Write about the time you encountered a technology related problem or limitation and how you dealt with it. Include details such as:
- when/how the problem/limitation made itself felt
- how you analyzed/troubleshooted it
- what were the possible solutions, how you found these
- how you arrived at the final solution
- Is the solution working to your satisfaction
- what you predict about the solution/problem - is it a permanent fix?

Be sure to describe your feelings and thoughts at each step. As you write, aim for some balance between educating the reader with technical details and sharing how it felt to deal with and fix such a limitation.

- Disconnected from Wii U game because of slow upload speed
- Compared speed with a computer, realized that Wii U's Wi-Fi signal was weak
- Weak signal added to our slow upload speed to cause disconnections
- Game has consequences for disconnecting - whether it's the player's connection or a server problem
- Looked online and realized that wired connection is a reliable solution (solves Wii U's weak Wi-Fi signal)
- No ethernet port on Wii U, needed a USB lan adapter
- Tried a LAN adapter made for PC, it didn't work on Wii U
- Wii U had an original adapter (typical Nintendo)
- Ordered the adapter along with a long cable
- Hooked it up, no disconnection errors since

You give a clear detail of events. What I'm wondering, though, is if you think the solution is a permanent fix. From your notes, my understanding is that you solved the problem by connecting the Wii U to an ethernet cable. Does this create an potential problems? Is the cable and/or the Wii U's connection to the modem an issue in any way? Could it be a problem ever?

Also, as you work on the notes, be sure to include your feelings in addition to your thoughts at each stage. Were you ever frustrated with it? Were you disappointed when the LAN adapter for the PC didn't work? Were you proud when you finally solved the issue?

- Disconnecting from Wii U game because of slow upload speed
- Unfortunately we couldn't upgrade our Internet speed and we needed another solution
- Compared speed with a computer, realized that Wii U's Wi-Fi signal was weak
- Weak signal added to our slow upload speed to cause disconnections
- Game has consequences for disconnecting - whether it's the player's connection or a server problem
- Determined to fix this problem, I tried looking for solutions
- Looked online and realized that wired connection is a reliable solution (solves Wii U's weak Wi-Fi signal)
- I was excited to try out a wired connection because I had always used Wi-Fi and I liked trying new technology
- No ethernet port on Wii U, needed a USB lan adapter. I hoped that newer consoles would include a built-in ethernet port
- Tried a LAN adapter made for PC, it didn't work on Wii U
- Wii U had an original adapter - typical Nintendo, the charger was also a different one
- Ordered the adapter along with a long cable
- Hooked it up, no disconnection errors since
- The wire had to go through a hallway, but we adjusted it to the side

Now that you have the notes you need, do you think you can start the writing?

Christopher Lux
8:17 AM Jun 7
Resolve

You might add some final thoughts regarding how you felt afterwards. However, you can do this during the writing process, if you'd like.

Tired after a night of gaming, I gave up trying to win. I couldn't figure out what was wrong with the internet. The Splatoon game was giving me disconnection error after disconnection error. It didn't help that a disconnection counts as a forfeit in this particular game. Then I tried doing a speed test, and realized the problem. The upload speed was lower than usual. It had dropped quite a bit from the last speed test, but it didn't look so bad that it would corrupt the online connection.

Being the person I am, I didn't let the problem slide and looked online for solutions. I found out that the Wi-Fi signal of the Wii U console was quite weak compared to other devices. This weak signal added to the slower upload speed to cause disconnections from the game.

I found that a solution to this was to use a wired Ethernet connection instead of Wi-Fi. This would solve the problem of the Wii U's weak signal. I was excited to try it, not only because it would solve the connection problem, but I'd always used Wi-Fi and wanted to experience a new type of connection. I always enjoyed trying new technology.

Now the new problem was that the Wii U didn't have a port for the Ethernet cable. It only contained four USB ports. But I thought I knew a solution to that - we had a USB to Ethernet adapter that we never used lying in our collection of cables. I tried out the adapter with an Ethernet cable. Unfortunately, the Wii U didn't seem to recognize the adapter and didn't let me set up the connection. After more online research, I found out that the Wii U will only work with its own Ethernet adapter made by Nintendo. I should have expected that, since the controllers' chargers all have an original connector. I guess Nintendo likes being different.

So my dad and I ordered Nintendo's adapter along with a long Ethernet cable. We didn't actually have any long cables because we had always used Wi-Fi. After a few days of waiting, the items delivered and I ran to hook it up to the Wii U. The connection setup took under a minute, and I was satisfied to find out that I didn't disconnect from the game again. In fact, the movements of the players in the game even seemed more fluid and smooth than before. It seemed like the wired connection made improvements to normal gameplay as well as fixing the connection. Blown away, I tried connecting the long cable to my computer, and found that it could even improve the connection of a fast computer with a decent Wi-Fi signal.

We never could fix the actual upload speed drop, but I was happy enough that we found a workaround. The long cable had to go through a hallway, but cables are bendable so we easily adjusted it to the side next to the wall. We got used to seeing it after a few days of walking through the hallway. This has probably been my favorite learning experience related to technology.

Tired after a night of gaming on my Wii U, I gave up trying to win. I couldn't figure out what was wrong with the internet. The Splatoon game was giving me disconnection error after disconnection error. It didn't help that a disconnection counts as a forfeit in this particular game. Then I tried doing a speed test, and realized the problem. The upload speed was lower than usual. It had dropped quite a bit from the last speed test, but it didn't look so bad that it would corrupt the online connection.

