E- Portfolio

Phillip Babauta

EN101-ON01

5-6-2018

Bio:

Hello my name is Phillip Babauta. Currently getting an AA degree in business emphasis in computer application. What I expected to learn in English 101 is how to write a good essay thoroughly in style of essay. Being more descriptive and increase my vocabulary.

What I learn in the class:

This offered many knowledge that will be very useful in the future. I learned that I'm not good in time management and should really re think about this whole thing. My essays gotten better than my previous class. I learned to become more descriptive and use some strong vocabulary.

Survey Feedbacks

1. **Shaina Abadilla**

PB- Great set of questions. Making the reader answer with their own words rather than multiple choices. May need to change some questions to become more specific. Like question 6 and 7.

2. **Patricia Joy**

PB- Greats sets of questions. I like you ask questions that get to the reader's position on technology then close of with "What's your opinion on technology affecting face-to-face communication." Good job.

3. Shaina Abadilla

 PB- Great survey but need to be more specific with the questions for better results. Needs a opening and ending question because i honestly felt like there was another question after the last one.

4. Daesha Santos

PB: This survey is for high school students. I can't answer this because it doesn't apply to me. But if i were to answer it. I would say the question are narrow to good/bad and healthy or not.

5. Ilyssa Geronimo

PB- great survey! I can relate to this because i know people who had been sexual harassed. I understand their emotions because I heard a few of their stories. Questions are good and gets enough of information for your topic.

6. Feliciano Holandez

PB- I got concerns about some questions. Q1 i won't be able to know if there pregnant before they come. Q5 you don't changed from tourist to people in general need to stay on topic. Q10 any woman can give birth anywhere so you need to change that question. You can't be limited to just Chinese people. Whole survey basically need a rework.

Letter to Experts

Dear Riot,

      My name is Phillip Babauta. I am currently a student from Northern Marianas College, and I will be writing a research paper primarily about your company. I hope you could take a few minutes to answer a few questions. I would like to hear from you guys:

1. How would you describe the Riot brand name?
2. What differentiates your products from other companies within the entertainment industry?
3. What skills do you look for when hiring employees?

I hope to hear back from you guys soon. It will be a great help.

Regards,

Phillip Babauta

Outline and Brainstorm for Research Topic

Topic: The position of video games in today's sports

Primary Question: Is video games considered a sport?

Secondary Question:
1. Does video games have competitive gameplay?

2. Does video games require certain degree of skill in competitive gaming?
3. Is video game known or played world-wide?
4. Does video game meet the requirements to be considered a sport?

Primary question: Yes it does. Video game involves physical exertion and skills in which teams compete against another for entertainment. Example with League of Legends championship having a total of 27 million people watching for their entertainment. Also being funded 4.7 million dollars into the event.

Secondary Questions:

1. Yes there are competitive gameplay. Example League of Legends showing vigorous skills such as reaction time, smart plays, and teamwork coordination.
2. Yes for major league tournaments but for like a regular community tournament anyone can join with any skill set.
3. Video games are everywhere and being played everywhere.
4. Physical exertion moving hands consistently, yes. Having a set skills against another individual or team, yes. Yes Video games are a sport.

Brainstorm

Video games is a sport even though it doesn't have that much physical movement but has a certain degree of skill that can make it really competitive. Chess and poker are being complaint about not being a sport might as well slap on video games. Video game is a well-known entertainment world-wide. Everyone plays video games every day so the idea of it not being a sport is simply outrageous. Asking a person who is a fan of sports or a athletes of sports, I'm pretty sure that all of them will say that video games are not a sport or don't even know what video games are. They need to learn that the world is changing and technology is advances to new heights. Video games specifically in this topic is showing that everyone plays it and can be major competitive event in sports. Everyone is sports practically the same goal major league tournaments and that is to be number one, and how one get there, practice does. Practice is what everyone has in common in major league sports. Practice and practice and practice is the main thing that everyone does to up their skills and learn new ones. Strategy is key to winning and video games just happen to deliver that.

