
Research Requirement

No matter which topic you choose, you must include and analyze supporting evidence/quotations from at least four recent research articles as well as specific examples from life (websites, social media, experience, etc.).

The research sources can include interviews, books, articles from magazines, newspapers, journals, or books. Use the library’s electronic databases to find articles (Academic Search Complete, JSTOR, SocINDEX, etc.), and two of your research articles must come from a library database.

You may also use credible, academic internet websites (i.e., Google scholar or .edu) and national news sites, such as the New York Times, Los Angeles Times, and NPR.

___ Include examples from life in every supporting paragraph.
___ Include two quotations from the research articles in every supporting paragraph.
___ Remember to I C E: introduce, cite, and explain each quotation, example, or paraphrase.

Do not plagiarize (copy, borrow, steal, or buy someone else’s writing); if you do, you will receive zero points for this assignment and possibly fail the course.

Incorporating Research

• use a combination of research quotes & your own ideas / analysis / commentary
• DO NOT start or end a supporting ¶ with a quote

• Paragraph Structure
  - topic sentence
    - examples from life
    - 2 quotations from research [to back up your analysis]
  - conclusion / transition
    OR
  - topic sentence
    - 2 quotations from research [to set up your analysis]
    - examples from life
  - conclusion / transition
    OR
  - any combination of examples from life + 2 quotations from research

**original text from article:**

Yet it is not at all clear whether, over longer periods, such a habit increases the likelihood that a person will commit a violent crime, like murder, rape, or assault, much less a *Newtown*-like massacre. (Such calculated rampages are too rare to study in any rigorous way, researchers agree.)

“I don’t know that a psychological study can ever answer that question definitively,” said Michael R. Ward, an economist at the University of Texas, Arlington. “We are left to glean what we can from the data and research on video game use that we have.”

The research falls into three categories: short-term laboratory experiments; longer-term studies, often based in schools; and correlation studies — between playing time and aggression, for instance, or between video game sales and trends in violent crime.

**regular quotation**

Researchers use different techniques to study gaming and violence: “short-term laboratory experiments; longer-term studies, often based in schools; and correlation studies — between playing time and aggression, for instance, or between video game sales and trends in violent crime” (Carey). It is clear that these different techniques give an accurate understanding of the link, or actually the disconnect, between games and violence.

**paraphrase**

Researchers use lab tests as well as school studies; a third technique is to look at links between games and crime (Carey).
Some people who study video games and violence are not sure if there is a direct link between playing and committing crimes:

Yet it is not at all clear whether, over longer periods, such a habit increases the likelihood that a person will commit a violent crime, like murder, rape, or assault, much less a Newtown-like massacre. (Such calculated rampages are too rare to study in any rigorous way, researchers agree.) (Carey)

The “rampages” thankfully do not happen often enough to create clear patterns.

Researchers admit that they don’t have all the answers. One tells the New York Times, “‘I don’t know that a psychological study can ever answer that question definitively,’ said Michael R. Ward, an economist at the University of Texas, Arlington. ‘We are left to glean what we can from the data and research on video game use that we have’” (Carey). Ultimately, it seems that the link between gaming and violence is a guessing game, one that is almost as hard to win as the games themselves.
“Twitter and the Transformation of Democracy” by John Naughton

What is astonishing about Twitter is that in the seven years since it was founded as a side project to share messages among a group of friends, it has become the de facto newswire for the planet. And, unlike the recognised newswires (Reuters, AP etc.), it is available to everyone, which is why even governments sometimes now use it to release news before they give it to mainstream media.

[original text from The Guardian newspaper website]

Twitter has become increasingly useful for governments to send information to citizens, and “unlike the recognised newswires (Reuters, AP etc.), it is available to everyone, which is why even governments sometimes now use it to release news before they give it to mainstream media” (Naughton).

[exact words + quotation marks + citation = correct]

According to The Guardian newspaper, some governments send news directly to Twitter even before sending that information to regular news agencies (Naughton).

[paraphrase + correct citation = correct]

Twitter has become increasingly useful for governments to send information to citizens, and “unlike the recognised newswires (Reuters, AP etc.), it is available to everyone, which is why even governments sometimes now use it to release news before they give it to mainstream media” (Guardian.com).

[exact words + quotation marks + incorrect citation = wrong]
Twitter has become increasingly useful for governments to send information to citizens, and unlike the recognised newswires (Reuters, AP etc.), it is available to everyone, which is why even governments sometimes now use it to release news before they give it to mainstream media.

[exact words + no quotation marks + no citation = PLAGIARISM]

In the last seven years, it has become astonishing that some governments send news directly to Twitter even before sending that information to regular news agencies.

[paraphrase + no citation = PLAGIARISM]