**COMPARISION OF DATABASES AND SEARCH ENGINES**

I need to explore two databases and analyse which works better where accuracy of the citation, number of hits, number of peer-reviewed articles and relevancy are being tested. To compare I’ve taken two databases they are:

* + University of Dayton Roesch Library Database
  + IEEE Xplore Digital Library Database

We also need to explore a search engine and analysis of it is also to be done on the accuracy of the citation, number of hits, number of peer-reviewed articles and their relevancy. So, I’ve chosen to explore:

* Google Scholar

I’m going to check the citation and relevancy of the topic “Virtual Reality in Gaming” and check the comparative results between them.

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| --- | --- | --- | --- |
| Name | UD Roesch Library (Database) | IEEE Xplore (Database) | Google Scholar (Search Engine) |
| **Number of hits for search** | 2,311 | 13,057 | 3,79,000 |
| **Number of Articles retrieved** | 160 Retrieved | 223 Retrieved | 4200 Retrieved |
| **Number of Articles Peer Reviewed** | 812 | 2,694 | 1,12,239 |
| **Top 10 Relevancy and Accuracy** | Yes, Accurate | Yes, Accurate | Yes, Accurate |
| **Useful Article Title** | Evaluating two alternative walking in place interfaces for virtual reality gaming. | Mixed Reality game prototypes for upper body exercise and rehabilitation. | Virtual Reality: in Gaming |
| **Authors of the Article** | Nielsen, Mikkel Toft, Christian Nilsson, Niels C. Nordahl, Rolf Serafin, Stefania | Marientina Gotsis, Amanda Tasse, Maximilian Swider, Vangelis. | Rakhi Chouhan and Gagan Kumar Sharma |

**ANALYSIS:**

The details which I have mentioned above are taken from the two databases (University of Dayton Library Database and IEEE Xplore) and one search engine (Google Scholar). Now getting into the search part when I was searching the articles based on the given keyword “Virtual Reality in Gaming” then I know how they are searching the keyword and dividing them in categories. When an input was given as keyword into the search then it searches based on different fields, areas, research topics and publications. To get the academic results I started to filter the contents based on peer-reviews and educational content. Then the proper learning-based articles got visible throughout the web. Firstly, I when we Google Scholar we get a lumpsum of outputs from different sources as it is search engine which is globally used by all the scholars. It has the open sources results throughout the web where one can even start from scratch and get into the one of the core important topics. But the filters and search inputs google scholar provided are very sufficient to get into the right topic even though there are lot of advantages, but the problem is wasting the time to find one article. Secondly, IEEE Xplore is one of the best database to be considered where the quality of research paper says all the outputs. Here the users were given a chance to rate the articles and even comment them which helps the user to get the final outputs without getting into the unnecessary topics. It is good database to find the articles related to conference, publications, books and journals. Finally, University of Dayton Library Database is very good database it is providing the exact results where one could result on the proper statistics and results. It directly shows the peer-reviewed articles in the filter which helps the user to organize the content and every student in the university is provided with such an amazing database to understand.

**RESEARCH ARTICLE:**

Evaluating two alternative walking in place interfaces for **virtual reality** **gaming**

*Source: 2016 IEEE Virtual Reality (VR) Virtual Reality (VR), 2016 IEEE*. :299-300 Mar, 2016

I researched about the article on Virtual Reality and Gaming then I’ve been into this article where I got to know more about how virtual space is used as walking-in-space using different methodologies like Wizdish [2]. For example, Budd and Thorp [1] state that… These techniques are discussed clearly which helped me to get more into the topic how gaming is being managed and controlled in the overall summary to gather and organize components in a hollow space to generate objects. It also helped me to segregate ideas to generate new reference area where I can generate the proper virtual space to create objects which helps the humans and machine interact with each other and in this article, it also discussed about the financial problems using such tools. Finally, the best part in the article is indicating everything which is touchable can be virtualized which not only means to create an object but also to recreate most components. Which helps the future understanding and scope of the gaming to grow really through virtual reality.

**REFERENCES:**

[1] R. Budd and R. Thorp. An introduction to content analysis: including annotated bibliography. Publication of the University of Iowa School of Journalism. University of Iowa School of Journalism, 1963.

[2] Wizdish. How it works - Wizdish Virtual Reality Locomotion Platform. http://www.wizdish.com/how-it-works/, Apr. 2013.

**EXPERIENCE:**

1. I learnt to study research paper through search engines and finding the best one’s among all of them. Where I got know about peer-reviewed and understood about citations of the searchable keyword.
2. I got to know about the Boolean words and logical keywords where I can directly get the accurate results without waste time.
3. I got to know that Google Scholar is open source search engine where every source over the can be viewed including the citations and peer reviewed articles.
4. To get more technical stuff searching on University of Dayton Library Database and IEEE Xplore and best to investigate get exact and accurate results.
5. I’m interested in “Virtual Reality and Gaming” that is the main interest in choosing these keywords to search and select topic.
6. The topic I selected is peer reviewed I’ve applied show peer-reviewed articles to view then I got to view only articles with peer reviews where many reviews are attached to extend the topic.
7. I learnt how to use to tools like Zotero and Mendeley to find the citations of the searched topics.
8. I improved how to search typical topics easier by using ratings, peer-reviews and filters.
9. I need to learn more tools where easy references can be found which not only helps be to get into the parental topics.
10. I will go thoroughly to research topic and identify the content in it.