

Example of research assignment essay

[Sociology](#), [Violence](#)



Research is one of the interesting features of any degree course as it offers you a measure of control and autonomy over what you learn. It gives you an opportunity to confirm, clarify, pursue or even discover new aspects of a subject or topic one is interested in. research normally undertaken are set to address specific questions and issues depending to the goal and methodology.

Before an entity realization, many attempts are undertaken to establish first the legibility of the entity, location, competitors, logistics, chain of distribution and the costs attached. Such act of analyzing existing knowledge helps investigation on the problems and formulates appropriate solutions to that phenomenon. Research is not neutral, but reflects a range of these elements will not only determine the subject of the research, but also influence once approach to it. It is important to consider in advance what approach you take a research. Research involves, field assessing, data collection, data analysis and data presentation. This paper therefore addresses research methodology and research designs in a wider picture. Research in common terms can be termed to a search for knowledge. Once can also define research as scientific investigation . Some person consider research as a movement, a movement from the known to unknown. We all possess the vital instinct of inquisitions for, inquisitiveness is the mother of all knowledge and the method, which operates employs for obtaining the knowledge of whatever the unknown, can be termed as research. It also comprises defining and redefining problems, formulating hypothesis or suggested solutions; and at last carefully testing the conclusion to determine whether they fit the formulating hypothesis

Q1

The abstract in this research piece talks about how the United States Supreme Court's reached while determining the effects with which violent video games had within the scientific world and whether there is need for more and higher quality research conducted. Accordingly, scholars have debated about the potential for violent games to have positive effects such as math ability. The research is about expanding previous research on Visuospatial cognition, aggression and math achievement for a sample size 333 48. 3 were male and 51. 7 were female, majority of them being Hispanic youth with a min age of 12. 76. The GPA of the 143 sample size were available and the 1 year-data on aggression of those youth. Results revealed that violent game exposure had neither long-term nor short term

Q2

The usage of secondary materials used in the introduction is equally important because in text referencing both a signpost and an acknowledgement. As a signpost, it signals the location of your source. As an acknowledgement, it reveals that you are indebted to that source.

A citation can appear in different formats: within the text (in-text citation) at the bottom of the footnotes, or at the end of the paper (endnotes). Different discipline use different formats. The mechanics of citing are complicated and vary in each format. You may find it almost useful to think about how citations function as a way for you as a writer to communicate with you reader. By using citations, you keep the reader always apprised of whose idea or words you are using at any given time in each sentence and a paragraph.

Citation is important because it is the basis of academics that is the pursuit of knowledge. That is taking what already known, established, or thought; they use their reasoning power to create new knowledge. In creating this knowledge, they must cite their source accurately for three main reasons. Source citing is important because the currency of academia is ideas. As a result, academics want to accumulate that currency; they want to get credit for their contribution. When a writer cites ideas or use secondary data, that writer honors those who initiated the ideas.

Keeping track of sources is important because, if you use someone else's idea without giving credit, you violate that person's ownership of the idea. To understand this violation, envision the following scenario; you and your friend are discussing some ideas from class during lunch one day, and you make what you consider a particularly insightful observation. During class discussion that afternoon, your friend brings up your observation but neglects to point out it was yours, not his. The professor beams and compliments your friend on his clear and insightful thinking. In such scenario, you likely feel that there something unfair about your friends implicit claim that your idea was his or her own. After all, you had been thinking about the idea, perhaps had devoted time to developing it, and you are not getting credit for it. Worse, someone else is. Those senses of violation you feel, the sense that something valuable stolen from you, suggests why failure to cite secondary source hurts another.

Keeping track of secondary sources is important because being able to trace the way ideas develop. Consider the scientist who looks at an experiment described in a new publication, and then decides to perform an experiment

to extend the results. At the same time, other scientific are planning experiments to test the finding, to contest the findings, to relate the finding to their own research: all of this second generation. Experiments owe their inspiration to the original idea. If another person reads one of the second-generation ideas, proper citation allows that person to explore the original publication to trace the way the idea has developed. In general, scholars must be able to trace how ideas develop in order to consider, think about, and test them accurately. Giving credit to the original source of ideas is the right thing to do, as well as the basis on which academia is built.

Q3

Given mixed results from previous studies and increasingly demands for higher quality research from both the government agencies and among scholars. The research seeks to determine both the positive and negative correlates of violent video game use in a sample of Hispanic majority youth. Generally, studies of video game violence on aggression and civic behaviors examined in a sub group of participants who volunteered for a perspective follow-up in Hispanic, been underrepresented. This study improves upon previous studies by employing well-validated clinical outcomes measures, controlling for potential confounding variables, and employing multiple respondents. Clinically validated measures of aggression, visuospatial cognition, and academic achievement employed in order to improve upon previous research designs. Data collected from both youths and parents and multivariate analyses employed to reduce the potential for spurious positive findings. Furthermore, we include developmental analysis of children across developmental age ranges.

Important points discussed is that several past studies have relied on incorrect methodology including incorrect outcomes due to failure to control some variables and respondents biases and as a way of correcting current article corrects the existing literature. Exposure to video game violence and particularly in the public, have been debated and been focused on the preconception that children and teens particularly impressionable to allegedly harmful media content. It is a fact that the notion of developmental vulnerability is implicit in much of the concern evidence for such vulnerability has remained absent.

The importance of identify research limitation is because it heightens the awareness of a researcher to social processes that can influence behavior. It also allows the researcher observe at first hand and get below the surface of particular situations at a future research articles.

It also alerts the reader to key weakness in the presented work. Identifying weaknesses is a first important step toward formulating new research questions. It may also help towards improving research methodology and the validity of the extrapolation of results. Given the attention directed to discussion of limitations.

Q5

The research on this matter had imitations. While doing prospective analysis, there was no infrastructure necessary aiding home visits to reassess the WRAT and KBIT, obviously there would be great value in longitudinal studding the effects of violent games on visuospatial cognition and academic achievement. However, the present study was unable to achieve this. Correlational and casual inferences need not be drawn from the results.

Several measures (civic behaviors and antisocial personality) had relatively low reliability and the potential remains that outcomes involving on the past efforts, nonetheless does not notice the nuance of game play and exposure to violent content. The current study designed to examine the direct exposure hypothesis, although future research employing more modernized measures of video game use and user experience.

Q6

The statement fully supported by the article; the article extended previous hypothesis and sought to walk the scholar's debate that potential for violent games to have positive effects such as on visuospatial cognition or math ability. The study was carried out using clinical outcome measures for relevant constructs, which generally been lacking in past research. The article records outlines on the research methodologies used and the finding from the field. This enable a quicker and efficient comparison between the actual findings from the field and the empirical data from the clinic, evidently by the video game administered questionnaire.

References

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