

## What is IEEE Style?

IEEE Style is one of many editorial styles used in academic publishing to ensure the clear and consistent presentation of written material. It is used mainly in the fields of electrical engineering and computer science.

This document is a quick guide to referencing in the IEEE Style, with examples.

For more help, see the IEEE Citation Reference: <http://www.ieee.org/documents/ieeecitationref.pdf>

### When to cite a source

When you are quoting or paraphrasing someone else's words, images, or other creative artifacts, or describing an idea that influenced your work, you must **credit the source**.

"Cite the work of those individuals whose ideas, theories, or research have directly influenced your work" [1].

As well as crediting the ideas of others that you used, make sure to provide documentation for all facts and figures that are not common knowledge.

If you do not clearly and fully cite your sources, you may be open to charges of plagiarism, which is the act of presenting someone else's work as if it were your own.

Remember, your goal is to enable any reader of your work to have the information they need to find the sources you have cited.

Ask yourself: **How can my reader find this source?**

[1] *Publication Manual of the APA*, 6th ed. Washington, DC: American Psychological Association, 2010.

## In-text citation

In the main text of your writing, insert a citation number in square brackets wherever you credit the source. This could be after a direct quotation, or after paraphrasing (explaining someone else's idea in your own words). Place any punctuation outside of the brackets, and if you cite a source more than once, use the same citation number each time.

Seaborn points out that "researchers are investigating how and in what ways games can be used to support and inspire learning" [1].

Singh and Sudarshan [2] have built on recent work by White et al. [3] on the scalability of AI behaviour.

If you are citing a number of sources, put the reference numbers in the same square brackets, separated by commas, or use a hyphen to indicate a range of numbers.

A number of recent studies [4, 7, 9] focus on information-driven design.

In the last ten years, several US programmes have been developed which use game construction and playing methods to teach science, maths and technology topics to high-schoolers [10-12].

## Reference list

Provide a reference list at the end of your assignment that lists the full details of each source that you cited in the text, formatted in IEEE style. This should be listed in the order of your citation numbers.

Do not include any sources that you have not cited in the text, and do not cite any sources in the text that are not in your reference list (with the exception of personal communications - see page 4).

