

# **COMP 7036**

**HOW TO FIND ARTICLES**

# BCIT LIBRARY

START WITH THE BCIT LIBRARY WEBSITE

The screenshot shows the BCIT Library website. At the top, there's a banner with two women smiling at a computer. To the right of the banner, the text "LIBRARIANS HERE TO HELP" is displayed above a call-to-action button: "Stop searching. Start finding." Below the banner, a large green button says "LEARN MORE >". On the left side of the main content area, there's a "First Search" section with a search bar and a "Search" button. Below the search bar, there's a link "More search options". Underneath the search bar, there are two sections: "Journal Articles and e-Books" (with a thumbnail of a person reading) and "Research Guides" (with a thumbnail of a person working on a laptop). A red circle highlights the "Research Guides" section. To the right of the search section, there's a vertical sidebar titled "Key Information" containing links like "Overview", "Hours", "About Us", "Contact Us", "Search", "BCIT Catalogue", "Online Databases", "Research Guides", "Other Library Catalogues", "Get Help", "Ask Us", and "Citation Styles".

# USING INDEXES

INDEXES HELP YOU FIND ARTICLES IN  
BOOKS, MAGAZINES, CONFERENCE  
PROCEEDINGS, JOURNALS AND OTHER  
PUBLICATIONS.

The screenshot shows the BCIT Library website. At the top, there is a dark header bar with the BCIT logo on the left, a search bar labeled "All BCIT" with a dropdown arrow, and navigation links for "Programs & Courses", "Admission", "Student Services", and "A". Below the header, a light gray bar contains the word "LIBRARY" in bold capital letters. The main content area has a white background. It features a large blue header "Online Databases, Articles & Ebooks". Underneath, there are three sections: "First Search" with a search bar, "View Databases" with a link to an A-Z list (circled in red), and "View e-Journal and e-Book Titles" with a link to browse alphabetically or by subject. A horizontal line separates the main content from a note at the bottom. The note is a paragraph in italicized black font about licensed resources and privacy policies, with the first sentence starting with "Many licensed resources allow you to create a personal account to store folders, searches, and downloaded content." The entire screenshot is framed by decorative white bubbles.

**LIBRARY**

## Online Databases, Articles & Ebooks

**First Search**

Find books, e-books, articles, dvds, and more

**View Databases**

**Use our A to Z list to find library databases by subject and content type**  
Includes information on permitted uses of content, new subscriptions and trials

**View e-Journal and e-Book Titles**

Browse alphabetically or by subject

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*Many licensed resources allow you to create a personal account to store folders, searches, and downloaded content. The information you provide may be stored on servers located outside of Canada. Canadian privacy laws do not apply to the personal information you provide for the use of these services. We recommend that you review the privacy policies of the site before using the services.*

# USING INDEXES

WE WILL LOOK AT TWO:

GOOGLE SCHOLAR

AND

IEEE XPLOR

The screenshot shows the BCIT Library homepage with a search bar and a dropdown menu for 'Subjects'. The 'Engineering' option is selected, highlighted with a blue border. Below the dropdown, there are sections for 'Applied Science & Technology Source', 'ASCE Journals', 'Google Scholar', and 'IEEE Xplore'.

**BCIT Library**

All Subjects

Subjects

- Broadcasting + Communication (8)
- Building + Architecture (27)
- Business (32)
- Computing + Academic Studies (5)
- Engineering (17)**
- Environment (13)
- General (38)
- Health (26)
- Law (8)
- Liberal Studies (11)
- Sciences (20)
- Statistics + Government Publications (10)
- Transportation (39)

Database Types

Search for Databases

M N O P Q R S T U V W X Y Z #

Viewers/Browse All Databases

**A**

**Applied Science & Technology Source**

Extensive coverage of research and development within the applied sciences and computing disciplines. Full-text for 1200 + journals.  
[Permitted Uses for this Database](#)

**ASCE Journals**

Journals covering subject areas that include construction, engineering mechanics , environment and water resources, geotechnical engineering, structural engineering, transportation and urban development, and utility engineering and surveying.  
[Permitted Uses for this Database](#)

**G**

**Google Scholar**

This is a freely accessible search engine that lets users look for both physical and digital copies of articles. FIND full-text@BCIT indicates articles available via BCIT databases.  
**Select settings > Library links > and search for BCIT. Select both options and Save before you start your search.**

**I**

**IEEE Xplore**

IEEE journal articles, conference proceedings and standards.  
On the search results page select SHOW my subscribed content.  
[Permitted Uses for this Database](#)

# GOOGLE SCHOLAR

CAN ALSO USE DIRECTLY:

[HTTP://SCHOLAR.GOOGLE.COM](http://scholar.google.com)

TYPE IN ANY TOPIC – INTERFACE IS THE SAME AS REGULAR GOOGLE SEARCHES

The screenshot shows the Google Scholar homepage. At the top, there is a navigation bar with links: 'My library', 'My Citations', 'Alerts', 'Metrics', and 'Settings'. Below the navigation bar is the Google Scholar logo. A search bar contains the text 'computer science education'. A dropdown menu is open, listing several search suggestions related to computer science education, such as 'computer science education week', 'computer science education community', and 'computer science education in high school'. To the right of the search bar is a blue search button with a magnifying glass icon.