Being the person I am, I didn't let the problem slide and I looked online for solutions. I found out that the Wi-Fi signal of the Wii U console was quite weak compared to other devices. This weak signal added to the slower upload speed that cause disconnections from the game.

I found that a solution to this was to use a wired Ethernet connection instead of Wi-Fi. This would solve the problem of the Wii U's weak signal, because Wi-Fi is a wireless connection, and with a wired connection there is no wireless communication. This way, the Wii U's weak wireless signal would not have to be used. I was excited to try it, not only because it would solve the connection problem, but I'd always used Wi-Fi and wanted to experience a new type of connection. I always enjoyed trying new technology.

Now the new problem was that the Wii U didn't have a port for the Ethernet cable. It only contained four USB ports. But I thought I knew a solution to that - we had a USB-to-Ethernet adapter that we never used lying in our collection of cables. I tried out the adapter with an Ethernet cable. Unfortunately, the Wii U didn't seem to recognize the adapter and didn't let me set up the connection. After more online research, I found out that the Wii U will only work with its own Ethernet adapter made by Nintendo. I should have expected that, since the controllers' chargers all have an original connector. I guess Nintendo makes their products different to increase profit.

So my dad and I ordered Nintendo's adapter. Because we had always used Wi-Fi and didn't have any long cables, we also ordered a long Ethernet cable. After a few days of waiting, the items were delivered and I ran to hook it up to the Wii U. The connection setup took under a minute, and I was satisfied to find out that I didn't disconnect from the game again. In fact, the movements of the players in the game even seemed more fluid and smooth than before. It seemed like the wired connection made improvements to normal gameplay as well as fixing the connection. Blown away, I tried connecting the long cable to my computer, and found that it could even improve the connection of a fast computer with a decent Wi-Fi signal.

Christopher Lux 8:11 AM Jun 9 — Resolve

You can combine these sentences with a colon. A colon is used to say "here is what I'm referring to." So, you say there is a problem, then you state the problem. You can introduce the problem (the slow upload speed) by using a colon in place of the period and not capitalizing "the."

Sam D 4:28 PM Jun 9

Marked as resolved

Sam D 4:28 PM Jun 9

Re-opened

Christopher Lux 8:11 AM Jun 9 — Resolve

Since you probably still enjoy trying new technology, you should have "enjoy" instead of "enjoyed."

Sam D 4:28 PM Jun 9

Marked as resolved

Sam D 4:28 PM Jun 9

Re-opened

We never could fix the actual upload speed drop, but I was happy enough that we found a workaround. The long cable had to go through a hallway, but cables are bendable so we easily adjusted it to the side next to the wall. We got used to seeing it after a few days of walking through the hallway. This has probably been my favorite learning experience related to technology because I learned about types of Internet connections while fixing a problem related to gaming.

Once you address the two comments I've made, I think this draft will look great. However, the words still have highlighting from where I made comments on the previous draft. Can you change the formatting for your final draft so that it looks "clean"?

Tired after a night of gaming on my Wii U, I gave up trying to win. I couldn't figure out what was wrong with the internet connection. The Splatoon game was giving me disconnection error after disconnection error. It didn't help that a disconnection counts as a forfeit in this particular game. Then I used a website to do an Internet speed test, and realized the problem: the upload speed was lower than usual. It had dropped quite a bit from the last speed test, but it didn't look so bad that it would corrupt the online connection.

Being the person I am, I didn't let the problem slide and I looked online for solutions. I found out that the Wi-Fi signal of the Wii U console was quite weak compared to other devices. This weak signal added to the slower upload speed that cause disconnections from the game.

I found that a solution to this was to use a wired Ethernet connection instead of Wi-Fi. This would solve the problem of the Wii U's weak signal, because Wi-Fi is a wireless connection, and with a wired connection there is no wireless communication. This way, the Wii U's weak wireless signal would not have to be used. I was excited to try it, not only because it would solve the connection problem, but I'd always used Wi-Fi and wanted to experience a new type of connection. I always enjoy trying new technology.

Now the new problem was that the Wii U didn't have a port for the Ethernet cable. It only contained four USB ports. But I thought I knew a solution to that - we had a USB-to-Ethernet adapter that we never used lying in our collection of cables. I tried out the adapter with an Ethernet cable. Unfortunately, the Wii U didn't seem to recognize the adapter and didn't let me set up the connection. After more online research, I found out that the Wii U will only work with its own Ethernet adapter made by Nintendo. I should have expected that, since the controllers' chargers all have an original connector. I guess Nintendo makes their products different to increase profit.

So my dad and I ordered Nintendo's adapter. Because we had always used Wi-Fi and didn't have any long cables, we also ordered a long Ethernet cable. After a few days of waiting, the items were delivered and I ran to hook it up to the Wii U. The connection setup took under a minute, and I was satisfied to find out that I didn't disconnect from the game again. In fact, the movements of the players in the game even seemed more fluid and smooth than before. It seemed like the wired connection made improvements to normal gameplay as well as fixing the connection. Blown away, I tried connecting the long cable to my computer, and found that it could even improve the connection of a fast computer with a decent Wi-Fi signal.

We could never actually fix the slower upload speed, but I was happy enough that we found a workaround. The long cable had to go through a hallway, but the cable was easily bendable so we adjusted it to the side next to the wall. We got used to seeing it after a few days of walking through the hallway. This has probably been my favorite learning experience related to technology because I learned about types of Internet connections while fixing a problem related to gaming.