

□ 중간과제

▣ “블록체인 보안 및 공격” 조사, 내용 파악 및 정리

- 도서, 뉴스, 블로그, 백서, 논문 등에서 자료 조사
- 최소 3개 이상, 자세하게 내용 정리

▣ 위의 내용들을 요약하여 PPT로 작성

▣ 국내 논문

- <https://www.dbpia.co.kr/>
- 키워드 검색을 통해 논문 확인 가능

▣ 해외 논문

- <https://scholar.google.co.kr/>
- 국내 논문과 마찬가지로 키워드 검색을 통해 논문 확인 가능

➔ 중간과제

논문 검색 (국문/영문)



<http://www.riss.kr/index.do>



<https://www.dbpia.co.kr/>



<http://kiss.kstudy.com/>



<https://scholar.google.com/>

논문 검색 (Google scholar)

(1)

The screenshot shows the Google Scholar interface with the search term "mmorpg survey". The search results list two papers. The first paper, "Examining a massive multiplayer online role-playing game as a digital game-based learning platform" by ML Wu and K Richards, is highlighted with a red box. The second paper, "[PDF] Addiction to massively multiplayer online role-playing games" by BD Ng and P Wiemer-Hastings, is also highlighted with a red box. Both papers have a citation count of 99 and are marked as "Web of Science: 8" and "Web of Science: 142" respectively. The search results are sorted by "All time" and the search is filtered by "All years".

(2)

(1)

The screenshot shows the Google Scholar interface with the search term "mmorpg survey". The search results list two papers. The first paper, "Exploring user experiences as predictors of MMORPG addiction" by SH Hsu, MH Wen, and MC Wu, is highlighted with a red box. The second paper, "[PDF] Understanding MMORPG addiction" by N Yee, is also highlighted with a red box. Both papers have a citation count of 99 and are marked as "Web of Science: 142" and "Web of Science: 142" respectively. The search results are sorted by "All time" and the search is filtered by "All years".

(2)

중간과제

- 제출은 SmartLEAD로 제출
- 과제 제출 마감
 - ▣ 11월 15일 (월요일), 24:00
 - ▣ 기간이 늦더라도 제출
- 잘 작성된 자료들을 선정 후, 발표