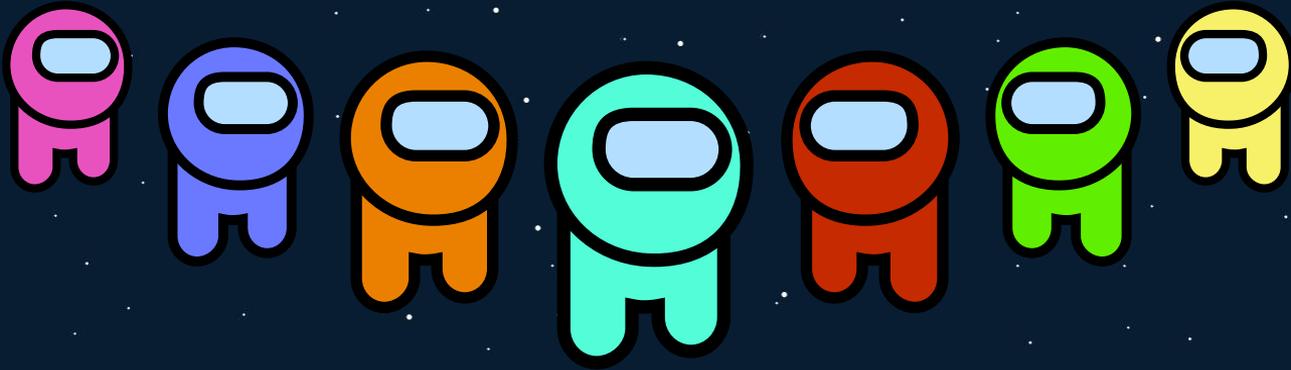# IMPOSTORS AMONG US:
How to Spot unreliable Sources

There is Unreliable Information among us

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01 **How to Find a Source**
Slide #3

02 **Determining Credibility**
Slide # 11

Finding Sources

Many of us scroll through different websites for our news and other information, but how often do you think critically about the validity of the information you come across?

When conducting research for academic writing, it is **crucial** for you to use reliable sources.

Picture this:

You're in a courtroom and a man is on trial. He's been accused of committing a crime. The judge is seated at her bench, at the front of the courtroom. The man's lawyer faces the judge to defend his client, who is seated behind him.

The man's lawyer says, "Your Honor, my client is innocent, *because I said so.*"

Case closed.

Actually, that would never hold up in court, because the lawyer must **argue** for his client's innocence. A lawyer has to provide **reasons** in their client's defense, **present evidence**, and **explain** why the evidence supports their reasoning.

In the same regard, when you decide to make a claim (an argument) in your writing, you must present reasons, **evidence** and explain the evidence to your reader to make a strong argument.

This lesson will focus on how to find evidence, or **sources**, to support your ideas.

After you've chosen your topic, you can start researching.

One of the first places people usually go to begin research is Wikipedia.
While Wikipedia is a great place to brush up on a topic, it's not a great source to include in your essay because it can be edited by anyone.

Let's go over some ways that Wikipedia can be helpful for you in your research.

Violence and video games

From Wikipedia, the free encyclopedia

References [edit]

1. ^ "Industry Facts". Entertainment Software Association. November 28, 2014. Archived from the original on November 28, 2014. Retrieved June 17, 2015.

2. ^ Martha Irvine (October 17, 2008). "Survey: 97 Percent Of Children Play Video Games". Huffingtonpost.com. Archived from the original on January 7, 2010. Retrieved February 18, 2015.

3. ^ Gentile, D. A.; Saleem, M.; Anderson, C. A. (2007). "Public Policy and the Effects of Media Violence on Children". *Social Issues and Policy Review*. 1: 15–61. CiteSeerX 10.1.1.591.873. doi:10.1111/j.1751-2409.2007.00003.x.

4. ^ Markey, Patrick; Ferguson, Christopher (2017). "2". *Moral Combat: Why the War on Violent Video Games Is Wrong*. BenBella Books, Inc. ISBN 978-1942952992.

