

Introduction to the MDS library

LIBRARY

Hours

The library is staffed from 10am until 3pm

Contact

Carol MacDonald

library@mediadesign

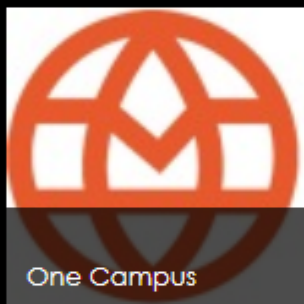
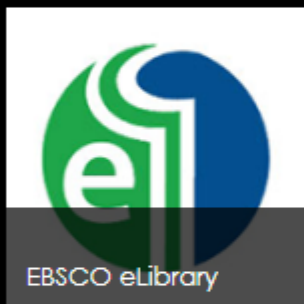
How to...

Concept mapping

APA Referencing

IEEE Referencing

Library Links



Library Resources Overview

To access these databases from home please use the [MDS E-library page](#) on the main MDS website.


Learning Support

Welcome to MDS Library. All the links to the digital resources are above. The librarian can also provide extra learning support and signposting to other specific resources. She can give you guidance on academic writing and extra support for ESOL learners.



It is highly recommended that you also join [Auckland Libraries](#) as it has excellent digital and physical collections, including Lynda and is free to all residents of Auckland including international students.

Student Resources >> e-Library

 Media Design School

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Visit

e-Library

[e-Library](#)

Welcome to the e-Library for Media Design School students!

As a student at Media Design School, you get access to a wealth of useful resources through online libraries to support your studies. See the links below to log into the knowledge source you need.

EBSCO Digital Library

Search 170,000+ eBook titles and four major academic, media, arts and design databases with [EBSCOhost](#).

ACM Digital Library

Search the best in academic literature on computing and information technology here - [ACM Digital Library](#).

For information about remote access, [click here](#).

Physical Library

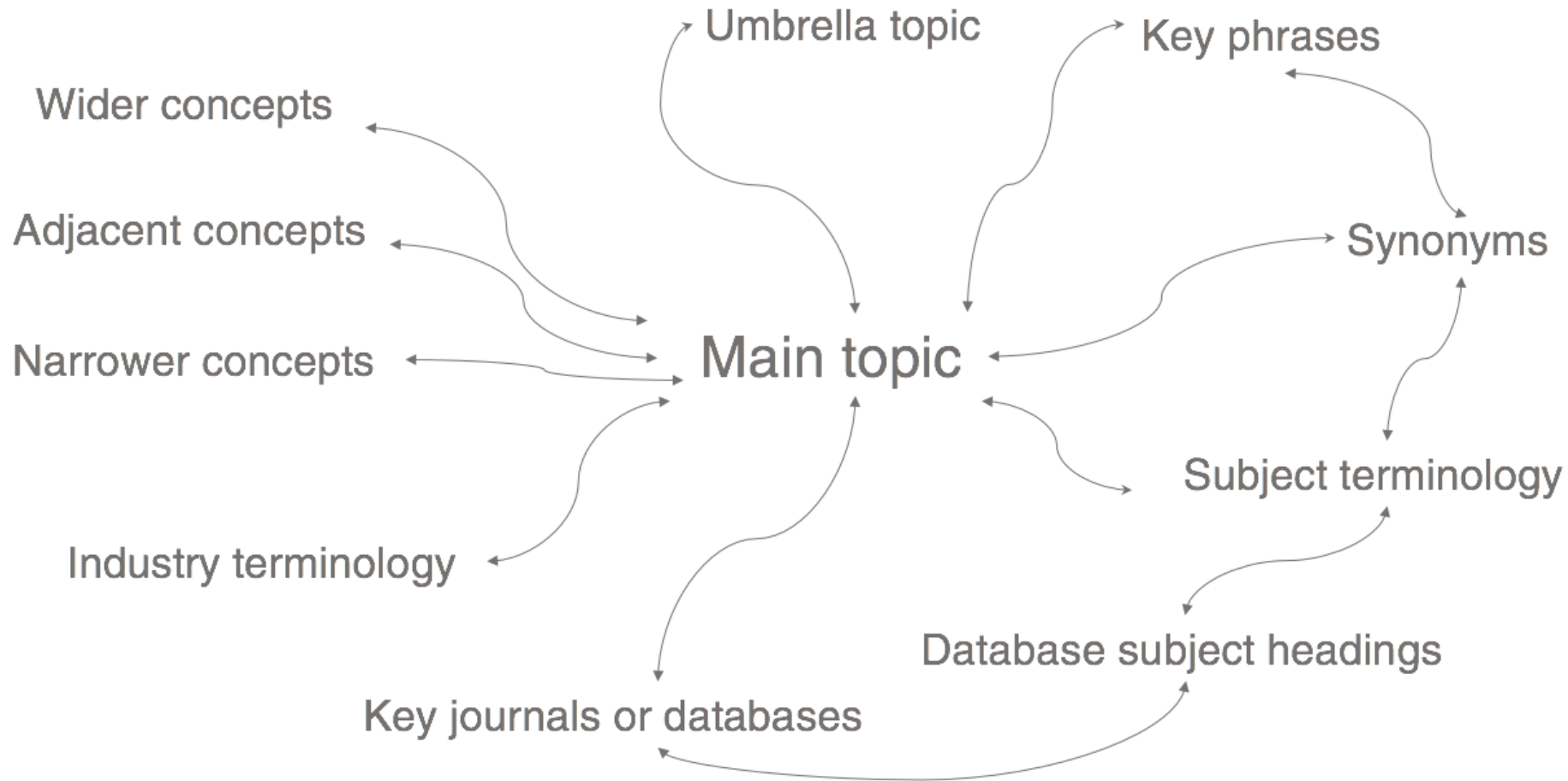
Search the Media Design School [Library catalogue here](#). This site will also show you items in other libraries near you.

