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### **Unit 3 Process Essay**

Going into this unit, we were told to repurpose our previous writing assignments and using them for this unit. This had me initially confused but also excited. I wasn't sure what the professor meant by repurposing our writing assignments but I did understand that we were going to use our previous writing assignments for this current one. My previous writings were about topics I find thoroughly interesting as they were related to my hobbies. It was around the gaming community and how they function as a whole. After understanding what repurposing meant and that we were to use our writings to create a website, I started thinking of different ways to create my website.

At first I thought of just creating a website talking about the gaming discourse community and how it affects the world. It would basically be taking my previous writings and putting the same information into a website. While this topic was something of my interest, I found that doing this would be repetitive and boring. Then I looked into going into a specific game and possibly making a website about what the game was about, how it was played, and general information about it.

As I continued to brainstorm, I was definitely finalized about making my website League of Legends related, as it is the game I play the most. However my idea of making the website basically a League of Legends information center started to bore me. I wanted to make something where I could interact more with other LoL players rather than outsiders who never played it. Nothing wrong against people who've never played League of Legends before but I felt more passionate about making a website dedicated to other players that I can relate to.

I came across the idea of creating a League of Legend guide for the current patch. As a player myself who isn't highly ranked in this game, I find myself turning to guides a lot. They come in handy to help players better understand the most effective tactics available (meta) in the current patch. I understood that if I created a guide, it wouldn't be as reliable as more popular ones since I wasn't as highly ranked in the game as them. However, it was still something I was excited to create since this let me research the current state of the game while also understanding what an actual guide creator goes through.

After going over the patch notes, champion win rates, and different guides already created for this patch to give me an insight on what information I wanted to include in my own guide, I started working on my website. However, this is when it got tricky. Although this guide is meant to target actual League of Legend players, this assignment was still being created for my english class. I understood that the majority of the class never played League of Legends so if I made it the same way as I would for only LoL players, it would be really confusing for my classmates and professor. I had to

find ways to define in-game terms and to rephrase them in a way that my peers would understand. I also had to include pages that went over the basics of League of Legends and it's roles so once I got into the specific roles, it wouldn't be as confusing for outsiders.

After going through all this, I ended up finishing my website. I was given good feedback by my classmates in the peer review. They liked my concept but felt as if I needed more images and maybe even music added to my website. Although I didn't know how to add music, I still was able to add more images to make my website more appealing. The feedback was helpful in turning my website to the best possible version I could.

At the end of this assignment, I was happy with what I created. Although it wasn't going to be viewed by the actual League of Legends community and would be outdated in about a month of its creation, it was still something I really enjoyed creating. It let me take a game I enjoy playing and research in depth about the concepts of the current game state while also educating others about the game, whether they played it or not.