5. ^ *a b c d* Anderson, Craig A.; Bushman, Brad J. (2001). "Effects of violent video games on aggressive behavior, aggressive cognition, aggressive affect, physiological arousal, and prosocial behavior: A meta-analytic review of the scientific literature". *Psychological Science*. 12 (5): 353–359. doi:10.1111/1467-9280.00366. PMID 11554666. S2CID 14987425.

79. ^ Smith, S; Ferguson, C; Beaver, K (May 2018). "A longitudinal analysis of shooter games and their relationship with conduct disorder and cself-reported delinquency". *International Journal of Law and Psychiatry*. 58: 48–53. doi:10.1016/j.ijlp.2018.02.008. PMID 29853012.

80. ^ DeWall, Anderson & Bushman (2011). "The General Aggression Model: Theoretical Extensions to Violence" (PDF). *Psychology of Violence*. 1 (3): 245–258. doi:10.1037/a0023842. Archived from the original (PDF) on August 12, 2017. Retrieved January 3, 2017.

81. ^ Kooijmans T. "Effects of video games on aggressive thoughts and behaviors during development." *Rochester Institute of Technology* December 2004.

82. ^ Ferguson & Dyck (2012). "Paradigm change in aggression research: The time has come to retire the General Aggression Model" (PDF). *Aggression and Violent Behavior*. 17 (3): 220–228. doi:10.1016/j.avb.2012.02.007.

83. ^ Ballard, Mary; Visser, Kara; Jocoy, Kathleen (November 19, 2012). "Social Context and Video Game Play: Impact on Cardiovascular and Affective Responses". *Mass Communication and Society*. 15 (6): 875–898. doi:10.1080/15205436.2011.632106. ISSN 1532-7825.

Once you've found a Wikipedia page related to your topic, scroll down to the end of the page titled "References"

The reference section will have a list of sources about the topic.

Read through the titles and pick articles that you might be interested in using.

Nyack's Online Library Database is a great place to start looking for research

https://www.nyack.edu/site/library/

Databases- A database is a virtual bookcase full of online academic journals and/or other online resources.
On the library homepage you can search by title of the Academic Journal or topic.
OR you can scroll over the Resources tab, and then scroll down to the Database tab which opens 3 options to click on: Databases by Subject / Frequently Used Databases / A-Z Lists of Databases

Academic Search Complete is an excellent multi-discipline database, meaning it contains academic journals from many subjects.

JStor is another great multi-discipline database.

Keywords

Remember to keep a piece of paper ready while you're searching through sources, this way you can keep track of any key words you find about your topic.

In the Gale Ebooks database, keywords will be highlighted in the sources you find.

The blue words have hyperlinks to other articles you might like- so remember to click on those and write them down.

Marketing of Violence

Early research defined *media violence* as the act or threat of injuring or killing another person portrayed in the popular media. More recently, researchers have broadened the definition to include the depiction, act, or credible threat of physical force intended to harm. A large body of literature has pointed out the potential dangers of violent media and its influence on viewers, especially youth. Simply put, much of the research has indicated that there is a connection between viewing violent programs and displaying aggression in real life.

Violence is popular and frequently portrayed in media. Moreover, entertainment industries have commercialized violence to attract more customers. Movies, television, music, and video games contain stories including violence and killings. This is the paradox faced by society: people object to televised violence but at the same time are saturated with and often seek violent media content. This entry examines both the attraction to violent content and the marketing of violent content.

ATTRACTION TO VIOLENT MEDIA CONTENT

Theories in psychology have long explored media violence and its effects on viewers. Theories of aggression suggest that watching violence can be enjoyable. According to this theory, people can experience power and cathartic discharge of instinctive aggression via vicarious violence. Other theoretical perspectives have suggested that people learn inhabitations through socialization. Thus, when people see violence, they feel empathy toward victims and avoid watching the pain.

Academic Search Complete is a great database to start in, because it holds a broad range of topics.

Just like online shopping, research involves filtering the results. Remember to use the "Limit to" section to only search for sources that would work for you. Click on "Full text" and any other filters you'd like to add.

