





# Thesis: Citing

Mohd Fareq Abd Malek Attribution: Sasha Nikolic



# Reminder – A key process of Thesis

- Standing on the Shoulder of Giants
- It means "discovering truth by building on previous discoveries"
- Isaac Newton 1676: "If I have seen further it is by standing on the shoulders of giants."
- Therefore, it is IMPORTANT to SHOW that you can build on previous discoveries



We summarised and paraphrased the work of [1] – building upon the work of [1]



Virtual reality (VR) is the use of a computer-generated simulation to display 3D objects and environments that is interactive in a lifelike manner using special apparatus such as a head mounted display (HMD) [1]. Virtual reality stems from and is associated with decades of research and innovation into virtual worlds, bringing people together for social, educational and business purposes, immersing users in simulated computer-generated 3D environments [2].

Show where this information comes from with references.

In this example IEEE referencing is used



We summarised and paraphrased the work of [1] – building upon the work of [1]



Virtual reality (VR) is the use of a computer-generated simulation to display 3D objects and environments that is interactive in a lifelike manner using special apparatus such as a head mounted display (HMD) (Gregory et al., 2017). Virtual reality stems from and is associated with decades of research and innovation into virtual worlds, bringing people together for social, educational and business purposes, immersing users in simulated computer-generated 3D environments (Kayhani et al., 2018).

Show where this information comes from with references.

In this example Harvard referencing is used



By grouping references e.g. [6-7] we show that we are synthesising and building upon the work of multiple research studies- combining ideas/findings

The virtual environments can be configured and designed to meet social, pedagogical and corporate requirements, and are limited by the creativity [6 -7] and technical capability of the 3D designer and available technology [8].

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The virtual environments can be configured and designed to meet social, pedagogical and corporate requirements, and are limited by the creativity (Arroyo and Arcos, 1999, Tanaka et al., 2017, Perez-Ramirez et al., 2019) and technical capability of the 3D designer and available technology [8].

Show where this information comes from with references.

In this example Harvard referencing is used



Notice how the STRUCTURE changes when we are directly talking about an article



Virtual reality is very beneficial to training and education. A review of VR literature by Dalgarno and Lee [18] discovered the benefits of virtual related across the field included enhanced spatial knowledge representation, greater opportunities for experiential learning, increased motivation and engagement, improved contextualization of learning and richer/more effective collaborative learning.

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In this example IEEE referencing is used



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# Just remember

- If you are incorporating facts or incorporating findings/ideas based on the
  work of others within your writing you need to back it up with a reference to
  prove that the fact is correct or where it comes from.
- Doing this acknowledges its origin and it allows the reader to double check the accuracy/context of the statement you wrote!
- Don't hide the fact that you are building upon other peoples work. Embrace it, be proud of it this is a key competency that you are demonstrating in Thesis!



# Reference List

Do not forget to correctly structure and format your reference list

- [2] G. R. Lueddeke, "Training Postgraduates for Teaching: considerations for programme planning and development," *Teaching in Higher Education*, vol. 2, pp. 141-151, 1997.
- [3] A. U. T. Committee, "Training, Support and Management of Sessional Teaching Staff Final Report," 2003.
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- [5] S. McWherter, "The Effects of Teacher and Student Satisfaction on Student Achievement," 3541490 Ed.D., Gardner-Webb University, Ann Arbor, 2012.
- [6] P. C. Wankat, "Educating engineering professors in education," *Journal of Engineering Education*, vol. 88, p. 471, 1999.
- [7] D. M. Shannon, D. J. Twale, and M. S. Moore, "TA Teaching Effectiveness: The Impact of Training and Teaching Experience," *The Journal of Higher Education*, vol. 69, pp. 440-466, 1998.
- [8] J. D. Bransford, A. L. Brown, and R. R. Cocking, How People Learn: Brain, mind, experience, and school. Washington, DC: National Academy Press, 2000.
- [9] A. C. Thoron, B. E. Myers, A. Harder, N. Stedman, and T. G. Roberts, "An Analysis of Teaching Competencies of Junior Faculty with Different Levels of Graduate Teaching Assistant Experiences," *Journal of Natural Resources and Life Sciences Education*, vol. 41, pp. 1-6, 2012.
- [10] R. Calvo, L. Markauskaite, and K. Trigwell, "Factors Affecting Students' Experiences and Satisfaction about Teaching Quality in Engineering," Australasian Journal of Engineering Education, vol. 16, pp. 139-148, 2010.
- [11] K. Chong Beng and K. T. Lee, "Linking transnational engineering students; satisfactions with perceptions of education quality," in Frontiers In Education Conference Global Engineering: Knowledge Without Borders, Opportunities Without Passports, 2007. FIE '07. 37th Annual, 2007, pp. S4F-1-S4F-6.
- [12] Z. Mustafa, N. Basri, N. Z. Abidin, N. R. M. Suradi, Z. M. Ali, F. A. A. Shahabudin, et al., "Modeling of Engineering Student Satisfaction," Journal of Mathematics & Statistics, vol. 8, pp. 64-71, 2012.

If you use
Endnote
make sure
that you
check the
end result!!!!