If you are having any problems logging in to any of these resources please contact library@mediadesignschool.com.


Four steps to good research

- Understand your topic
- Find all the information you need
- Critically evaluate the info you have found
- Use the information effectively and ethically

Mind mapping your topic



Avoid using Wikipedia



WIKIPEDIA
The Free Encyclopedia

- Main page
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- Featured content
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Interaction

- Help
- About Wikipedia
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Tools

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Article **Talk**

Media Design School

From Wikipedia, the free encyclopedia

Media Design School is a private [tertiary institution](#) that provides specialist industry training in 3D animation and visual effects,^[1] game art,^[2] game programming,^[3] graphic and motion design.^[4] It is a private tertiary provider in New Zealand for digital and creative technology qualifications.^[6] In 2015, the school was also ranked the fourth best provider globally for [visual effects](#) and [animation](#) in [New Zealand](#) and was established in 1998. The school is part of [Laureate International Universities](#), the world's largest private university group with over 70 universities in 29 countries including the United Kingdom, New Mexico, USA; and Milan, Italy.

Media Design School's qualifications are approved by [New Zealand Qualifications Authority](#) (NZQA). It offers courses from Level 6 and 7 diplomas through to Level 8 and 9 postgraduate qualifications.

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- [2 Animation and visual effects](#)
- [3 Other departments](#)
- [4 Student games](#)
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- [6 External links](#)

Game Development [edit]

Media Design School is the only tertiary institute in New Zealand where students can develop for PlayStation platforms with console [development kits](#), due to an exclusive partnership with a variety of game development studios,^[10] such as [PikPok](#), [Bohemia Interactive](#), [Rainbite](#), [Grinding Gear Games](#), [Gameloft](#), [EA Digital Illusions CE](#), [RocketWerkz](#) and [CerebralFix](#). Ninja Theory is a graduate of the game development course.

The joint game development department also runs an annual national initiative called Girls in Games, focused on providing experience in programming and game art for high-school aged girls.

In 2015, Media Design School Studios was established as the first games focused accelerator programme in a New Zealand tertiary institution.^[12] This programme has resulted in companies such as [Guns \(Voidworks\)](#)^[15] on [Valve's](#) Steam platform.

Google search tips

“PHRASE SEARCHING”

Motion graphics design

Vs

“Motion graphics design”

Google search Tips

- **Intitle:**graphic design
- **Allintitle:**trends game design
- **Minus sign to eliminate some hits – jaguar -car**

Google search tips

- Use OR to broaden your search –
oceans OR seas
- Specify the file type you want to retrieve – life hacks filetype:pdf

Google Scholar



"design thinking" AND "social innovation"

