Genre/Audience Analysis

My digital design writing project is going to be a blog post talking about the ins and out of the airsoft series known as "MilsimWest". The primary mode of communication will be visual, as the viewers will be reading my blog post. I will not be using any other sorts of communication as it will not fit with the tone of my article.

The first example that showcases MSW is this documentary made by Vice.

https://www.youtube.com/watch?v=OV-Ds-6Lm8s . This documentary goes into great detail talking about the ins and outs of MSW, including some of the information that I will be including inside of my blog. In this video, they use linguistic and gestural modes of communication to get their point across. Throughout the video they also change their tones to include aural communication as well, as the host changes her opinion on MSW a lot throughout the video. The entire video is non stop talking to assist the audience understand what they are watching and or talking about. Facial expressions from the players and the staff are always present, so it assists the audience once again.

The next example that showcases MSW in a documentary style is a video showcasing some of the rules at MSW. <u>https://www.youtube.com/watch?v=JicSJoOIiZ8</u>. This is a popular content creator in the MSW community that creates guides that people can watch and or follow along with. The rules of "blank fire" are shown in this video, which is another example that can help the audience understand.