Research Essay

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May 3, 2018

<center>Should video games be considered a sport?</center>

It all started from 1972 when video games was introduce and then eventually evolved to something extraordinary. Soon after when video games started to become popular, some countries started to have tournaments. Which quickly awoke the rise pc tournaments at 1990, which also had the first official E-sports competition. Based on a first-person game called Quake. Each game that is being developed and played at these E-sports tournaments raises popularity of E-sports. Making E-sports more well-known around the world. Many players started to train themselves to become a professional gamer and compete in competitive tournaments. The steps to becoming a professional gamer is very similar as a professional athlete. With many popularity and similarity to how sports works, shouldn't video games be considered a sport?

In 1972, the first ever video game console ever created was called the Magnavox Odyssey. A famously known game being first projected on the console was ping pong. Which is basically a vertical line straight down the middle and 2 small vertical lines on both sided of the screen. Where you have a tiny dot that moves side by side till it passes through either sides vertical line. At first this simple contraption started as a prototype called the "Brown Box" and from that entrepreneurs and individuals have built off this creation. From this creation started the first E-sports tournament on game called Space Invaders, then soon after had its first official

event competition on a game called Quake. The evolution of video games has dramatically changed since then. The wireless connectivity and the birth of powerful innovative consoles revolutionized the way we play video games.

Nolan Bushnell, the godfather of gaming made a successful video games console called the Atari. Atari was released few months before the Magnavox Odyssey, which is often mistaken as Atari as the first game console. It became the first gaming company to really set the benchmark for a large – scale gaming community. The games it delivered was also the iconic Ping Pong game. Soon after another famously known game called Pac-man came on Atari in 1980. In terms of graphics it follows the 8-bt graphics, which makes the video game look chunky or pixelated. In 1993, Doom was released and many companies started to make multiplayer games to make the game more accessible for players to connect with one another. That's when the release of Pathway to Darkness in 1993, that the multiplayer gaming market sky rocketed and became very popular. From this the popular term "LAN (Local area network) Party" was born. During this time internet wasn't really as fast as we have it today. So there was complication with setting up long distance game connectivity. All was about to change with the approach of a new era in video games, in the early 2000s.

E-sports also known as Electronic sports, was known back in 1972. At first it started off by small tournaments at Stanford University where students competed on a video game called Spacewar. With the grand prize of a yearlong subscription to the Rolling Stones magazine. Soon after in 1980 the very first E-sports tournament on Atari Space Invaders. Then came in 1998, where a little-known game called Netrek would soon be the future of online gaming. Later that year in March 31, 1998, a company known as Blizzard Entertainment made a revolutionized game that made you have to use your fastest reflexes and gain muscle memory, called StarCraft.

A base building game where you can either play solo campaign or challenge someone from around the world. Each year new games would be created to make E-sports popular each time and would inspire other gaming companies to make game better than the other. Where we stand today, with a total of 3,765 tournaments awarded out $110.6 million. The biggest prize pool from a single tournament brings up to $24.6 million at The International 2017. E-sports came a long way to grow to such a large community of gaming entertainment.

Internet capabilities began to explode and computer processor technology has greatly improved at such a fast rate that every new batch of games, graphics, and consoles seem to blow the previous generation out of the water. Thanks to the upgraded internet and technology. Many game consoles have improved such as Xbox and PlayStation (PS) which have been made newer models year by year. Consoles have been buffing up graphics to a whole new level from the cubic images of 8 and 64 bit, the pixelated of 144p resolution to the crispy quality of 1080p HD graphics, the world of gaming has started to look so much clearer than before. Not that they improve the graphics, they also made online multiplayer so much better. Improving the game play experience and interactivity with other players. The standard LAN party has expanded its ground worldwide with unimaginable connectivity. If you were to compare form back then to today, we have achieved the ultimate goal making a realistic games, and online multiplayer with strong connection. Now we got the history of gaming and how E-sports came to be. Let's about how a professional gamer trains and how it's similar to how a pro athletes trains.

Believe it or not that the training of a professional gamer and a professional athlete for a competitive tournament are quite similar. When training it's pretty obvious they need the necessary tools to improve their skills. The types of training they have to go through to improve their skills. Depending what kind of tournament there is whether it's solo or team base, they need

to be recruited. The way the scenario plays out whether it being a pro gamer or pro athlete they usually do these training and recruitment to have a successful career in gaming or sports.