- computer science education
- computer science education week
- computer science education community
- computer science education review
- computer science education reform
- computer science education in high school
- computer science education problem
- computer science education k 12
- computer science education history
- computer science education in america
- computer science education women

# GOOGLE SCHOLAR

WHAT APPEARS IS A LIST OF MATCHES  
IF THE FULL TEXT OF THE ARTICLE IS  
AVAILABLE, IT APPEARS ON THE RIGHT HAND  
SIDE

The screenshot shows a Google Scholar search results page. At the top, there are tabs for 'Web', 'Images', and 'More...'. The search bar contains the query 'computer science education'. Below the search bar, it says 'Scholar' and 'About 4,350,000 results (0.03 sec)'. On the left, there are filters: 'Articles', 'Case law', 'My library', 'Any time' (with options for 'Since 2017', 'Since 2016', 'Since 2010', and 'Custom range...'), 'Sort by relevance', 'Sort by date', 'include patents' (checked), 'include citations' (checked), and 'Create alert'. The main area lists several research papers with their titles, authors, publication details, and citation counts. Red arrows point from the text in the explanatory text on the left to the 'PDF' links next to the first two results.

Title	Author(s)	Publication	PDF Link
Digital game-based learning in high school computer science education: Impact on educational effectiveness and student motivation	M Papastergiou	Computers & Education, 2009 - Elsevier	[PDF] 130.216.33.163
In support of pair programming in the introductory computer science course	L Williams, E Wiebe, K Yang, M Ferzli...	Science Education, 2002 - Taylor & Francis	[PDF] researchgate.net
Problem-based learning for foundation computer science courses	J Kay, M Barg, A Fekete, T Greening...	Science Education, 2000 - Taylor & Francis	[PDF] jyu.fi
Situated learning in computer science education	M Ben-Ari	Computer Science Education, 2004 - Taylor & Francis	[PDF] psu.edu
Constructivism in computer science education	M Ben-Ari	Acm sigcse bulletin, 1998 - dl.acm.org	[PDF] psu.edu

# GOOGLE SCHOLAR

EACH MATCH GIVES YOU THE NAME OF THE  
ARTICLE, THE AUTHOR(S), DATE AND  
PUBLISHER, AND SOME OF THE ABSTRACT

Web Images More...

Google computer science education

Scholar About 4,350,000 results (0.03 sec)

Articles Digital game-based learning in high school **computer science education**: Impact on educational effectiveness and student motivation [PDF] 130.216.33.163

Case law M Papastergiou - Computers & Education, 2009 - Elsevier

My library The aim of this study was to assess the learning effectiveness and motivational appeal of a **computer** game for learning **computer** memory concepts, which was designed according to the curricular objectives and the subject matter of the Greek high school **Computer Science**

Any time Cited by 931 Related articles All 9 versions Cite Save More

Since 2017

Since 2016

Since 2013

Custom range...

Sort by relevance In support of pair programming in the introductory **computer science** course [PDF] researchgate.net

Sort by date L Williams, E Wiebe, K Yang, M Ferzli... - ... **Science Education**, 2002 - Taylor & Francis

A formal pair programming experiment was run at North Carolina to empirically assess the educational efficacy of the technique in a CS1 course. Results indicate that students who practice pair programming perform better on programming projects and are more likely to

Cited by 182 Related articles All 10 versions Cite Save More

Include patents Problem-based learning for foundation **computer science** courses [PDF] jyu.fi

Include citations J Kay, M Barg, A Fekete, T Greening... - ... **Science Education**, 2000 - Taylor & Francis

The foundation courses in **computer science** pose particular challenges for teacher and learner alike. This paper describes some of these challenges and how we have designed problem-based learning (PBL) courses to address them. We discuss the particular problems

Cited by 159 Related articles All 7 versions Cite Save More

Create alert Situated learning in **computer science** education [PDF] psu.edu

M Ben-Ari - Computer Science Education, 2004 - Taylor & Francis

Sociocultural theories of learning such as Wenger and Lave's situated learning have been suggested as alternatives to cognitive theories of learning like constructivism. This article examines situated learning within the context of **computer science** (CS) **education**. Situated

Cited by 74 Related articles All 7 versions Cite Save More

Constructivism in **computer science** education [PDF] psu.edu

M Ben-Ari - Acm sigcse bulletin, 1998 - dl.acm.org

Abstract Constructivism is a theory of learning which claims that students construct knowledge rather than merely receive and store knowledge transmitted by the teacher. Constructivism has been extremely influential in **science** and mathematics **education**, but not

Cited by 407 Related articles All 13 versions Cite Save More

# GOOGLE SCHOLAR

IT ALSO TELLS YOU HOW MANY TIMES IT HAS BEEN “CITED”, AND A LINK TO RELATED ARTICLES.

