12

Practical Research 2
Quarter 1- Module 6
BACKGROUND OF RESEARCH

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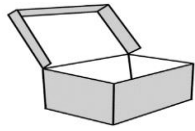**Layout Artist:**   Arneil A. Pagatpatan

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What I Need to Know

Good day Senior High School Students! In this lesson, you are going to learn how to:

Describe a research background (CS_RS12-ld-e-3)

Moreover, in this lesson, you will learn concepts and do practice activities that will help you do the following:

1. identify the approach used in stating or describing the background of the research;
2. present the components of writing an introduction or background of the research;
3. evaluate the sample research background or introduction based on the prescribe components; and
4. construct an initial research background using the components presented.

What I Know

Before you proceed to the different activities inside the module, answer first this **pre-assessment activity** below to find out what you already know about the topic of describing the background of research.

Select your answers from the options provided after each item. Choose and encircle the letter of the correct answer.

1. Reyes (2009) suggested the following overarching goals of a good introduction **except**:

   A. Ensure that you summarize prior studies about the topic in a manner that lays a foundation for understanding the research problem.
   B. Explain how your study, specifically addresses gaps in the literature, insufficient consideration of the topic, or other deficiency in the literature
   C. Note the broader theoretical, empirical, and/or policy contributions and implications for your research.
   D. Justify the reason in using a generic statement that leads to current practices in writing an introduction.

2. As a mental roadmap for a researcher to write a very comprehensive introduction, it is a must for a researcher to know the subject matter of his/her study. What question is being answered by this statement?

   A. What was I studying?
   B. Why was this topic important to investigate?
   C. How do writers normally end the introduction?
   D. How will the study advance new knowledge or new ways of understanding?

3. In writing an introduction or background of the research, structure of the research background is very important because it serves as your model that you are building as you write the research background. Based on this statement, in order to build this model, it must answer the following questions **except**:

   A. What type of research design will you use?
   B. How do writers normally start the introduction?
   C. How do writers normally end the introduction?
   D. What type of information should be in my introduction, and in what order?

4. In writing the background of research, a research should make a general statement about the problem or issue. What component of the background of the research is being described in the statement above?

   A. Establish the problem or issue you want to research.
   B. Provide an overview of existing thinking about and/or research into your research problem.
   C. Identify a gap, problems or unresolved issues in the existing knowledge/research that will be useful to the focus of your research.
   D. State your research question, your hypothesis, and your knowledge claim, making sure to place research within the gap in existing knowledge.

5. The questions Why is your research relevant? What will I contribute to the field and beyond? and why should we care about your research? Are under what component of the background/introduction of the research?

   A. Establish the problem or issue you want to research
   B. Provide an overview of existing thinking about and/or research into your research problem.
   C. Identify a gap, problems or unresolved issues in the existing knowledge/research that will be useful to the focus of your research.
   D. Stress the value and relevance of your research.

Lesson 1	**Background of Research**

What's In

Last time, you have studied about the ***Writing or Formulating a Research Title***. This task will help you to recall your previous lesson regarding the mentioned topic above.

1. Write your proposed research title that you have done in module 5.

_____
_____
_____
_____

2. Using your formulated title, determine the elements of research title observed in your research title. If one element is not included, write the abbreviation NO (not observed)

Aim or Purpose	Subject Matter or Topic to be investigated	Place or locale covered in the study	Period of time	Population or respondents involve

Since you are done designing your own research and formulating your research title, in today's lesson, you will learn to describe a background or introduction of the research. You will also start writing your initial introduction using the elements of a research background which will be presented in the succeeding part of this module.

? What's New

Let us start our lesson on describing the background of the research by studying the Activity below.

Getting the role of the author!