EBSCOhost

Searching: **Academic Search Complete** | Choose Databases

videogames and violence [×]

Search (?)

Basic Search   Advanced Search   Search History ▸

Refine Results

Search Results: 1 - 10 of 360

Current Search ˅

Boolean/Phrase:

videogames and violence

Expanders

Apply equivalent subjects [×]

Limiters

Full Text [×]

Limit To ˅

☑ Full Text
☐ Peer Reviewed
☐ References Available

From: To:
[1988]   Publication   [2020]
         Date

1. Play Fighting: THE REAL-WORLD **VIOLENCE** OF **VIDEOGAMES**.

By: Maxwell, Jini. *Screen Education*. 2019, Issue 95, p50-55. 6p. 7 Color Photographs.

Subjects: VIDEO games; VIOLENCE in **video games**; VIOLENCE; HISTORY; UNITED Sta... Home entertainment equipment merchant wholesalers; Video game publishers; Video game... 1997-

Periodical

📄 **PDF Full Text**

2. "Brutal Kill!" Violent **video games** as a predictor of aggression.

"Brutal Kill!" **Videogames** Violentos como Preditor da Agressão. / "Brutal Kill!" Videojuegos v... Bruno; Eduardo Pimentel, Carlos; Miranda Sarmet, Maurício; Evangelista Mariano, Tailson. ... 10.1590/1413-82712020250205.

Subjects: AGGRESSION (Psychology); VIOLENCE

Academic Journal

📄 **PDF Full Text** (1.4MB)

Looking through research can feel overwhelming so follow these steps:

Read the Abstract or Description before deciding if you like this article.

Skim the article for keywords and only read the sections that apply to your topic.

Collect citations from the library as you search. Click on the "cite" button and copy the MLA citation.

Keywords   0/0   ∧ ∨ ✕

Abstract: The article presents a case study of how **video games**
              Classification Act 1993 (FVPC). Topics discussed include
              defined by the FVPC Act related **video games**; and ena

Open a search window in your document, so you can search for your keywords in the article.

If using a Mac: Command F
If using a PC: Control F

Cite

Hmmm!

In this exercise, you will observe how to apply the CRAAP method to analyze the credibility of sources and determine what makes them reliable or unreliable.

CRAAP METHOD

Is the source and the information it contains current? Has it been published within the last 5 years?

CURRENCY

Is the source reliable and supported by valid evidence? Has it been reviewed by experts?

ACCURACY

Is the purpose of the source clearly defined? Is the article unbiased?

PURPOSE

RELEVANCE

Is the information relevant to the research topic?

AUTHORITY

Is the author credible? Is the website a trusted authority on the subject?

Adapted from Prof. Ryan's research on the CRAAP method

01

CURRENCY

Keep your sources current

For example, when using a library database to search for articles on the topic "effects of video games on children," here are two results that come up:

Source A.

ARTICLE
Video Games and Children: Effects on Leisure Activities, Schoolwork, and Peer Involvement

Gary L. Creasey ; Barbara J. Myers

Merrill-Palmer Quarterly, 1986-07-01, Vol.32 (3), p.251-262

❝ The effects of home video game systems upon daily activities were examined for children aged 9 through 16 over a 5-month period... ❞

Source B.

ARTICLE
Effects of active video games on children and adolescents: A systematic review with meta-analysis

Oliveira, Crystian B ; Pinto, Rafael Z ; Saraiva, Bruna T. C ; Tebar, William R ; Delfino, Leandro D ; Franco, Marcia R ; Silva, Claudiele C. M ; Christofaro, Diego G. D

Scandinavian journal of medicine & science in sports, 2020-01, Vol.30 (1), p.4-12

❝ Objective To investigate the effectiveness of active video games (AVGs) on obesity-related outcomes and physical activity levels in children and adolescents... ❞

🔮 PEER REVIEWED   🔓 OPEN ACCESS

Which one of these two sources is current?

Answer: **Source B** is current. Take a look at the arrows which point out the dates the articles were published.