THE MORE IT HAS BEEN CITED, THE MORE PEOPLE THINK IT WAS AN IMPORTANT WORK. IN THIS EXAMPLE, THIS IS AN EXTREMELY WELL-REFERENCED ARTICLE.

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- Digital game-based learning in high school computer science education: Impact on educational effectiveness and student motivation** [PDF] 130.216.33.163  
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The aim of this study was to assess the learning effectiveness and motivational appeal of a computer game for learning computer memory concepts, which was designed according to the curricular objectives and the subject matter of the Greek high school Computer Science  
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M Ben-Ari - Acm sigcse bulletin, 1998 - dl.acm.org  
Abstract Constructivism is a theory of learning which claims that students construct knowledge rather than merely receive and store knowledge transmitted by the teacher. Constructivism has been extremely influential in science and mathematics education, but not  
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# GOOGLE SCHOLAR

YOU CAN ALSO REFINE YOUR SEARCH  
USING DIFFERENT PARAMETERS

The screenshot shows a Google Scholar search results page. At the top, there are navigation links: 'Web', 'Images', and 'More...'. Below that is the Google logo and the search query 'computer science education' in the search bar, with a magnifying glass icon to its right.

The main content area starts with a section titled 'Scholar' which displays 'About 4,350,000 results (0.03 sec)'. Below this, there are several search results listed:

- Digital game-based learning in high school computer science education: Impact on educational effectiveness and student motivation** [PDF] 130.216.33.163
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- Constructivism in computer science education** [PDF] psu.edu

To the left of the search results, there is a sidebar with various filtering options:

- Articles**
- Case law**
- My library**
- Any time**
- Since 2017**
- Since 2016** (this option has a red arrow pointing to it)
- Since 2013**
- Custom range...**
- Sort by relevance**
- Sort by date**
- include patents**
- include citations**
- Create alert**

# IEEE XPLOR

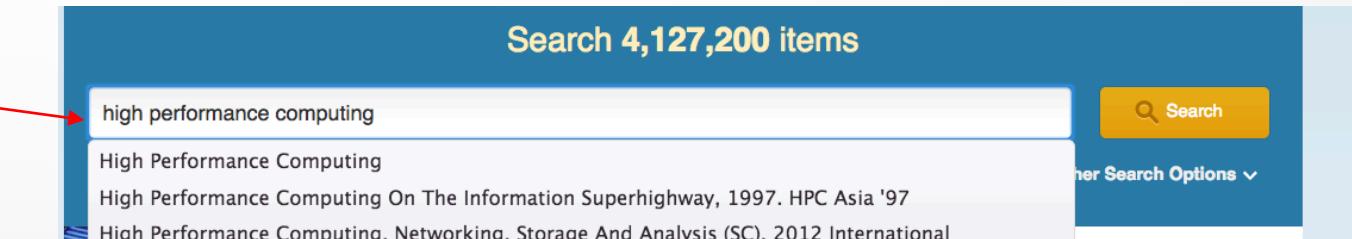
THE IEEE IS A PROFESSIONAL  
ORGANIZATION FOR ENGINEERS AND  
COMPUTER SCIENTISTS.

THIS IS AN INDEX THAT LETS YOU SEARCH,  
MUCH LIKE GOOGLE SCHOLAR AND  
OTHERS.

The screenshot shows the IEEE Xplore Digital Library homepage. At the top, there are links to IEEE.org, IEEE Xplore Digital Library, IEEE-SA, IEEE Spectrum, and More Sites. On the right, there are links for Cart (0), Create Account, and Personal Sign In. The main header features the IEEE Xplore logo and the BCIT logo. To the right of the BCIT logo, it says "Access provided by: British Columbia Institute of Tech (BCIT)" with links for "Ask My Librarian" and "Sign Out". The IEEE logo is in the top right corner. Below the header, there are navigation tabs for BROWSE, MY SETTINGS, GET HELP, and WHAT CAN I ACCESS?. A search bar displays "Search 4,127,200 items". Below the search bar are buttons for Basic Search, Author Search, and Publication Search, along with Advanced Search and Other Search Options. A banner at the bottom right encourages users to "Enhance Your Cyber Security Knowledge".