To start off to becoming a pro gamer you need a top most desktop to play at ease without any problems. You can either buy a desktop straight up or build your desktop. It is preferable known for pro gamers to build your desktop because it is easier to upgrade and a little bit cheaper. The best desktop to buy or built is a having CPU: AMD Ryzen 7 1800x, Graphics: Nvidia GeForce GTX 1080 Ti, RAM: 64GB, Storage: 500GB SSD or 2TB HDD. With these specs you are will be able to run game you are training for at ease. This goes for an athlete too, they need the necessary equipment to train for their competition. Depending what kind of sport, example if you're going pro for baseball you need a bat, gloves, and baseball.

Now that you have the necessary equipment you can finally start your training. Going professional gamer will require you to play every single day. Using as an example for this scenario I will use League of Legends. A typical professional League of Legends player practices for a minimum of 50 hours per week and most play the game far. Going pro in League of Legends require insane extensive game knowledge and elite mechanical skills and reflexes to compete. Since League of Legends is a team base game, it wise to practice with each other prefect the synergy with each other. Then when you play alone, you can improve skills on fast reacting to a follow up attack with a random player you don't know. Recording your gameplay is a good way to see your mistakes to improve. Reviewing replays with your team will also allow new strategies. If you want to become really good, you can follow how professional Koreans train themselves. By almost sleeping everyday only four hours a night and practice between 12 and 14 hours per day. Remember that practice is everything to make improvement. Same goes for a pro athlete, you can't get better if you don't practice right?

Once you feel like you can get your big shot, you have to find a team or a sponsorship. Best way to show off your skills are in small tournaments, but go to the ones that you know have sponsors or a team looking for recruitment. Once you find your team or sponsor, it is wise to keep practicing till the day of the competition. Once you're at this state of your gaming career, most pros do streaming to earn a little more cash if they don't happen to win in the competition. Most used and popular streaming website you can use is Twitch.com to start your stream, and you will be your way to a professional gamer. Now that you know the history of gaming and the ways to become a professional gamer. Let me elaborate more on why video games should be deemed a sport.

The defining words that characterizes what is a sport is fading. With the recent events going around the world such as a field game to a sanctioned gaming tournament, people are beginning to challenge what is to be considered a sport. The athleticism, aesthetics and format of athletic sports and gaming, proud to say esports, is distinct from each other but not similarly too far apart. If individuals were to look beyond the rooted traditional view and into the complexity of modern society, gaming deserves the right to be legally deemed a place in the sports world.

Number 1 reason why people discredit gaming as a sport is because there is no physical activity, athleticism. While this is percepted to be true to an extent, this point is definitely arguable. There are many athletic sports that don't require much physical activity, and yet, they are deemed the title of sport hood. A few examples include, bowling, billiards, darts, golf and chess. These sports don't require the peak of physical activity like how basketball or soccer, but they do require immense amount of concentration and talent. A game of billiards and darts require as they say, a good flick of the risk. A good player of golf delivers a premeditated swing. Chess, so to speak, doesn't demand a graceful movement of a piece or a show of prowess in hand

movements. Chess requires thinking and anticipatory thoughts on what the opponent's actions will be next. These nit-picky traits are all found in the eyes of a video gamer. The ability to react fast is not a simple feat. What so special about this is coordinating the minds reaction with bodily movements. The effortless activity of clicking a mouse or pressing a key is not the athleticism proneness to be highlighted similarly with physical sports. It is the training put into reacting and having the body respond almost effortlessly simultaneous with that reaction. In order to gain the quickest fastest times, games train their hand coordination similar to the flick of the risk in billiards and golf. Gamers train to make quick premeditated decisions like golf. And definitely games have trained their minds to strategize and achieve goals set forth by the virtual world.

Once a year, a stadium is filled with people watching forth a game put on between two teams. Fans are anxious take the autographs and acknowledge the participating teams. At the side, the coaches are eyeing both teams, strategizing, thinking and carefully watching. Other than the coaches, individuals, referees are there to assist the player of a time of difficulty or unfair play. This scenario is no Basketball tournament, nor is it football or soccer. This is the scene of a major esports tournament. In a national game event, both esport and physical sport events have a stage filled with people anxiously watching. They both get their fair share of fans or patrons. Also both esports and physical sports competition deliver that vibe of rivalry. Whether it be from the team or its coaches, the tense feeling of competition lingers. Another thing to note is that both games involve a huge deal of money for the victor. An individual athlete that is part of the winning team of the Super bowl may get a gross addition of one hundred and twenty thousand to their earnings. Along with that comes the title and the glory. Esports players on the other hand, though may not have that immense pot of winning, currently, the pot of winnings is indeed growing. Competitive tournament video games such as League of Legends and Dota have prize

pools that sum to more than a million or two. These games are still growing and who is to say that the prize pool has a capped limit.