A

ARTICLE
Video Games and Children: Effects on Leisure Activities, Schoolwork, and Peer Involvement
Gary L. Creasey ; Barbara J. Myers
Merrill-Palmer Quarterly, 1986-07-01, Vol.32 (3), p.251-262
❝ *The effects of home video game systems upon daily activities were examined for children aged 9 through 16 over a 5-month period...* ❞

This article was published in 1986 when video games were popular in arcades and older at-home gaming consoles.

B

ARTICLE
Effects of active video games on children and adolescents: A systematic review with meta-analysis
Oliveira, Crystian B ; Pinto, Rafael Z ; Saraiva, Bruna T. C ; Tebar, William R ; Delfino, Leandro D ; Franco, Marcia R ; Silva, Claudiele C. M ; Christofaro, Diego G. D
Scandinavian journal of medicine & science in sports, 2020-01, Vol.30 (1), p.4-12
❝ *Objective To investigate the effectiveness of active video games (AVGs) on obesity-related outcomes and physical activity levels in children and adolescents...* ❞
🔮 PEER REVIEWED 🔓 OPEN ACCESS

This article was published in 2020 when video games were (and still are) played on gaming consoles, computers, tablets and smartphones.

Consider that circumstances of any topic evolve, and information evolves as well. If one were to write a paper on the effects of video games on children today, the clear answer would be to use the most recently published source.

educational benefits of video games for children 🔍

About 16,900 results (0.08 sec)

Any time
Since 2021
Since 2020
Since 2017
Custom range...

2016 — 2021

Search

Sort by relevance
Sort by date

☑ include patents
☑ include citations

☒ Create alert

Games for health for children—Current status and needed research
… **Child** Development Working Group on **Games** … - **Games** for health …, 2016 - liebertpub.com
… ARS **Children's** Nutrition Research Center, Department of Pediatrics, Baylor **College** of Medicine …
12], public and private teachers, childcare agencies, parents, and **children's educational** agencies
[eg … parents or families, as well as healthcare providers for professional **education** …
☆ 🔖 Cited by 180   Related articles   All 16 versions

**Product placement in video games: The effect of brand familiarity and repetition
on consumers' memory**
J Martí-Parreño, J Bermejo-Berros… - Journal of Interactive …, 2017 - Elsevier
… Previous research has found that familiar stimuli offer a superiority **advantage** than unfamiliar …
college students samples has been criticized when conducting consumer research, **college**
students samples … No **student** taking part in this pretest participated later in the experiment …
☆ 🔖 Cited by 43   Related articles   All 10 versions

**Learning healthy lifestyles through active videogames, motor games and the
gamification of educational activities**
CS González, N Gómez, V Navarro, M Cairós… - Computers in Human …, 2016 - Elsevier
… and beliefs, and provides a means that can be used to promote **learning** that is … These **educational**
intervention programs focus on promoting physical activity both at school and in the … Programs
that increase and improve physical **education** in schools have managed not only to …
☆ 🔖 Cited by 117   Related articles   All 5 versions

The brain-boosting power of video games
D Bavelier, CS Green - Scientific American, 2016 - JSTOR
… Daphne Bavelier is a professor in the department of psychology and **educational** science at the …
Despite the purport- ed **benefits** of action-game play, the various studies do not pro- vide a … The
games make for a rewarding experience that promotes **learning** that can be applied to …
☆ 🔖 Cited by 47   Related articles   All 5 versions

In the Google Scholar database search on "educational benefits of video games for children," which sources seem **relevant** based on a brief preview of the article title and description? Are there any sources that don't seem relevant to the search topic?

At first glance, most of the articles seem related to the topic search *except* for the second article listed, which appears to be on product placement, or advertisements, in video games, and it is not focused on their educational benefits for children.

Additionally, two of the source descriptions do not mention children, but one would have to **read** into each article to further determine if the source is or is not directly relevant to the search topic.

03

ACCURACY

Find reliable sources with verifiable information

In order to determine if a source is accurate, ask yourself two things:
1.   Does this source use specific examples?
2.   Does this source cite the information it uses?

