COMP: Enhancement (Year 1)

1: Library Resources

#### These slides are online...

On the "BSc Computing for Games Course Page", under "COMP Enhancement (Year 1)"

#### Learning objectives

By the end of this session, you should be able to:

- Explain what constitutes a "scholarly source";
- Determine whether a given source is appropriate to use in academic work;
- Use physical and electronic library resources to access scholarly sources;
- Write correctly formatted references in IEEE format

# Scholarly literature

# Scholarly work

- ► What is a "scholarly" work? How do we know if something is scholarly?
- ▶ **Discuss** in groups of 2–4

#### Pyramid of sources

Scholarly journals and conference proceedings Scholarly books and book chapters Masters and PhD theses Government documents, trade books and white papers Specialised magazines re-print papers (e.g. arXiv) General interest books, magazines and newspapers General encyclopædias Websites, blogs, Wikipedia Online discussion boards, personal communications

#### Appropriateness of sources

It is important to question the **appropriateness** of sources you use in academic work

- Validity: Are claims based upon a correct interpretation of the evidence?
- Rigor: Was the method of collecting evidence appropriate to ensure comprehensive coverage while also avoiding bias?

#### Appropriateness of sources

- Reliability: has the claim been replicated, or at least reviewed, by other academics?
- Authoritativeness: do we know who the author is? Does the author have enough experience in the field to present a fair and balanced argument?
- Venue: Is the publisher reputable and free of undue editorial influences?

#### Appropriateness of sources

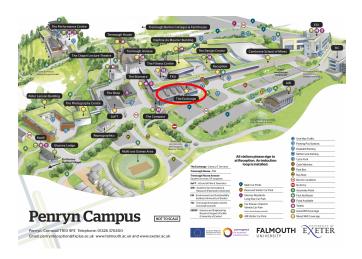
There are of course exceptions where sources are presented as **artefacts** and/or **archives**:

- Citing a newspaper as evidence for a claim based on the reception of a new technology
- Citing a manufacturer's technical manual when describing a technical feature of a platform
- Citing a Reddit post by a well-known industry figure as evidence for expert opinion

The way in which sources are used is therefore important

Library resources

# The library



#### Library catalogue

```
http://library.fxplus.ac.uk/
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Click through to "Library Catalogue" to search for physical books, e-books, etc.

### Web proxy

Insert .ezproxy.falmouth.ac.uk at the end of the
domain name (before the /)

# **ACM Digital Library**

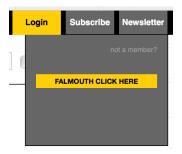
http://dl.acm.org.ezproxy.falmouth.ac.uk/

# **IEEE Xplore**

http://ieeexplore.ieee.org.ezproxy.falmouth.ac.uk/

#### **GDC Vault**

http://www.gdcvault.com.ezproxy.falmouth.ac.uk/



#### Finding scholarly sources

- ACM DL and IEEE Xplore cover a lot of journals and conferences
- GDC talks are generally not "scholarly", but may be appropriate to cite sometimes
- ► Google Scholar http://scholar.google.co.uk
- ► ResearchGate https://www.researchgate.net
- ► CiteSeer http://citeseerx.ist.psu.edu
- General web searches

#### Ethics of paywalls

- ▶ Is it ethical for publishers to charge for access to publicly-funded academic research?
- ► Many journals offer free open access
  - Some high quality, some low quality...
- Many authors put papers on their personal websites
  - Some publishers allow this, others turn a blind eye
- Sites like sci-hub aim to be a "Pirate Bay for papers"

# Referencing

# IEEE referencing style

On this course, we recommend you use **IEEE referencing** style

https://www.york.ac.uk/integrity/ieee.html

#### Activity

- ► Fork the repository at https://github.com/ Falmouth-Games-Academy/comp150-agile
- Find at least three sources on Agile methodology, which you may cite in your COMP150 Agile essay
- Edit the readme.md file, adding IEEE formatted references for these sources