

Candidate 1 evidence

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
①	
	<ul style="list-style-type: none"> the writer would rather do their job occupation on an app rather than in real life
	<ul style="list-style-type: none"> they found it was satisfying to benefit those who ordered food but did really not enjoy doing this with real people because she found it difficult
	<ul style="list-style-type: none"> she would leave her job quickly to go do the same thing online
②	
	<ul style="list-style-type: none"> "slipped into the uncertain world" of freelance work
	<ul style="list-style-type: none"> the word choice of "uncertain" shows that once the writer lost their job they had no official plans
	<ul style="list-style-type: none"> everything was not 100% which can be negative and take a terrible toll on their finance
	<ul style="list-style-type: none"> "staring out of the window at pigeons"
	<ul style="list-style-type: none"> this word choice shows the negative effects of the writer losing their job as they had so much free-time but nothing to do it highlights a very unhealthy boring life staring at pigeons which could impact mental health.
③	
	<ul style="list-style-type: none"> it allows people to be in charge of peoples lives even though it is animated it gives off the same effect
	<ul style="list-style-type: none"> you could create sims of your least favourite people and punish them for revenge
	<ul style="list-style-type: none"> you it lets people turn they're relationship life

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	into a reality and experience love
	• it created a get away from the troubles of life, took your mind elsewhere
	• it was hard to stop playing, once you start you cannot get away
	• the game felt slightly mischievous and allows people to turn dream to reality
	• people can be creative and make places to live
④	"its close-to-real-life-ness" links forward to "you pay bills"
	• this is a real life task that people have to carry out in both sims and real life, begins to talk about real life-ness links forward to a task that is part of real life in sims
	• "the game's appeal" links back to "beautiful"
	• this is talking about how it appeals to people and links back to why it appeals to people because it is beautiful.
⑤	this means that the writer had reached their highest point (peak) of putting things off (procastination)
	• sims is away way for people to avoid

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	doing the hard-ships of life and just spend all of their time on the app
⑥	<p>"my worries floated away"</p> <ul style="list-style-type: none">• this is a metaphor as when she played the game her worries did not literally float away but the game allowed her to take her mind off of things that were bothering her the most making her stress free, it is almost as if the game acted like therapy during this difficult time• "it excited me"• the word choice of excited shows that during this difficult time laundry allowed her to feel a positive emotion and look forward to the effect of having nice fresh clothes
⑦	<p>"precious video games"</p> <ul style="list-style-type: none">• the word choice of "precious" shows that the video games should be treasured and taken care of because they provide no stress to people• "ultimate escapism"• this word choice shows that some video games allow people to get away from stress and worries as they do not impact mental health

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	<p>they provide an animated world that people can imagine they are in</p> <ul style="list-style-type: none">• "most relaxing games"• word choice of "relaxing" shows the games act as therapy to distress those who are playing them they can totally calm people down rather than cause anxiety
8	<p>they give an escape and let people be punished mentally for their wrong doings</p> <ul style="list-style-type: none">• they are not unbeneficial• gam video-games let people find out more about the underlying meanings of life• lets people experience caring for someone and them passing away• lets people visit exotic countries that they would never have the opportunity to do so in real-life• lets those grow and become a better person• all of these outstanding tasks can be carried out in the safe place of where you live which is very convenient

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9	<p>"with some laundry thrown in for good measure"</p> <ul style="list-style-type: none"> this refers back to "I became obsessed with laundry" this is because she loves to do laundry she had to add it in and it is effective on emphasising how much she is obsessed with it "work feels manageable" this relates back to "calm games that present you with manageable, gratifying tasks and puzzles" to show that both gaming and work can be managed this is effective
1	<p>in the game Diner Dash she enjoyed that ^{the} harder it got each time but she found it too difficult in real life.</p>
2	<p>"acute anxiety"</p> <ul style="list-style-type: none"> this is an alliteration which shows that once she lost her job her mental health went down hill creating a negative impression
3	<p>allows people to be in charge, creative and do things they would never be able to do in real life</p>

Candidate 2 evidence

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
1.	<p>The writer spent a lot of their time doing the same tasks in real life. In real life, the writer thought the job was difficult and not enjoyable.</p>
2.	<ul style="list-style-type: none"> - "worry" word choice - The writer was scared of what her life was coming to. - "anxiety" word choice - The writer was nervous of what she was going to accomplish in life.
3.	<ul style="list-style-type: none"> - You could become a different person. - You could make yourself appear look however you wanted. - You could launch people you didn't like into holes filled with water - You could make attractive people kiss someone who had the same name as you. - You could make ^{a person} someone in the game have similar features of someone you know and stop them from being in love.