# IEEE XPLOR

YOU CAN TYPE IN A SEARCH TERM JUST LIKE  
IN GOOGLE SCHOLAR



# IEEE XPLOR

TITLE AND AUTHORS (CAN CLICK TO SEE  
MORE ARTICLES WRITTEN BY THOSE  
AUTHORS)

Displaying results 1-25 of 53,165 for **high performance computing**

Show All Results | Per Page 25 | Sort By Relevance |  Select All on Page Download Citations | Export to IEEE Collaborate | Set Search Alerts | Search History

**Refine results by**

Search within results

**Content Type**

- Conference Publications (45,751)
- Journals & Magazines (7,072)
- Early Access Articles (268)
- Books & eBooks (66)
- Standards (7)
- Courses (1)

**Year**

Single Year Range   
1931 2017  
From 1931 To 2017

**Author**

**Affiliation**

**Provision of Docker and InfiniBand in High Performance Computing**  
Minh Thanh Chung; An Le; Nguyen Quang-Hung; Duc-Dung Nguyen; Nam Thoai  
2016 International Conference on Advanced Computing and Applications (ACOMP)  
Year: 2016  
Pages: 127 - 134, DOI: 10.1109/ACOMP.2016.027  
**IEEE Conference Publications**  
► Abstract (489 Kb)

**Development tools for high-performance computing systems using associative environment for computing process organization**  
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Year: 2016, Volume: 02  
Pages: 439 - 442, DOI: 10.1109/APEIE.2016.7806368  
**IEEE Conference Publications**  
► Abstract (253 Kb)

**Standards Dictionary**  
**Terms**

system  
accuracy  
byte  
module  
transaction  
test  
verification  
unit  
address  
compatibility  
interface  
protocol  
transfer  
failure

**Browse**

# IEEE XPLOR

TITLE AND YEAR OF PUBLICATION, AS WELL  
AS PAGE REFERENCES

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- system
- accuracy
- byte
- module
- transaction
- test
- verification
- unit
- address
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- interface
- protocol
- transfer
- failure

**Browse »**

# IEEE XPLOR

TYPE OF PUBLICATION: MOST RELIABLE AND RIGOROUS WORK IS IN BOOK CHAPTERS AND JOURNAL ARTICLES. NEXT ARE PEER-REVIEWED CONFERENCE PUBLICATIONS (IEEE CONFERENCES ARE ALWAYS PEER-REVIEWED). MAGAZINE ARTICLES ARE THE LEAST RIGOROUS, EXCEPT FOR BLOGS AND ONLINE POSTS, WHICH ARE REALLY JUST OPINIONS.

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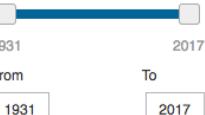
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YOU CAN REFINE YOUR SEARCH BY TYPING  
IN TERMS TO SEARCH WITHIN THE CURRENT  
RESULTS, OR BY PUBLICATION TYPE

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# IEEE XPLOR

## YOU CAN EXPAND TO SEE THE ABSTRACT

Browse Conferences > Advanced Computing and Appl... [?](#)

**Provision of Docker and InfiniBand in High Performance Computing**

[View Document](#)

5 Author(s) [Minh Thanh Chung ; An Le ; Nguyen Quang-Hung ; Duc-Dung Nguyen ; Nam Thoai](#)

Back to Results | Next >

**Related Articles**

- Secure Virtual Machine Execution under an Untrusted Management OS
- CloudVal: A framework for validation of virtualization environment in cloud infra...
- Hypervisors vs. Lightweight Virtualization: A Performance Comparison

[View All](#)

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**Abstract:**

High Performance Computing (HPC) is playing an important role in a variety of domains with the demand of high-level computational capacity. Besides, HPC provides services for a huge range of different users as well as multiple environments. Hence, the performance of the network is also one of the important criteria. The advent of InfiniBand (IB) aims at the improvement of computer-networking. IB technology has been used and expanded on virtualization environments, especially in virtual machines (VMs). Recently, another virtualization technique known as Docker platform is being popularly considered. Docker promises to bring higher performance, but it also poses some challenging problems. Concretely, while VMs are combined with IB by standard virtualization modules such as SR-IOV, Docker containers are still being examined on feasible solutions with IB. An important question is the advantages and disadvantages of both architectures, namely VM and Docker. In this paper, we deploy Docker on IB infrastructure and evaluate their performance with VMs. Remarkably, we highlight the benefits and the drawbacks of Docker in the conflict of resources when its architecture shares the same kernel with the host. Our evaluations emphasize the potential of Docker containers in HPC field, simultaneously, we propose experiences when using Docker for running parallel applications.

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byte  
module  
transaction  
test  
verification  
unit  
address  
compatibility  
interface  
protocol  
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- byte
- module
- transaction
- test
- verification
- unit
- address
- compatibility
- interface
- protocol
- transfer
- failure

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