## Examples of reference list entries

Type of source	Reference list entry
<b>1. Book</b> (one author)	<p>[x] A. A. Author, <i>Title of Book: Subtitle if Any</i>, xth ed. City, Country if not USA: Publisher, Year.</p> <p>[1] J. Schell, <i>The Art of Game Design: a Book of Lenses</i>. Amsterdam, The Netherlands: Morgan Kaufmann, 2008.</p> <p><i>Note that the author's first name or initial precedes their surname.</i></p> <p><i>Italicise the book title. Capitalise the first word of the book title and all subsequent major words of titles and subtitles; do not capitalise articles (e.g. a, an, the), or conjunctions and particles (e.g. of, in, to, on, with, by, as), unless they begin the title.</i></p> <p><i>Provide edition number if the source is from any edition except the 1st.</i></p> <p><i>Where there are multiple locations listed for the publisher, use the first listed, or the location of the publisher's home branch if specified. For cities outside of the United States, provide city and country, unabbreviated.</i></p> <p><i>Add a page number to the reference if you are referencing a direct quote or citing a specific diagram, image or table:</i></p> <p>[1] J. Schell, <i>The Art of Game Design: a Book of Lenses</i>. Amsterdam, The Netherlands: Morgan Kaufmann, 2008, p.22.</p> <p><i>Add a DOI number to the end of an eBook reference entry, or a URL if there is no DOI (see page 3 for more on DOIs):</i></p> <p>[1] J. Schell, <i>The Art of Game Design: a Book of Lenses</i>. Amsterdam, The Netherlands: Morgan Kaufmann, 2008. doi:10.1145/2367616.2367617</p>
<b>2. Book</b> (two authors)	<p>[x] A. A. Author and A. A. Author, <i>Title of Book: Subtitle if Any</i>, xth ed. City, Country if not USA: Publisher, Year.</p> <p>[2] M. McShaffry and D. Graham, <i>Game Coding Complete</i>, 4th ed. Boston, MA: Cengage Learning, 2013.</p> <p><i>Cite authors in the order they appear in the publication details (usually printed with the copyright information near the front of the book).</i></p>
<b>3. Book</b> (three or more authors)	<p>[x] A. A. Author et al., <i>Title of Book: Subtitle if Any</i>, xth ed. City, Country if not USA: Publisher, Year.</p> <p>[3] M. Hildebrand et al., <i>Functional Vertebrate Morphology</i>. Cambridge, MA: Belknap Press, 1985.</p>
<b>4. Chapter in an edited book</b>	<p>[x] A. A. Author, "Title of chapter," in <i>Title of Book: Subtitle if Any</i>, xth ed., E. E. Editor, Ed. City, Country if not USA: Publisher, Year, pp. xxx-xxx.</p> <p>[4] J. M. Murray, "From game-story to cyberdrama," in <i>First Person: New Media as Story, Performance, and Game</i>, N. Wardrip-Fruin and P. Harrigan, Eds. Cambridge, MA: MIT Press, 2004, pp. 2-11.</p> <p><i>This entry starts with the author of the chapter, and the first title listed, in quotation marks, is the chapter title, not the book title. Note that the chapter title is in sentence case, i.e. only the first word and any proper nouns (names) are capitalised.</i></p> <p><i>Use Ed. or Eds. to indicate the editor/s of the book.</i></p> <p><i>Include page number range of the chapter, or you can use the abbreviation ch. to indicate the chapter number instead:</i></p> <p>[4] J. M. Murray, "From game-story to cyberdrama," in <i>First Person: New Media as Story, Performance, and Game</i>, N. Wardrip-Fruin and P. Harrigan, Eds. Cambridge, MA: MIT Press, 2004, ch. 1.</p>
<b>5. Conference proceeding</b> (published in print format)	<p>[x] A. A. Author, "Title of paper," in <i>Conference Name</i>, City, State/Country, Year, pp. xxx-xxx.</p> <p>[5] P. Knoch et al., "Hair simulation model for real-time environments," in <i>Proceedings of the 2009 Computer Graphics International Conference</i>, New York, NY, 2009, pp 5-12.</p>

## What is a DOI?

Example of a DOI: [10.1111/1467-8659.t01-1-00657](https://doi.org/10.1111/1467-8659.t01-1-00657)

A DOI, or digital object identifier, is an alphanumeric string that is the unique and permanent identifier for an online document. The aim of a DOI is to take you straight to the document no matter where it's located on the Internet.

The IEEE Citation Reference has emphasised the importance of using DOIs as locators when referencing online material, rather than URLs, which can change frequently.

The DOI is typically located on the first page of an online journal or conference article, near the copyright notice, as well as on any database record for the article.