Video Games

10 Reasons Why Playing Video Games is Good for Your Brain

March 20, 2020   Record Head

A 2015 study from the University of California, Irvine provided evidence for the cognitive benefits of playing video games when they tested a group of gamers and a group of non-gamers in memory tasks. Those who frequently played complex 3D video games performed better at memory tasks related to the hippocampus than those who did not play video games or those who played only simple 2D games. The study also showed that when non-gamers played a complex 3D game each day for 30 minutes, their memory improved over time.

As a person ages, their memory naturally declines. Regular video game play may be a great way to keep your mind sharp even as you get older, so you will always be able to find your car in the parking lot or remember how to get to your friend's house.

2. Spatial Visualization

On top of improving your spatial memory, playing video games also helps you visualize space better. A 2013 study from the American Psychological Association showed that shooter video games improve how you think about objects in three dimensions. Gamers are better at judging distances between objects or mentally rotating objects to imagine how they might fit into a space.

This enhanced spatial visualization has practical benefits, like knowing whether you will be able to parallel park in a tight spot or organizing your closet, so everything fits. Good spatial visualization is also essential for success in many STEM careers.

KidsHealth / for Kids / Are Video Games Bad for Me?

Are Video Games Bad for Me?

Reviewed by: Larissa Hirsch, MD

🔊 Listen | A A A | 🖨

en español
¿Los videojuegos son malos para mí?

Lots of kids love video games. In fact, they like them so much that they might hear something like this from mom or dad: "Enough! Find something else to do!"

It can be good advice, even if you were about to get to the next level. Why? Too much of anything is just too much. It's true that some studies have shown certain video games can improve hand–eye coordination, problem-solving skills, and the mind's ability to process information. But too much video game playing may cause problems.

It's hard to get enough active play and exercise if you're always inside playing video games. And without enough exercise, kids can become overweight.

Overdoing video games also could affect other important stuff, like friendships and how well a kid does in school. And kids who play violent video games might act more aggressively.

http://recordhead.biz/10-reasons-video-games-is-good-for-you/

https://kidshealth.org/en/kids/video-gaming.html

10 Reasons Why Playing Video Games is Good for Your Brain

March 20, 2020   Record Head

A 2015 study from the University of California, Ir[vine] video games whe[n] they tested a group of gamer[s] frequently played complex 3D video games perf[...] than those who did not play video games or thos[e] that when non-gamers played a complex 3D gam[e] time.

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This enhanced spatial visualization has practical benefits, like knowing whether you will be able to parallel park in a tight spot or organizing your closet, so everything fits. Good spatial visualization is also essential for success in many STEM careers.

> Even though this source is a blog, it uses specific examples and includes hyperlinks to the studies it cites.

Are Video Games Bad for Me?

Reviewed by: Larissa Hirsch, MD

Listen   AAA

Lots of kids love video games. In fac[...] much that they might hear something [...] dad: "Enough! Find something else t[...]

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Overdoing video games also could affect other important stuff, like friendships and how well a kid does in school. And kids who play violent video games might act more aggressively.

> Even though this source is a .org website, it doesn't include specific examples, and it only provides hyperlinks to definitions of "exercise" and "overweight"

04

AUTHORITY

Identifying credible authors and trustworthy sources

Apply the following criteria to **any** article when analyzing the author's authority and source credibility.

- Is the author an **expert** and **qualified** to write on a subject?

- Is the author **affiliated** with a reputable organization or institution?

- Is the website **trusted**?

Let's apply this to the scholarly articles in the next slide.

Are these author's a reliable authority on this topic?

Video Games Affect the Brain—for Better and Worse

We hear conflicting reports about how video games affect our brains. One study will suggest that video games help us learn; another might imply that they make young people more aggressive. Douglas A. Gentile argues that how games influence our brains is not an either-or proposition; games can...

Douglas A. Gentile, Ph.D.

Dr. Douglas A. Gentile directs the Media Research Lab in the psychology department at Iowa State University, where he conducts research on the media's effect on children and adults. He edited *Media Violence and Children: A Complete Guide for Parents and Professionals* (2003, Praeger Press) and co-authored *Violent Video Game Effects on Children and Adolescents: Theory, Research, and Public Policy* (2007, Oxford University Press).