This sample background of the research is from the research entitled "The Impact of Video Games on the Players Behavior: A Survey" by Qwaider, Alabed, and Duwari (2019). Your task is to assume that you are the author of this article. Read first the introduction and answer the following questions in the **Let's Analyze** part

"The Impact of Video Games on the Players Behavior: A Survey"
Qwaider, Alabed, and Duwari (2019)

1. With the continuous growth of production and developing new technology in all aspects of life, many of the current technologies that were previously considered as entertainment technologies have become indispensable technologies in our daily lives. One of the most important of these new technologies is the new media, which has a profound impact on our current daily lives. Some examples of new media are smart phones, computers, virtual worlds, website, handheld devices, video games, etc.

2. Video games are defined as interactive electronic games which primarily aim to entertain players. Video games enable players to access virtual environments, 2D or 3D, within specific rules and conditions that vary from game to game. Video games can be categorized into types as any other media format. This categorization depends on many characteristics such as how to play the game and the game play interaction. Every video game has different characteristics from other video games, which make some of them more popular than the others. There are many types of video games that are played around the world like, action, adventure, fighting, platform, racing, role-playing, shooter, simulation, sports and strategy

3. Due to the continuous needs of development in the video games and their techniques, the concerns of using these games have increased. In addition, it is shown that the majority of players are children or teenagers, which leads to change the assumption about video games to be just for entertaining or for time-consuming. Video games can impact on developing certain human behaviors, whether these behaviors are good or bad. Therefore, video games have been studied by many researchers in the fields of computer science, psychology, education and youth studies. These studies also investigate whether the video games have an effect on the player's behaviors and emotions during playing the game or after completing the game, for either short time or long time.

4. The researchers in this field are divided into two groups. The first group concludes that the video games have effect on the behaviors and emotions of the players either negatively or positively. While, the second group denied the impact of the video games on the behaviors or the emotions of the players.

5. Investigators who support the effects of video games on the players verify their assumption by showing that, the player skills like concentration; problem solving, imagination, and social behavior are changed, increased or decreased, by changing the games requirements or levels. They measure the concentration skill for example by considering the spatial results in shooter games, where increasing or decreasing the spatial results of the player indicate of increasing or decreasing of the player concentration. While the problem-solving skills can be measured by considering the strategy games results, either increase or decrease

6. In addition, the emergence of new behaviors or emotions on the players support the assumption of the effect of the video games on the players. For example, playing the fantasy/role-playing games may increase the social withdrawal and anxiety. While, playing shooter games may increase the aggression and playing fighting games may increase the hostility and aggressiveness of the players. More details on these behaviors and emotions will be discussed in *Section 3*.

7. On the other hand, investigators who did support the idea of the effects that video games have on the players verify their assumption by conducting some experiments on video games players. According to these experiments, they conclude that there are no changes on the skills or the behaviors of the players during or after the video games [3]. Currently, all studies that examine the relationship between video games and the players' behaviors rely on collecting data about the players themselves. These data are collected at different times like, before playing, during playing or after playing the game, which depends on the type of experiments. In these experiments, data is collected using different methods. The most popular method self-reported data. In this method, the data is collected using questionnaires, surveys, interviews or ethnographic observations either, before, during or after playing the video

game. The self-reported data in new experiment method is integrated with the games, where the player reports his data during playing the game [4].

8. In this paper, we will provide a comprehensive study on the assumption of the relationship between video games and the behaviors and the emotions of the players in two aspects. First, we will study the impact of the video games on the player's behaviors in terms of whether this relationship can improve some of the skills or behaviors of players, or it can cause an increase at the level of behavioral problems or entering into negative emotional states. The second side includes denying any potential relationship between the impacts of video games on the players. In addition, all the methods used to bring data about the players will be addressed if they are self-reported data methods or from in-game data. Finally, each video game will be discussed to verify if it can affect specific behaviors or emotions.

Let's Analyze:

1.What are the general ideas and statements discussed in paragraph 1 and 2?

_____
_____
_____
_____
_____
_____
_____

2.What are current researches/problems/issues presented in Paragraph 3?

_____
_____
_____
_____
_____
_____
_____

3.What are the findings of researches in paragraphs 4 and 5 which help you to give an overview of the existing thinking about your research problem?