## Examples of reference list entries

Type of source	Reference list entry
<b>6. Conference proceeding</b> (published online)	[x] A. A. Author, "Title of paper," in <i>Conference Name</i> , Year © Copyright Holder. doi:xxxxxx  [6] A. Vasconcelos et al., "Designing tablet-based games for seniors: The example of CogniPlay, a cognitive gaming platform," in <i>Proceedings of the 4th International Conference on Fun and Games</i> , 2012 © ACM. doi:10.1145/2367616.2367617  <i>The copyright holder will usually be the organisation that held the conference, such as ACM or IEEE. Check the copyright statement of the paper.</i>
<b>7. Scholarly journal article</b> (published in print format)	[x] A. A. Author, "Title of article," <i>Journal Title</i> , vol. xx, no. xx, pp. xxx-xxx, Month Year.  [7] K. Kiili and H. Ketamo, "Exploring the learning mechanism in educational games," <i>Journal of Computing and Information Technology</i> , vol. 15, no. 4, pp. 319-324, April 2007.  <i>Some journals are published less or more frequently than a monthly schedule, so just include as much issue numbering information as is available.</i>
<b>8. Scholarly journal article</b> (published online)	[x] A. A. Author, "Title of article," <i>Journal Title</i> , vol. xx, no. xx, pp. xxx-xxx, Month Year. [Online]. Available: Database Name, URL. [Accessed: Month Day, Year]. doi:xxxxxx  [8] C. H. Huang and Y. T. Huang, "An Annales school-based serious game creation framework for Taiwanese indigenous cultural heritage," <i>Journal on Computing and Cultural Heritage</i> , vol. 6, no. 2, May 2013. [Online]. Available: ACM Digital Library, <a href="http://dl.acm.org/">http://dl.acm.org/</a> [Accessed: 20 March 2014]. doi:10.1145/2460376.2460380  <i>Include page numbers in the reference if the article is paginated.</i>  <i>If you sourced the article from an online database, cite the name of the database, otherwise include the full URL, as well as the DOI, if one is listed.</i>
<b>9. Thesis or dissertation</b> (unpublished and published)	[x] A. A. Author, "Title of thesis: Subtitle," Unpublished thesis type, University, City, Country if not USA, Year.  [9] H. Zhang, "Delay-insensitive networks," M.S. thesis, University of Waterloo, Waterloo, ON, Canada, 1997.  <i>The example above is for an unpublished thesis. If the thesis has been published, use the format below:</i>  [x] A. A. Author, <i>Title of Thesis: Subtitle</i> . City, Country if not USA: Publisher, Year.  [10] M. Lehmann, <i>Data Access in Workflow Management Systems</i> . Berlin, Germany: Aka, 2006.

## Example reference list entries

In-text citation	Reference list entry
<b>10. Newspaper article</b>  (with and without byline, in print and online format)	<p>[x] A. A. Author. "Title of article." <i>Newspaper Title</i> (Month Day, Year), section, p. xxx-xxx.</p> <p>[11] "Happily disgusted? Sadly angry? Computer tags emotion." <i>The New Zealand Herald</i> (April 1, 2014), sec. D4, p. 15.</p> <p><i>If there is no byline (journalist's name) listed with the article, as in the example above, start your reference with the title (headline) of the article.</i></p> <p><i>If the article comes from an online newspaper, note the online format in square brackets and add the URL:</i></p> <p>[12] C. Arthur. "Google Flu Trends is no longer good at predicting flu, scientists find." <i>The Guardian</i> (March 27, 2014). [Online]. Available: <a href="http://www.theguardian.com/technology/2014/mar/27/google-flu-trends-predicting-flu">http://www.theguardian.com/technology/2014/mar/27/google-flu-trends-predicting-flu</a></p>
<b>11. Website</b>  (with and without named author)	<p>[x] A. A. Author (Year, Month Day). "Document title." <i>Website</i> [Online]. Available: site/path/file [Accessed: Month Day, Year].</p> <p>[13] R. Papa and P. Meredith (2012, Dec. 12). "Kīngitanga - the Māori King movement." <i>Te Ara - the Encyclopedia of New Zealand</i>. [Online]. Available: <a href="http://www.TeAra.govt.nz/en/kingitanga-the-maori-king-movement">http://www.TeAra.govt.nz/en/kingitanga-the-maori-king-movement</a> [Accessed April 1, 2014].</p> <p><i>Where no publication date is listed, use the site's 'last updated' or 'last modified' information to provide a date.</i></p> <p><i>If there is no named author, begin the entry with the website name or the name of the organisation that produces the website:</i></p> <p>[14] Ministry of Education (2010). "The Numeracy Development Projects &amp; Number Framework." <i>NZMaths</i>. [Online]. Available: <a href="http://nzmaths.co.nz/numeracy-development-projects-number-framework">http://nzmaths.co.nz/numeracy-development-projects-number-framework</a> [Accessed: March 26, 2014].</p>
<b>12. Magazine or other periodical (published in print format or online with a DOI)</b>	<p>[x] A. A. Author, "Title of article," <i>Magazine Title</i>, vol. x, no. x, pp. xxx-xxx, Month Year. doi:xxxxxx</p> <p>[15] P. Zaharias and A. Papargyris, "The gamer experience: Investigating relationships between culture and usability in massively multiplayer online games," <i>Computers in Entertainment</i>, vol. 7, no. 2, June 2009. doi:10.1145/1541895.1541906</p> <p><i>Add the DOI if the article is published online and has a DOI in the publication information.</i></p>
<b>13. Magazine or other periodical (published online with no DOI)</b>	<p>[x] A. A. Author. (Year, Month Day). Title of article. <i>Title of Magazine</i> [Online]. pp. xxx-xxx. Available: site/path/file [Accessed: Month Day, Year].</p> <p>[16] B. Moore. (2014, March 31). Minecraft for Oculus is dead. Here's how to play it anyway. <i>Wired.com</i>. [Online]. Available: <a href="http://www.wired.com/2014/03/minecraft-oculus/">http://www.wired.com/2014/03/minecraft-oculus/</a> [Accessed April 1, 2014].</p> <p><i>Provide pages numbers if the article is paginated. When providing the URL, use a permalink if it is available.</i></p>
<b>14. Personal communication</b>	<p><i>Some material that falls under this category: unpublished letters, emails, telephone conversations, your own notes on a lecture, unpublished interviews.</i></p> <p><i>Do not include personal communications in the reference list as this type of information is unrecoverable for your reader. As one purpose of citing your sources is to ensure that your reader can verify the information you present, try not to use personal communications too often, and back up your points with other published sources where possible.</i></p>
<b>15. Blog post</b>	<p>[x] A. A. Author, Blog or Website Title (Year, Month Day). <i>Blog post title</i>. [Blog]. Available: site/path/file [Accessed: Month Day, Year].</p> <p>[17] C. Kamarga, The Beige Designer (2013, May 5). <i>Clones, copies and inspirations</i>. [Blog]. Available: <a href="http://beigedesigner.blogspot.co.nz/2013/05/clones-copies-and-inspirations.html">http://beigedesigner.blogspot.co.nz/2013/05/clones-copies-and-inspirations.html</a> [Accessed: April 1, 2014].</p>

