignment. From this assignment i learned the important aspect that i can recall important and influential events that occurred in my life to further develop my writing. I used the mandatory requirement of learning a new language in high school as a way to reminisce what reading and writing is to me. Simply writing about a random topic without recalling a connection or influence from that set topic will limit the amount of ideas that you can come up with. “Me being a native Spanish speaker that got more accustomed to English from a young age, trying to learn another language with a time limit of a few years was quite engrossing. “This literacy narrative assignment showed me how an experience can enable me to understand something specifically, I would never have been able to learn such a convenient skill without this assignment. Now if given any assignment that is unknown to me, i will try to recall a similar instance or make a connection with that set assignment aspect.
    My next big assignment was the annotated bibliography where I learned useful techniques. From this assignment I acquired the skill of persuasion, more specifically how to persuade an audience, recognize your venue’s audience and invoke interest to that set audience. While doing this assignment i went through many struggles just to figure out what was the key rhetorical appeals the authors used to hook the readers in their stories. Many of the stories I read had an extensive amount of rhetorical appeal thrown everywhere, which made it somewhat of a challenge to pinpoint and pick a few from a large amount. These appeals lead into my second point of trying to figure out who the venue audience the author wants to reach out towards. This skill can be looked upon as something that can be learned by reading multiple stories of same genre, to see what they do differently. For example, the tone of one story can be completely different from another even though they are of the same genre. Lastly, I grew a lot from learning the way authors try to make a story interesting to readers, each author is different but mostly all have a selling point of a hook to start the story off, a goal for the main protagonist or as to why the author is writing the book in the first place and a unique way to structure their ideas into a single story. While I was thinking of cutting down the amount of information/detail included in my annotated bibliography, I believe the details is what my writing stand out much more than others.
     My final major coursework of this class was the research and audience assignment where I was taught the importance of seeing all the different perspectives of an issue and what we are trying to make the different audience feel or act upon hearing about the issues. This assignment made me more aware that we write in a distinctive tone and with the amount/type of evidence that is consistent with the genre we are conveying our thoughts towards. The was the hardest task out of the three due to this making us choose a topic that's important to us but being able to display a lot of vivid details about that set topic.
     I did multiple class works that have contributed to my growth as a writer but I felt very strongly towards the two personal works referred to above. My NYTimes response to the opinion if or if not, the main character should intervene with the outcome of both his friends personal love life, was a point in which I was given a choice of what should occur next in the story. This idea can be brought to the real world where you’ll have to make a decision that’ll eventually change your life and the lives of others. The fictional letter to our president was to reveal how I’ll mostly likely approach a situation (a state of affairs) with another person if their personalities are deemed correct from my own standards.