_____
_____
_____
_____
_____
_____

4.What are the gaps/problems/or unresolved issues exiting in paragraphs 6 and 7?

_____
_____
_____
_____
_____
_____

5.   Based on current researches, what are the gaps and problems identified in questions 1 to 4, what is the problem or current issue that your paper will investigate that is stated in paragraph 8?

_____
_____
_____
_____
_____

What is It

The questions that you have answered in "*What's New*" are related with the process of determining the components of the background of the research or in some books, they are using the word introduction.

According to the Website of UCLA University, research background or introduction leads the reader from general research problem or issue to the specific area of research. It actually immersing your research question in the context of clarifying the importance of research being conducted. It is usually done through discussing up to summarizing the current understanding of research and the background information about the topic.

Reyes (2009) suggested that a research should think the introduction or background of the research as a mental road map that answers these four questions:

1. What am I studying?
2. Why is this topic important to investigate?
3. What do we already know about this topic or what have other experts discovered about the topic?
4. How will my research advances new knowledge or new ways of understanding?

Using these four questions, let us analyze the sample introduction used in **what's new** activity.

1. **What am I studying?**
    As discussed in the introduction, it is very clear that the researcher is studying about the impact of video games on the player's behavior in which, paragraph 8 explained the nature and reason on why researcher want to conduct this study.

2. **Why is this topic important to investigate?**
    In paragraph 8, the researcher wants to conduct the study because he believed that knowing the impact of video games in student's behavior might improve some skills or increase some level of behavioral problems or entering into a negative emotional state.

3. **What do we know about this topic or what have other experts discovered about the topic**?

With the support of paragraphs 1 to 7, it clearly shows that the previous and the current literature or researches conducted explained the importance of knowing the impact of video games on the players behavior whether it brings negative or positive result.

As cited in paragraph 5:
> *"Investigators who support the effects of video games on the players verify their assumptions by showing that the player's skills like concentration, problem solving, imagination and social behavior are changed, increased or decreased, by changing the games requirements or level"*
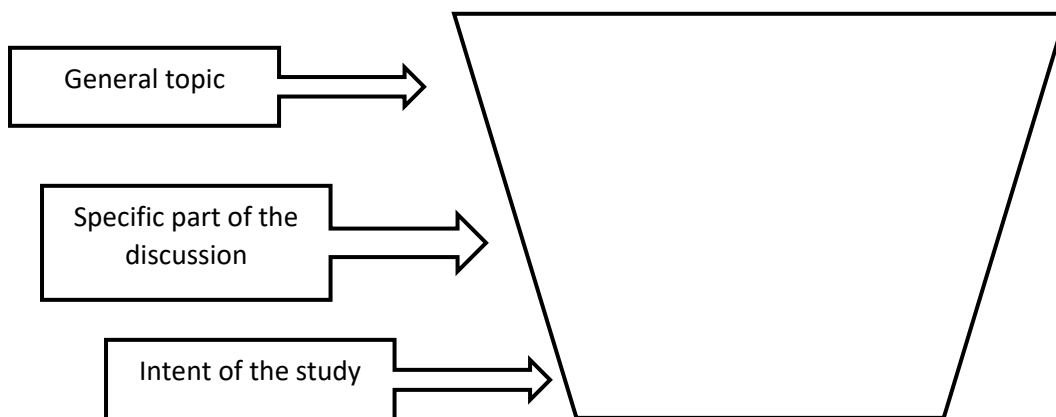
In paragraph 7, it is stated that,