Other than the aesthetics and athleticism, the two hold formats that a distinct and perceptively different but when given close though, they are that far apart. One example of this paradox is that both deal with teams and competition. The athletes aren't physically identical so to say to one of a gamer. However, aren't all athletes body types varying when put into sense of the physical sport they play? An American Football player has a big bulky build. In the other hand a soccer player would be a thin and amble appearance. The basketball player may have a big bulky build or a thin build but the players tend to be taller. So who is to say that the physical appearance of an esport player is any different? Other than the players themselves, they both have coaches. The coaches aren't different. They serve their purpose and they assist the team. Last but not least, the mechanic or ideal of competition exists still. Regardless of what sport or video game being played, there is an end goal. There is an object the team has to achieve while pitted against the opposing team that is trying to also achieve their goals and deal with the opposition.

Does these information make you reconsider that video games should be a sport or not a waste of time? Video games gives people a chance to have a fortunate life when all ends fails in their life. Following the steps to becoming a professional gamer will give you that opportunity. Buying or building that desktop and practice and practice will make you into a professional gamer. A pro gamer and a pro athlete are very similar to the necessary equip they need, training they go through, and recruitment system. The way the think during the completion to the way they react to the scenario they are in. These concepts are key factors to why video games should be considered a sport.

Citation

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Persuasive Essay

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Feb. 28, 2018

<center>Position of video games in today's sports</center>

It is safe to say that most of all enthusiastic sports fan or athletes will agree that video games are not a sport or have no clue know what video games are. But when thinking about it, competitive gaming and competitive stand sports side by side. A person may find similarities between the two. Both deal with the need of a set of skills and unwavering focus. Even though physical activity is an arguable difference, it does not excuse the fact that video games show a little need for effort of physical exertion. According to Merriam's Dictionary, a sport is, "an activity involving physical exertion and skill in which an individual or team competes against another or others for entertainment." Competitive gaming should be known as a sport due to the unique qualities it expresses towards physical exertion, ideology, and professionalism.

Main reason why most people think video games is not a sport is due to the lack of physical activity. People need to come look at what physical exertion really denotes. There other activities that they consider a sport but use less physical exertion when compared to others, such as darting, poker, bowling, and chess. These sports are not like your ideal sport, baseball or football. One thing I can say is that both do require practice to get better and hone their skills. They both require immense amount concentration and talent advancing. There are criticism with an athletes appearance and how the typical athletic appearance of a video gamer does not mirror

the essence of sports. That is not true, there are a variety of body types in competitive gaming tournaments and also there are a variety of body types in ideal sports that differ based on the need.

People need to learn how to see it from a different perspective rather than just judging right away without learning or experiencing. It is very similar when it comes to the gameplay of both sides. Both have an objective and that is to win against the other opponent who is trying to win also. We know that the opponents are not just going to give the opposing side the win, they have a strategy. This is where synergy, teamwork, skills and hard work from practices comes into play. By instincts both team will show counter plays against the strategy. Though there is not much of a physical exertion, both require quick mentality and exhibition of skill.

People tend to say that pursuing a professional gaming career is a waste of time and you should not go for it. Little did they know that they are horribly mistaken. An example is League of Legends, a multiplayer online battle arena. They held a 2017 world championship in China, with the winning team getting $2.7 million. There are multiple community tournaments and those go for $5,000 to $10,000. Is professional gaming a waste of time? If it can get huge amount of money. However, just like in the major league sports, you have to be in the high ranks to be making and hitting these numbers.

The world is changing. It's a possibility that video games will become worldly accepted as a sport. Not only have sports required physical activity but also complex thinking and strategy. Video games are everywhere around the world and it will be known as a sport when the fan base grows and start realizing how much fun video games are.