## Example reference list entries

In-text citation	Reference list entry
<b>16. Game</b>	<p>[x] <i>Title of game</i> (Version number, if applicable). [Game format]. City, Country if not USA: Publisher, Year.</p> <p>[18] <i>The Hobbit: The prelude to the Lord of the Rings</i>. [CD-ROM]. London, United Kingdom: Vivendi Universal Games, 2003.</p>
<b>17. Online video</b>	<p>[x] A. A. Author or Screenname. "Title of video," Video Host, Month Day, Year. [Video file]. Available: site/path/file [Accessed: Month Day, Year].</p> <p>[19] PESFilm. "Fresh guacamole," YouTube, March 7, 2013. [Video file]. Available: <a href="http://www.youtube.com/watch?v=dNJdJlwCF_Y">http://www.youtube.com/watch?v=dNJdJlwCF_Y</a> [Accessed: July 12, 2013].</p>
<b>18. Podcast episode</b>	<p>[x] A. A. Author, Role, "Episode title," <i>Podcast Title</i>, Month Day, Year. City, Country if not USA: Producer. [Podcast]. Available: site/path/file [Accessed: Month Day, Year].</p> <p>[20] S. Auckerman, Presenter, "Smaug's kickstarter," <i>Comedy Bang Bang the Podcast</i>, Feb. 3, 2014. Los Angeles: Earwolf. [Podcast]. Available: <a href="http://www.earwolf.com/episode/smaugs-kickstarter/">http://www.earwolf.com/episode/smaugs-kickstarter/</a> [Accessed: March 6, 2014].</p>
<b>19. Online encyclopaedia entry</b>	<p>[x] A. A. Author, "Title of article," in <i>Name of Encyclopaedia</i>, Editor/s, Ed./Eds. City, Country if not USA: Publisher, Year, pp. xxx-xxx. [E-book].</p> <p>[21] G. S. Thompson and M. P. Harmer, "Nanoscale ceramic composites," in <i>Encyclopedia of Materials: Science and Technology</i>, K. H. J. Buschow, R. W. Cahn, M. C. Flemings, B. Ilshner, E.J. Kramer, S. Mahajan, and P. Veyssi��re, Eds. Amsterdam, The Netherlands: Elsevier, 2001, pp. 5927-5930. [E-book].</p>