Writing samples - introductions

Examine and compare the following writing samples, which are introduction sections from university essays (first-year graduate students) by Korean writers at an American university. Evaluate the quality of these essay introductions, and point out stylistic problems that you see. In what ways do some of the Korean samples differ from standard English academic writing?

1. [no title]

This paper is written based on the change of architectural theory after Industrial Revolution. Industrial Revolution makes many changes in architecture theory and technology as in other fields. Many theories and technologies in architecture are produced and is adopted to contemporary architecture. However, some architects insist to maintain their traditional method to approach the building design and some progressive architects argue to adopt new method to build the building. So I will mention the conflict between tradition and progress in first chapter, in second chapter, I will write the transparency in architecture related to painting skill, and finally, I will show the critical regionalism in architecture. Every field will be developed and changed along with time. The ethic and custom in human society are also changed as time passes through. My opinion is that we have to maintain the neutral position in the change of architecture. Everyone does not support bias thinking and we have to think of the diversity in everything. These items lead me to think of diversity in architecture, and make me think wider.

The conflict between tradition and progress

The conflict between the tradition and the progress is continuing from the past to today and will be continued in the future. There is also no exception for the architecture. Modern technology and science are developed in a fright speed and these achievements of the western civilization make a traditional society and an ethic system change much. Many people in various fields of such society are trying to define their characters anew and architecture is also trying to find their role and is oscillating in the many trends. Progressive architects believe in the techno-scientific future that could make us do what we cannot do now. Conservative architects believe that a return to the past can bring us back the lost value and the third group concentrates on the internal order of architecture independent of outside world. We cannot ignore both tradition and progress. There are many examples that show us the conflict between tradition and progress.
2. Low pressure synthesis of diamond on graphite, Si and Fe substrate: Approached by Charged Cluster Model

The effect of substrate on low-pressure synthesis of diamond was investigated. Diamond was deposited on graphite, Si and Fe substrates by hot filament CVD. We could find etching of graphite with simultaneous deposition of diamond on graphite substrate, deposition of diamond on Si substrate, and rapid deposition of graphite on Fe substrate. Growth mechanism by atomic unit or atomic hydrogen hypothesis could not explain the rapid growth and powder like shape of graphite deposition on Fe substrate, and diamond deposition with simultaneous etching of graphite on graphite substrate. But, based on the charged cluster model of which the growth unit is cluster, we could successfully explain it without thermodynamic paradox.

3. Integration of Game Attributes into Travel Decision-Aid Systems

Introduction

The emergence of technology such as the Internet has changed not only the way of communication and information searching procedure, but also the nature of the tourism marketplace. Recent research on travel information search process has emphasized hedonic needs, in addition to functional needs, as a driving force of travel information search (Vogt and Fesenmaier, 1998; Hirschman and Holbrook, 1982; Bloch et al, 1986). In this sense, how to make the information search process fun while providing demanded information is a challenge for researchers and system developers. Computer games have long been one of the most significant beneficiary fields of the ever-developing computer technology. Computer games, like play and other types of games, are known to be a response to the needs for entertainment, compensation, and/or escape from reality and are more oriented toward hedonic needs than functional needs (Brougere, 1999). This study is motivated by the expectation that game attributes, which enables the user to deeply involve in the process, would provide valuable guidelines for developing a more effective Travel Decision-aid System (TDAS). The concept of ‘flow’ which was originally introduced by Csikszentmihalyi (1975) is used to incorporate gaming processes and information search processes into Travel Decision-aid Systems. The following discusses the characteristics of travel information search process and game attributes, an integrated model will be proposed and three propositions are suggested to highlight the importance of game attributes and flow experience for designing Travel Decision-aid Systems. Guidelines for design will be suggested in the last section.