> *"...they conclude that there are no changes on the skills or behavior of the players during or after the video games"*
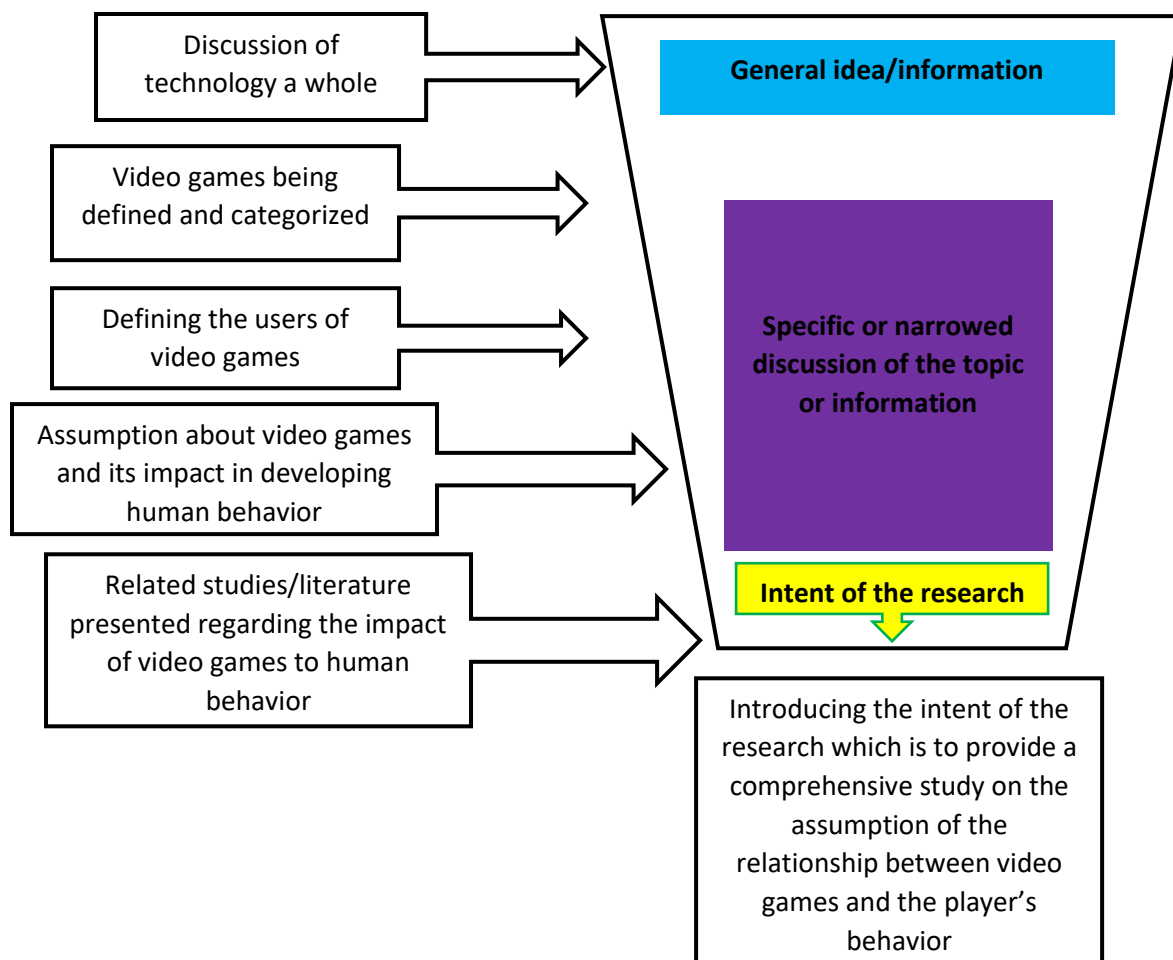
Based on this analysis, it can be gleaned that the sample background of the research given a while ago answered the questions that a well-written background of the study should be answered.

Approaches/Style in writing the background of the research

Structure-the structure refers to the flow of the content or information being discussed in the background of the research. According to Creswell (2014), a researcher should start writing the background of the research through general ideas and gradually discuss narrowing the focus of the research until it reaches the problem statement of the paper.

The figure shows the visual form on how the background of the research is being discussed. Using this funnel, let's see how the flow of the sample background/introduction of the research is being written.

