**ENGL 1302 BEAM Worksheet**

*Instructions*: Use this chart to help you map what information each of your peer reviewed journal articles provides you with in support of your position . Make sure to include proper citations with specific information that you quote or paraphrase from your sources in each category row.

| **Article Citation**  Patterns:  Last Name  Last Name and Last Name Last Name, et al**.** | **Background**  What materials / sources provide relevant  background information / facts for your paper? List those materials and provide quoted evidence as  examples next to those materials: | **Exhibits**  What materials provide specific examples / data to be interpreted for use in your paper? List those materials and provide  quoted evidence as  examples next to those materials: | **Arguments**  What sources / which  scholars provide  researched conclusions / reasons / evidence for use in your paper? Which  sources help set up  important debates / counter points that you need to address in your paper? List those sources and provide quoted evidence as  examples next to those references: | **Method / Theory**  What materials / sources provide methods of  research to ground your argument or provide a theoretical lens for your analysis / reasoning in your paper? List those materials and provide quoted  evidence as examples next to those materials: |
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| Evans, Michael A et al | Evans uses 61 articles to explore how video games affect the youth with learning and engagement. (98) | “Positive effects on engagement, which can increase probability of  mathematics proficiency, have been reported in the literature.”(98) | In conclusion they,”have strengthened our view that  technology in and of itself is not the solution to drawing  and maintaining student interest.”(104) | They used, “rigorous studies to determine the effects of video game play on learning, achievement, and  engagement. We include a description of our work developing educational games for middle school youth struggling to become algebra-ready.”(98) |
| Konijn, Elly A, Marije Nije Bijvank, and Brad J Bushman | Konijn uses 61 articles to explore the use of violent video games on adolescent boys. (1038) | “Adolescents are especially likely to look for role models to identify  with because they are in the process of developing their own  identities.”(1038) | The results, “show that identifying with violent video game characters makes  players more aggressive. Players were especially likely to identify with violent characters in realistic  games and with games they felt immersed in.”(1038) | They studied, “The hypothesis that violent video games are especially likely to increase aggression  when players identify with violent game characters.”(1038) |
| Anderson, C A A | Anderson uses 75 articles to see the thoughts, feelings and behavior of people. | “Violent video game effects on aggression-related variables. Study 1 found that real-life  violent video game play was positively related to aggressive behavior and delinquency.” (772) | In conclusion, “The effect of violent  video games appears to be cognitive in nature.” (788) | They researched, “laboratory exposure to a  graphically violent video game increased aggressive thoughts and behavior.” (772) |
| Anderson, Craig A. () | Anderson uses 90 articles to see how violent video games effects aggression, empathy, and prosocial  behavior in eastern and western Countries | “Meta-analytic procedures were used to test the effects of violent video games on aggressive behavior,  aggressive cognition, aggressive affect, physiological arousal, empathy/desensitization, and prosocial behav-  Ior.” (152) | In conclusion, “Exposure to violent video games was significantly  related to higher levels of aggressive cognition, regardless of  research design or conservativeness of analysis.” (164) | Anderson researched, “(a) more restrictive methodological quality inclusion  criteria than in past meta-analyses; (b) cross-cultural comparisons; (c) longitudinal studies for all outcomes  except physiological arousal; (d) conservative statistical controls; (e) multiple moderator analyses; and (f)  sensitivity analyses.”(152) |
| Gentile, Douglas A | Gentile uses 78 resources to see what type of effects video games have | “Video games are at the center of a debate over  what is helpful or harmful to children and adolescents,  and there is research to substantiate both sides.” (75) | In conclusion, “video games are ultimately harmful or  Beneficia.” (79) | They research,”that there are at least 5 dimensions  on which video games can affect players: the amount of  play, the content of play, the game context, the structure  of the game, and the mechanics of game play.”(75) |
| Tarakci, Devrim et al | Tarakci uses 38 articles to see if a game called “Nintendo Wii-Fit” helps children with mild cerebral palsy | “Impaired postural control is one of the important reasons for  difficulty in walking or reaching to hold something in children  diagnosed with cerebral palsy (CP).” (1044) | In conclusion, they saw how, “Four patients dropped out from the CG and four  patients dropped-out from the WiiG; a total of 30 patients  completed the study. The patients consisted of 12 diplegic type  CP, 14 patients with hemiplegic type CP, and four patients with  dyskinetic type.”(1044) | They studied with people, “involved 30 ambulatory pediatric patients (aged 5–18 years) with CP.  Participants were randomized to either conventional balance training (control group) or to Wii-Fit balance-based video  games training (Wii group).” (1044) |
| Weis, Robert, and Brittany C Cerankosky | Weis uses 30 articles to see how video games affect young boys and their school education. | “Boys who received the system immediately spent more time  playing video games and less time engaged in after-school academic activities than comparison children.” (463) | Results in the conclusion, “video-game ownership was not associated  with increased behavior problems among boys. It is likely that  boys in the experimental condition were exposed to at least  moderate levels of video-game violence.” (469) | They used, “experimental evidence that video games may displace after-school activities that have educational  value and may interfere with the development of reading and writing skills in some children.” (463) |
| Suleiman‐Martos, Nora et al | Suleiman uses 73 articles, “to analyse the effects of active video games on physical function in independent community-dwelling older adults.”(1228) | “Older adults usually perform little physical activity. In consequence, research -ers have increasingly considered alternatives to traditional forms of exercise.”(1228) | In conclusion, “Physical exercise from participation in active video games has beneficial effects on two clinical parameters (Gait speed and Timed up-and- go) in independent community-dwelling older adults.” (1228) | They studied using, “22 randomized controlled trials with a total of 1208 participants (all ≥55 years old). In our meta-analyses, the effects produced by playing the active video games (mean differences).”(1228) |
| Greitemeyer, Tobias, and Christopher Cox | Greitemeyer uses 26 articles to see if playing cooperative games helps with cooperative behavior. | “Playing a team-player video game in which players work together as teammates and  assist each other in achieving a common goal increases cooperative behavior toward a new partner.”(224) | “The present findings provide encouraging evidence for the  idea that cooperatively playing a neutral video game increases  subsequent cooperative behavior in a mixed-motive decision  dilemma.”(225) | They studied using, “experimental conditions, the effect on cooperative  behavior can only be accounted for by the different way the game was played.”(224) |
| FERGUSON, Christopher John | Furguson uses 23 articles to see the positive and negative effects of violent video games. | “Video game violence has become a highly politicized issue for  scientists and the general public.”(309) | Results show, “the current analysis did not support the conclusion  that violent video game playing leads to aggressive behavior.”(309) | They used, “A detailed literature search was used to identify peer-reviewed  articles addressing violent video game effects. Effect sizes r (a common measure of effect  size based on the correlation coefficient) were calculated for all included studies.”(309) |

Works Cited

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