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3.	- You had created the world so it was like heaven for you.
4.	<p>- "Appeal"</p> <p>- This links back to the previous paragraph where the writer talks about what she liked about the game.</p> <p>- "close-to-real-life-ness"</p> <p>- This links forward to the rest of the rest of the paragraph where the writer talks about how similar the game is to life in the real world.</p>
5.	The writer is saying that they had been doing anything other than what they were meant to be doing. The writer is also saying that they had reached the highest point of that. can
6.	<p>- "achievable" word choice</p> <p>- The writer was doing laundry because they felt that this was something they could realistically accomplish.</p> <p>- "disappeared" word choice</p> <p>- The writer was doing playing Sims because</p>

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6.	it helped her forget what was going on in real life.
7.	<ul style="list-style-type: none"> - "distraction" - This shows games coming out now are created to make you forget about what's going on in the outside world. - "manageable". - This shows that in the games, tasks that are being set are achievable which means you are more likely to feel good about yourself because you are more likely to complete the task.
8.	<ul style="list-style-type: none"> - You are always the main character - You are always taking part in activities - Helps you to understand what being a ^{person} human is. - You can go to the areas which you would never get to visit in real life. - You can do everything inside your house
9.	- "with some bundry thrown in for good measure."

ENTER NUMBER OF QUESTION		DO NOT WRITE IN THIS MARGIN
	- This is an effective conclusion as it is	
	humourous, which means most people will	
	finish reading with a smile on their face.	
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	XXXXXXXXXX	

Candidate 3 evidence

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
1.	<p>• She already worked at a little cafe but didn't enjoy it but enjoyed playing a video phone game that was a overcrowded the food place.</p> <p>• Diner Dash is the least real game and had multiple levels.</p>
2.	<p>✓ - Word choice</p> <p>Q - "Uncertain"</p> <p>E - This shows that she isn't sure about going into the world with no job.</p>
	<p>✓ - Short sentence</p> <p>Q - "Howw, feeling of worry"</p> <p>E - This shows that she is feeling empty and anxious that nothing can trap distract her.</p>
3.	<p>• she ^{she} can ^{you} can create an attractive sim and allow ^{make} him to peck lock lips with an very awesome, posh sim that had the same name as her.</p> <p>• she ^{you} can create a very well known girl and stop her from being in with a relationship.</p>

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3	<ul style="list-style-type: none"> • She^{You} can chuck people she hates that teaches teaches in a big heap of water. • She^{You} can overtake the whole game and do whatever you would like. • You can get very attached to it.
4	<p>"You pay bills" links forward to "its close to real life ness" as in real life you have to pay bills.</p>
5	<p>The writer means that she has met the time limited which means she can't continue.</p>
6	<p>T - word choice A - "achievable goal" E - the helped doing the laundry helped her as when she got the stains out of a really well done finish of wash she would complete her achievement.</p>
	<p>T - word choice A - "floated away". E - This shows that when she is</p>

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	playing the game and of her anxious thought go away.
7.	X - word choice
	Q - "manageable"
	E - This shows that new games will be easier for people to play without getting frustrated as the game being too difficult.
	X - word choice
	Q - "distraction"
	E - This shows that games will now get you distracted and no you can focus on it without being annoyed by other people.
8.	• They put you right in the middle of the game.
	• you're the the person playing the game instead of the person watching it.
	• Helps find the reasons to be human, finds the reasons for relationships and death.
	• lets us explore amazing other ^{other} ways ^{ways} cources

ENTER NUMBER OF QUESTION	DO NOT WRITE IN THIS MARGIN
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9.	

8. Excites you when you finish another
level which you have been trying to
finish. So you're proud of yourself
when you finish it.

9. Just as how addicted she was playing
playing the sums.
So too she can now manage her ^{job} work