Discussion of technology a whole	→	**General idea/information**
Video games being defined and categorized	→	
Defining the users of video games	→	**Specific or narrowed discussion of the topic or information**
Assumption about video games and its impact in developing human behavior	→	
Related studies/literature presented regarding the impact of video games to human behavior	→	**Intent of the research**

Introducing the intent of the research which is to provide a comprehensive study on the assumption of the relationship between video games and the player's behavior

As presented in this illustration, it can be gleaned that the flow of the discussion of the sample introduction followed the structure from discussing general ideas or information up to specific ideas down to the presentation of the intent of the research.

1. Grammar and Writing Skills

2.1 Tenses

Technical aspect in writing a research not only in introduction but also the whole part of the research paper is very vital in order to produce a well-written output.

In writing an introduction, the tenses pair: **Present Simple** and **Present Continuous** are used in writing sentences to connect the present idea to the factual information.

Look at these two sample sentences.

A. Video games are defined as interactive electronic games which aims primarily to entertain players.	Present Simple
B. Teenagers are playing various kinds of video games	Present Continuous

Sentence A describes permanent situation or fact because it defined the word video games, while sentence B describes either a temporary situation or action that is currently happening. Both of them are accepted in terms of writing sentences in the background of the research. Most of the writers are using simple present to state factual information and discuss its relevance and current status using present continuous. A simple present statement usually includes appropriate reference or citation to prove its factuality.

Example: As stated by Wolf (2000), video games are defined by...

Aside from the simple present and present continuous pair, the pair simple past and present perfect should also consider in technical aspect of writing. Tense changes are meaningful and they always signal a change in the function of the information. So, it is advised not to change the tenses randomly and know when to shift or change the tenses as you write sentences in the background of the research.

2.2 Signaling language

As observed some initial draft of the research paper is the problem or error in connecting ideas or sentences to the next part. *Every time that a researcher ends the sentence. The readers have no idea on what to read next.* Therefore, the space between the full stop and the next capital letter is quite vague to the reader. So, the researcher's task is to eliminate the gap between those ideas or sentences.

One way to connect the gap is **to overlap** or **to repeat** something from the previous statement

Example: Video games can be *categorized* into types as any other media format. This *categorization* depends on many characteristics...

Another way to connect ideas or sentences to the next part is to use connectors either COORDINATING CONJUNCTION (for, and, nor, but, yet, or, so) or SUBORDINATING CONJUNCTION (however, when, which, moreover, therefore, because, as a result, consequently, so and so that).

2. Paraphrasing

In writing a paragraph in background of the study, researcher should avoid writing one-sentence paragraphs or paragraph that seem to be long and do not know when to start or insert a new paragraph.

Another point to consider are topics being discussed in every paragraph, see to it that, when a paragraph discussed a common topic and you want to discuss or

insert other ideas which are not related to the previous paragraph, you have to discuss it in the next paragraph.

Components of the Background or Introduction of the Research

Component 1: Establish the problem or the issue that you want to discuss in your research through the following process:

     A. Highlight the importance of the problem/issue and/or
     B. Make a general statement about the problem/issue, and/or
     C. Present an overview or current research on the problem or issue.

As reflected in the sample introduction of the research in *What's New*, component #1 is highlighted in paragraph 8

Component 2: Provide an overview of existing thinking about and/or research into your research problem

Through giving or presenting literature or available studies conducted about the research that will be conducted, it actually strengthens the claim or the background of the on-going study or research. In the sample introduction of research, component #2 is reflected in paragraphs 3 to 7.

Component 3: Identify the gap, problems, or unresolved issues in the existing knowledge/research that your research can fill or identify a research focus that will be useful to the study being conducted.

Example:

Paragraph 4: The researchers in this field are divided into two groups. The first group concludes that the video games have effect on the behaviors and emotions of the players either negatively or positively. While, the second group denied the impact of the video games on the behaviors or the emotions of the players.

Paragraph 6: ...for example, playing the fantasy/role-playing games may increase the social withdrawal and anxiety...

Paragraph 7: On the other hand, investigators who did not support the idea of the effects that video games have on the players...