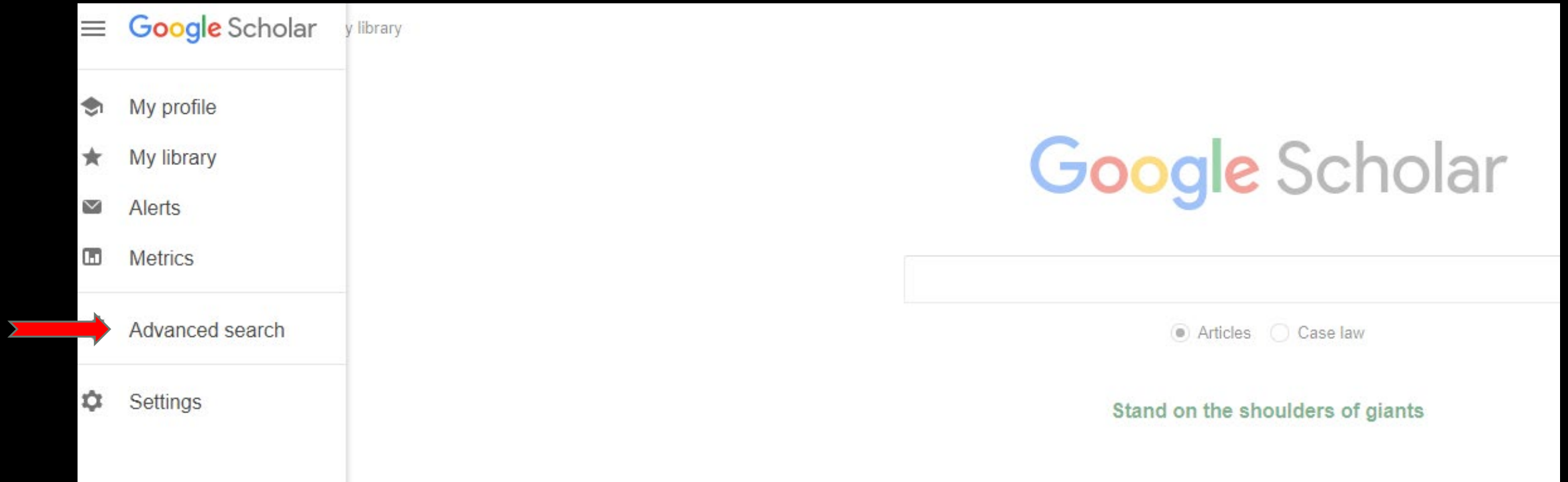


Experiment with combining various search options to narrow your results:

"design thinking" empathy filetype:pdf



Advanced Search – Google Scholar



Advanced Search – Google Scholar

Find articles

with all of the words

with the exact phrase

with at least one of the words

without the words

where my words occur

☒ anywhere in the article

☐ in the title of the article

Return articles authored by

e.g., "PJ Hayes" or McCarthy

Return articles published in

e.g., J Biol Chem or Nature

Return articles dated between

—

e.g., 1996

how to use google scholar

Design thinking for social innovation IDEO

T Brown, J Wyatt - Development Outreach, 2010 - elibrary.worldbank.org

30 Development Outreach WORLDBANKINSTITUTE zation, a century-old manufacturing company wanted to better understand its clients, and a university hoped to create alternative learning environments to traditional classrooms. This type of work took IDEO from designing

★  Cited by 631 Related articles All 81 versions

Finding full-text articles

- **MDS Academic Databases**
 - **EBSCOhost**
 - **ACM**
- **Email the library**

I'm here to help you!

Why we need academic databases

- Written and **peer reviewed** by experts
- Published by academic institutions
- Reports on original research or expands and refines earlier research
- Contains lists of cited and related works

The information has
authority

MDS full-text academic databases




Four major academic research collections

- Communications & Mass Media Complete
- Academic Search Complete
- Art & Architecture Source
- Film & Television Literature Index

MDS full-text academic databases



- ACM - Association for Computing Machinery.
- Rich source of conference proceedings
- Most cutting edge work is presented at conferences, before being published in a journal
- Conference papers usually rigorously peer reviewed



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Searched for: "game design" AND (empathy or sympathy) [new search](#) [\[edit/save query\]](#) [\[advanced search\]](#)

Searched The ACM Full-Text Collection: 473,012 records [\[Expand your search to The ACM Guide to Computing Literature: 2,695,174 records\]](#) [?](#)

344 results found

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1



[Do points, levels and leaderboards harm intrinsic motivation?: an empirical analysis of common gamification elements](#)

[Elisa D. Mekler](#), [Florian Brühlmann](#), [Klaus Opwis](#), [Alexandre N. Tuch](#)

October 2013 Gamification '13: Proceedings of the First International Conference on Gameful Design, Research, and Applications


Publisher: ACM

Bibliometrics: Citation Count: 19
Downloads (6 Weeks): 45, Downloads (12 Months): 670, Downloads (Overall): 1,922

Full text available:  [PDF](#)

It is heavily debated within the gamification community whether specific game elements may actually undermine users' intrinsic motivation. This online experiment examined the effects of three commonly employed game design elements -- points, leaderboard, levels -- on users' performance, intrinsic motivation, perceived autonomy and competence in an image annotation task. ...

Keywords: game design elements, gamification, gameful design, motivation
[\[result highlights\]](#)

2



[Playtesting with a Purpose](#)

[Judeth Oden Choi](#), [Jodi Forlizzi](#), [Michael Christel](#), [Rachel Moeller](#), [MacKenzie Bates](#), [Jessica Hammer](#)

October 2016 CHI PLAY '16: Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play

Publisher: ACM

Bibliometrics: Citation Count: 0
Downloads (6 Weeks): 14, Downloads (12 Months): 150, Downloads (Overall): 150

Full text available:  [PDF](#)

**We must acknowledge where we found
the information**

Use a “referencing technique”
– usually APA is used at MDS

Christou, G., Lai-Chong Law, E., Zaphiris, P., & Ang, C. (2013).
Challenges of designing for sociability to enhance player
experience in Massively Multi-player Online Role-playing
Games. *Behaviour & Information Technology*, 32(7), 724–734.
<https://doi.org/10.1080/0144929X.2012.754497>

We must use information ethically



- ✓ Free for personal and commercial use
- ✓ No attribution required

Note down info as you find it

Document, document, document!!

- Organise your files
- Google Scholar, EBSCO and ACM all offer citations