Process Essay

Phillip Babauta

4-21-18

EN101-ON01

Ms. Bunt-Anderson

How to win games in League of Legends

League of Legends is a multiplayer online battle arena or in short the acronym MOBA. People play online with others around the world. The gameplay of the League of Legends goes by a 5 v 5 team against each other. You are put into a 3 lane or segmented map with jungles between the lanes or segments. There are certain roles you can play at which is top lane, mid lane, bottom lane, or jungle. The main objective of the game is to destroy the enemy's nexus or base. However, the enemy team won't allow you to destroy their nexus that easy. Here are few steps players take to get that win.

At the start of the game, you are put into a pre-game screen called champ select. In the area a person calls a lane or a segment in the map to maintain, along with that a role they wish to

play for the team. After choosing a role, they then choose a champion or an avatar. Once both teams are done selecting with in a time frame of a minute, they leave champ select and their virtual characters enter the battlefield. Once in the battle field, the players move their avatar to the location they choose in champ select. In the lane there will be minions or soldiers a player has to kill, by killing these soldiers they give gold that a player can use buy better items in the store. The beginning where avatars are attacking the soldier's to gain experience and gold is called farming. However, while doing this you are also put up against other live player's avatar. Killing the enemy champion or avatar gives you more gold than the soldiers but of course it is harder to kill because the enemy champion because they are also aiming to do the same to your avatar.

Before engaging a enemy champion you have check your opponent's items and stats if they are better than yours. That lets you know that the opponent is tougher to kill and might not be a good chose to fight against. Keep farming to be on their level or try to level up higher than them. Another way approach a tough enemy is strategizing with your teammates. By doing this a fight turns into a two versus one fight. When fighting a enemy champion you given certain spells depending on what champion you chose. During the fight it would be wise to try to dodge their attacks and spells to take less damage. Strategies you can take notice of is using your soldiers to fight with you, or luring them to one of teammates. Killing a enemy champion puts them on a respawn time during this time they have to wait for their timer to respawn back. Dying each time increases the timer causing them to wait longer. Which is a perfect opportunity to clear lanes to reach their nexus. This is important for while there on a respawn time, they are voided from farming or getting objectives.

Lets not forget that this is a team base game, there will be team fights which is the biggest game changer. If you win the team fight, you practically win the game or get a huge advantage depending how long the game been going on. What to think about if you know there's going to be a team fight, is try to spot the damage dealers and focus on them. If you can get rid of them fast you win the fight because you have better damage output than them. Once your team wins the team fight that gives the perfect opportunity to push one lane fast and head towards your main objective to destroy the enemy's nexus and win the game.

All it takes is practice and practice to get used it and learn more strategies. Having control in your lane and be aware of the map to see if you're going to be ambushed from enemy's teammates. Remember teamwork is key to winning in this game. Communicate and strategize to overcome the enemy and make them mad at each other. Stay positive even though your teammates are arguing with you. They will eventually stop and actually start helping the team out. Follow these steps and advices and you can win many games in League of Legends.

Cause and effect Essay

CNMI Childbirth

Childbirth is a painful moment of a woman to go through but also, the most beautiful moment at the end the pain. Bringing another human being to this world and taking care that human being upholds a huge responsibility. You have to give lots of love and care to ensure that that baby is safe, nurtured properly, staying healthy, and while giving the best education. Some issues with childbirth in the CNMI is teen pregnancy mostly in high school level. It's weird how we don't have a sex education to spread awareness to these teens of the responsibility that they have to carry. Another issue is how foreigners take advantage of being born here to be a U.S citizen. Childbirth has a huge responsibility and some people either take advantage of it or are just careless.

I feel like teen pregnancy is huge problem in CNMI due to lack of knowledge of sex education and carelessness. We should have sex education in our high schools because that's usually the time teens become active. The risk factors of the teen pregnancy is that they won't have time for their education, might have health risk, child might be born premature, and financial issues. Letting these teens know about the responsibility is the key factor to educating them know not to get pregnant.

The advantage of being born here is that you are born a U.S citizen till your 21 years old and foreigners take advantage of this mostly Chinese people. A lot of Chinese people usually just come to Saipan, give birth, and then go back to china. Which I don't have a problem with but just the fact they are just coming here for that only is irritating.

In conclusion childbirth is important and a huge responsibility to carry upon, but sucks that there are people who are just careless and don't even care about the baby. We need to give

awareness to these teens and foreigners need to at least spend money here if they just going to give birth here.