Lines from paragraphs 6 and 7 present an argument regarding a contradicting claim regarding the subject matter of the study.
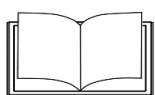
Component 4: State your research question, your hypothesis and your knowledge claim making sure to place your research within the gap in existing knowledge through the following process:

     A. State the intent of your study, including the research question and your hypothesis (for Journal type format of research).
     B. Outline the key characteristics of your study.
     C. Describe the important results that found or hope to find.

This component is reflected in paragraph 8 of the sample background of the research given in what's new

Paragraph 8: In this paper, we will provide a comprehensive study on the assumption of the relationship between video games and the behaviors and the emotions of the players in two aspects. First, we will study the impact of the video games on the player behaviors in terms of whether this relationship can improve some of the skills or behaviors of players, or it can cause an increase at the level of behavioral problems or entering into negative emotional states. The second side includes denying any potential relationship between the impacts of video games on the players. In addition, all the methods used to bring data about the players will be addressed if they are self-reported data methods or from in-game data. Finally, each video game will be discussed to verify if it can affect specific behaviors or emotions.

📖 What's More

Answer the activities that follow to practice your knowledge and skill about designing a research used for daily life.

Activity 1. FLOW STRUCTURE

The sample background or introduction of the study below is lifted from the research entitled *THE EFFECT OF VIDEO GAMES ON AGGRESSIVE BEHAVIOR IN UNDERGRADUATE STUDENTS.* Read first the background of the research and analyze its flow through the use of the funnel diagram. Determine the general ideas, specific topics and the purpose of the study conducted.

THE EFFECT OF VIDEO GAMES ON AGGRESSIVE BEHAVIOR IN UNDERGRADUATE STUDENTS

MARISA PROKARYM

1. Researchers have been intrigued by the possible relationship between media outlets and the effect on behavior for over half a century. Studies have evolved from a focus on television in the 1950's to video games in the 2000's. Previous studies have concluded that there is a relationship between media and aggressive behavior, but the present issue addresses whether studies on video games produce similar results (Andison, 1977; Carnagey & Anderson, 2005). In addressing this issue, several factors are taken into account including the time spent playing video games, the type of game played (violent or non-violent), an individual's personality, and their history of aggressive behavior. Anderson and Bushman (2001), two major researchers in this field, developed the General Aggression Model (GAM) to explain these factors which has been supported by several laboratory experiments. The GAM suggests that short-term exposure to violent video games causes a temporary increase in aggression (Anderson & Bushman, 2001). Studies regarding the relationship between video games and aggressive behavior are relatively recent, starting in the past decade, and therefore have not reached a concrete agreement on their effect. Although it has been commonly accepted that video games produce a

short-term increase in levels of aggression, the long-term and lasting effects of video games are argued among researchers and require future longitudinal research.

2. Video games are becoming a prominent source of media in today's society and studies should consider them as an evolution of the interest in the relationship between media and 2 aggressive behavior. Statistics reveal that more than ninety percent of children in the U.S. play video games and that the time spent playing video games has increased from four hours per week in the 1980's to over nine hours per week in the 2000's (Anderson, Gentile, & Buckley, 2005; Gentile & Walsh, 2002; as cited in Carnagey & Anderson, 2005). Despite these statistics being several years old, the increase in video game usage is concerning and is reason enough to study the effects of video games, especially considering that children are thought to be the most impressionable. Additionally, the threat of video games increasing aggressive behavior has become a reality with cases such as the 1999 shooting at Columbine, attributed in part to the students playing DOOM, and Norway's shooter Anders Behring Breivik in 2011, who claimed that he "trained" on games such as World of Warcraft and Modern Warfare 2 (Moore & Manville, 2009; Peckham, 2012). With the popularity of video games in society and these real-life incidents, it is imperative to study the potential effects of video games on individuals.

3. The current study examined the effect of video games, including play time and content, on aggressive behavior and personality in undergraduate students. The study utilized a survey method to ask students about their video game playing habits as well as their personality and behavioral issues. The results were analyzed in SPSS version 20.0 to evaluate whether or not the sample of undergraduate students at University of Texas – Arlington (UTA) supported the hypotheses regarding the relationship between video games and aggressive behavior, personality, and acts.