Children's Screen Time Has Soared in the Pandemic, Alarming Parents and Researchers

"There will be a period of time, with drawal," researchers predict in...

Matt Richtel

Matt Richtel is a best-selling author and Pulitzer Prize-winning reporter for the New York Times based in San Francisco. He joined the staff in 2000, and his work has focused on science, technology, business and narrative-driven story telling around these issues, including cancer immunotherapy, electronic cigarettes, and the impact of heavy technology use on behavior and the brain. Earlier in his career, he wrote about the dot com boom and bust, the culture of Silicon Valley, venture capital, and startups.

Are these author's a reliable authority on this topic?

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Douglas Gentile is affiliated with Iowa State university, directs the Media Research Lab, and has published books on media, video games, violence, and children for almost 20 years.

Children's Screen Time Has Soared i... Pandemic, Alarming Parents and Researchers

"T... ...ill ...

Matt Richtel

Matt Richtel is a best-selling author and Pulitzer Prize-winning reporter for the New York Times based in San Francisco. He joined the staff in 2000, and his work has focused on science, technology, business and narrative-driven story telling around these issues, including cancer immunotherapy, electronic cigarettes, and the impact of heavy technology use on behavior and the brain. Earlier in his career, he wrote about the dot com boom and bust, the culture of Silicon Valley, venture capital, and startups.

Matt Richtel has worked as a journalist at the New York Times for more than 20 years, and often writes about technology and its effect on behavior and the brain.
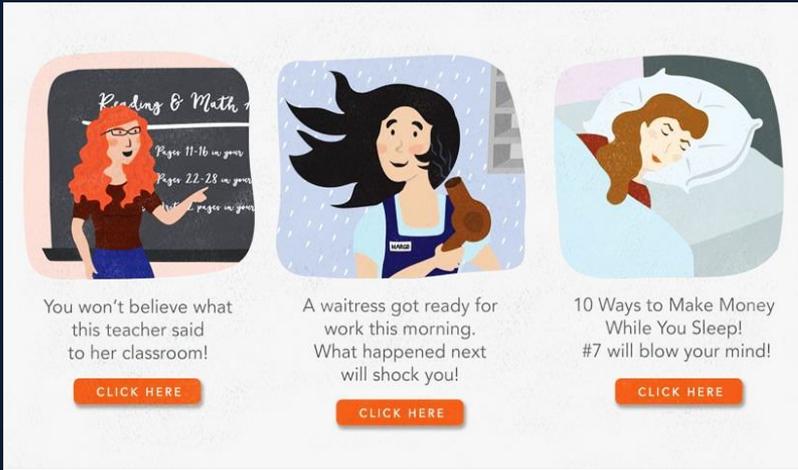
05

PURPOSE

Determine the purpose of a source

What's the purpose?

Credit: GCF Global

Have you ever clicked on an article that had an interesting headline like "I Didn't Believe It Until I Saw It for Myself!"? Then, when you read the article, did it seem like there were more advertisements (like the ones to the left) than actual journalism? Most of us have come across these articles known as **clickbait.** These articles follow the same formula: an attention grabbing headline, emotional writing, and a page littered with advertisements. These articles are purposely constructed to lure readers to click on the advertisements which will earn the webpage owner advertising revenue, lead to possible scam websites or harmful media for your device. Thus, clickbait articles are designed with the purpose of benefiting the owner of the web page.

Different sources have different purposes. The purpose of a reliable source is strictly to **inform** its readers and remain **objective**. On the other hand, unreliable sources **push** political, religious, or personal views, or opposition to these views. These kinds of sources are biased.

Detecting bias in a Source

To determine what the purpose of your source is, and if it is biased, a few places to start are:

- View the "**About Us**" page on the source website in question. This page should offer background information about the organization, and if this page is missing, think about what this lack of transparency might suggest.

- A reliable website should have a **mission statement** with a clearly outlined purpose of the organization behind the website.