1.

2.

3.

4.

5.

6.

7.

General idea/information

Specific or narrowed discussion of the topic or information

Activity 2. INTRO ROAD MAP!

After reading sample research background, answer the following questions to describe the sample research background.

1. What was the research studying?
   _____
   _____
   _____
   _____
   _____
   _____
   _____

2. Why was this topic important to investigate?
   _____
   _____
   _____
   _____
   _____
   _____
   _____

3. What does the researcher know about this topic before he conducted this study?
   _____
   _____
   _____
   _____
   _____
   _____
   _____

4. How will the study advance new knowledge or new ways of understanding?
   _____
   _____
   _____
   _____
   _____
   _____

Activity 3. COMPONENTS THAT MATTER

Evaluate the sample introduction or background of the research from *THE EFFECT OF VIDEO GAMES ON AGGRESSIVE BEHAVIOR IN UNDERGRADUATE STUDENTS* if it contains the components of the background of research through answering the following questions:

1. What general ideas or statements are discussed in paragraph 2?

   _____
   _____
   _____
   _____

2. What current researches/problems/issues are presented in Paragraph 1?
_____
_____
_____
_____
_____
_____

3. What are the findings of researches stated in paragraphs 1 and 2 which helped the researchers to give an overview of the existing thinking about her research problem?
_____
_____
_____
_____
_____
_____
_____

4. What are gaps/problems or unresolved issues existing in paragraph 2?
_____
_____
_____
_____
_____
_____

5. Based on the current researches, gaps, and problems that you have identified in questions 1 to 4, what is the problem or current issue that the researcher investigated based on the discussion in paragraph 3?
_____
_____
_____
_____
_____
_____

What I Have Learned

In this lesson, we focused on describing a research background specifically:

- The approach or style in writing a research background which includes the structure or the flow of the introduction, the grammar involved, and the paragraphing.

- The four components of the background or the introduction of the research namely: **Component 1**: Establish the problem or issue you want to research.

Component 2: Provide an overview of existing thinking about and/or research into your research problem. **Component 3**: Identify a gap, problems or unresolved issues in the existing knowledge/research that will be useful to the focus of your research. **Component 4**: State your research question, your hypothesis, and your knowledge claim, making sure to place research within the gap in existing knowledge.
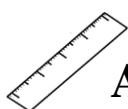
What I Can Do

Apply what you have learned about describing a research background by doing the activity below.

Based on your proposed research title, your task is to construct an initial background or introduction of your research. Use the given guide in writing the background or introduction of your research. You may use a separate paper if necessary.

1. Paragraph 1: Discuss the general ideas or information of your topic (definition of important terms in the title and its features or used).
2. Paragraph 2: Specific information regarding the important terms in your research title.
3. Paragraph 3: Search for at least 3 current information or available researches conducted related to your research title and briefly discuss it in paragraph 3.
4. Paragraph 4: Using the related studies or literature that you have discussed in paragraph 3, discuss now the main problem or reason in conducting your research and state the purpose why will you conduct the study.

Criteria	Score	Comments
The initial draft follows the basic flow of the background or introduction of the research	10 pts	
The content of each paragraph answered or followed the guide given.	10 pts	
The initial draft of introduction discussed the main problem and the purpose the research that will be conducted.	10 pts	

Assessment

Showcase the knowledge and skills you have learned in this lesson by answering the assessment activity.

Using the *Activity 3. COMPONENTS THAT MATTER,* determine what component of introduction or the background of the research is being described in each question.

1. Component _____
2. Component _____
3. Component _____
4. Component _____
5. Component _____

Additional Activities

In order to connect the topics discussed in modules 4, 5, and 6, you have to fill out the information needed below:

1. Your research problem identified

_____
_____
_____
_____
_____

2. Your proposed Research Title

_____
_____
_____
_____

3. Summary of the initial background or introduction of your research constructed

_____
_____
_____
_____

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