- There should be **citations** and/or links to credible sources readily available on the source.

Sources that can SABOTAGE your research

Wikipedia

Although many of us rely on Wikipedia for quick answers, and it contains articles that have been produced by scholars, those same articles can be edited and modified by anyone around the world with incorrect information at any time. So, don't use it as a source for your research!

Biased Organizations or Websites

If a source seems to promote a political, religious or personal agenda (especially one expressing harmful rhetoric), doesn't weigh an opposing view, expresses the author's opinions, and it doesn't cite valid evidence – then that source is biased and not credible.

Blogs

Anyone can create blogs which are opinion-based and often written by people who are not experts. Research has to be fact-based and unbiased, so a blog post can sometimes be an unreliable **source.** Examples of blog websites are: Square Space, Wordpress, Thought Catalog, and more.

Opinion Pieces

There are reliable publications that publish Opinion Editorials, and though these articles can be written by credible individuals and used in various discourse, they cannot replace statistics, data and years of research to support a claim. They are simply opinions meant to provoke thought, but should not be used as sources in academic writing, unless allowed by an instructor.

Don't SABOTAGE your Research with

News Aggregators

Flipboard, *Google News*, *Huffington Post* and others, are news feeds called *news aggregators*. Their purpose is to collect news stories from different publications to attract readers. News aggregators distribute a mix of reliable **and** unreliable sources (namely blogs and entertainment news), so you have to use discretion when viewing one. Going directly to the website of a known reliable source would be best.

Entertainment Articles

Articles written for entertainment purposes, by websites such as *Upworthy* or *Variety,* should also be used with careful discretion. Satire websites like *The Onion* also fall under this category as their articles should not be taken for face value because they're meant to be ironic.

Summary Articles

Your academic writing assignments call for the use of reliable sources and application of your critical thinking and original ideas. Therefore, do not refer to a summary article written on another text as a source in your work.

Discussion Forums

Forums are spaces of informal discussion often involving expressions of opinion and unsubstantiated claims. They can sometimes be unreliable sources.

You Try it!

Use the information in this exercise to find strong sources that will support your writing and even gain a more critical eye when it comes to the everyday information you consume.

In Class Activity

Researching can be really exhausting, until you discover this secret

Researching does not mean you have to read everything deeply.

It's not time for that yet, researching is like browsing while you shop, you aren't sure if you wanna try anything on yet, until you've looked around.

For this activity, we're going to practice browsing sources, by skimming them- not reading them deeply.

The main objective here is to find things fast and skim them quickly.

We're going to be collecting sources that answer these trivia questions- because research might be boring, but trivia is fun!

Use google, or the library or whatever search engine you want. The first 3 students who find a source which answers one of these questions gets extra credit points for today's class.

The rules:

The source you found must have an author

be from a credible website

Answer the question

Post a link to the source in the Zoom chat when you've found it!

Good luck!

Why are whales an endangered species?

What negative effects does captivity have on orcas?

The Crew

Objective: Get help with your writing!

Use the Nyack College Library's homepage

https://www.nyack.edu/site/library/

"Ask" tab

to chat with a librarian,

or the

"E-MAIL a Librarian" tab

Have a session with a Writing Center Tutor

http://www.nyack.edu/writingcenter/

Email me and set up a meeting to talk via Zoom.

MORE RESOURCES

Here are links to a few more resources on the web for further source evaluation and bias detection.

CHECK YOUR SOURCES

Cornell University Library: Evaluate News

University of Washington: Detecting Bias

Columbus State: Bias in The Media

This Week's Assignments

Now that you've started brainstorming a topic and practicing research skills, you'll need to find some sources for your research paper this week.

Submit a Freewrite + Annotated Bibliography to the Dropbox by March 16

Detailed directions can be found in this week's Lessons.

The annotated bibliography is meant to be a list of sources you might want to use for the essay.

Thanks!

Thanks to Professor Deirdre Flood for creating this presentation.
Thanks to Professor Julianna Ryan for her research on the CRAAP method
Thanks to Professor Ashley Oros for letting Deirdre add to her amazing activity!