

The Research Proposal

Make sure you fill out completely *all* the information in the sections below. Failure to complete these sections fully and honestly may incur a loss of points. Responding to some questions with “no” or “n/a” or “I don’t know yet” *is* acceptable; however, leaving any responses blank is not. If you do not understand any questions you are encouraged to contact your instructor.

Section 1

Name: Ali Badrawi

Your Major: Management (intended)

Section 2

On a scale of 1 to 10, how confident are you *now* feeling about writing for this course? Explain any change in your scoring from the first assignment.

1/9.

This seems easier than I expected.

Section 3

Final grade you received from your previous assignment (Research Plan). How do you feel about this grade? If you lost points on the first major assignments, then **where** and **why** did you lose points, and what have you done to address the issue? Write out your response in complete sentences below.

1/ I earned a full grade on my first assignment. I still would implement recommendations and comments I received on my first assignment.

Section 4

Based on your last assignment and the lessons you have received so far in ENG 204, what **three** things have you given extra care and attention towards for this assignment? Make sure your three points are updated and distinct from your previous submission

1/ Use of consistent language.

2/ Spelling

3/ Proper in-text citations

Section 5

Working Topic: (e.g., smoking)

1/ Video games in education

Working Research Question: (e.g., Is smoking beneficial?)

1/ Do video games positively affect student education?

Working Thesis: (e.g., Smoking is beneficial.)

1/ Video games positively affect student education.

Working Secondary Questions

You may not have *all* your secondary questions yet – but have a go at writing what some may be. At least, you'll get some feedback from your instructor. Remember that secondary questions are W-questions that usually follow "if so ..." and/or "If not ..."

(Examples: What are the benefits of smoking?

1/ What are the potential financial and non-financial costs associated with introducing video games into education?

2/ What broader benefits can video games bring to students beyond education?

3/ What constitutes good educational entertainment?

Working Counter Theses: (e.g., 1/ Smoking is not beneficial. 2/ Smoking may have some benefits, but it has more drawbacks. 3/ Smoking may be beneficial but only when combined with other practices. 4/ Smoking may be beneficial for some people but not for others. Etc.)

1/ Video games in education do not provide enough value to justify the cost.

2/ Video games may have unintended side effects if used in education.

Working Supporting Arguments: (e.g., [Smoking is beneficial because ...] 1/ smoking makes you look cool. 2/ smoking helps you lose weight.)

1/ Video games provide students with valuable skills.

2/ Video games can build a healthy collaborative environment for students and educators.

3/ Video games can work as an alternative to textbooks.

Working Counter Arguments: (e.g., [Smoking is *not* beneficial because ...] because 1/ smoking causes serious diseases. 2/ cigarette smoke is very smelly. 3/ smoking not only harms the smoker, it also harms other people in the environment of the smoker.)

1/ Video games can become addictive and therefore negatively affect a student's performance.

2/ Video game are cost ineffective when it comes to education.

3/ The mental barrier in students and educators will cause unintended results.

Working Refutations/Rebuttals/Acknowledgements of Counter Arguments:

(e.g., For "Cigarette smoke is very smelly," I have found a study showing that most people actually like the smell of cigarette smoke on their clothes. I have also found an article describing a company that makes cigarette smoke room fresheners.)

1/ I have found a study that suggests video games are expensive to implement in education. The costs outweigh the benefits.

2/ I have found an article that concluded that video games are very addictive and negatively impact mental health.

Write Your Paper Below

Begin your paper at the start of the next page. Note that APA Level 1 headers have been provided. Write appropriate paragraphs within these prescribed areas. Remember to leave the rubric at the end of the paper.

Introduction

In a time where everything seems to be getting more interconnected, it becomes paramount to take a step back and look at what developments have happened so far across various fields and industries. With growing concerns over our education system's future, it is about time we have a look at what has developed thus far across industries that directly impact the education system's task of educating students. With that in mind, I argue in this paper that video games, as being a form of entertainment, can have a positive impact on student education.

I support my position on video games having a positive impact on student education using the three following arguments. First, I argue that video games provide students with valuable skills. Video games can develop important inter-personal skills in students (Barr, 2017). Second, I argue that video games can build a healthy collaborative environment for students and educators. Whether it be online or local multiplayer, video games can help people connect and improve their overall social life (Granic et. al., 2014). Finally, I argue that video games can work as an alternative to textbooks. Video games are a flexible medium of entertainment that are also designed with multiple theories taken straight out of education (Gee, 2005).

While supporting my position, I also must consider the counter arguments that may present themselves. First, video games can become addictive (Young, 2009) and therefore may possibly negatively affect a student's performance. For example, a student may get addicted to video games as a form of entertainment and as a form of education. Second, video games are possibly cost ineffective when it comes to education (Gee, 2005). There exists a mental barrier and a financial one to implementing video games in education. Finally, the mental barrier in students and educators may cause unintended results (Young, 2009). As with any form of change, moving from one form of education to another can have its downsides.

This paper is of great importance. As entertainment evolves, it seeps into more parts of our daily lives. It becomes more complex and needs extra care and close observation. Video games are no different. I conclude my paper by recommending that more institutes consider implementing video games in their curriculum. Video games in education have more benefits than drawbacks.

Discussion of Sources

Source 1

Annetta, L. A. (2008). Video games in education: why they should be used and how they are being used. *Theory into Practice*, 47(3), 229–239. JSTOR.

<https://doi.org/10.1080/00405840802153940>

Annetta (2008) is a peer-reviewed journal article published in the Theory into Practice journal. The article presents examples of video games being used in education. It also includes practical rationale on implementing video games in education. The examples presented in the journal article will be useful in supporting all my arguments by providing real world examples of video games being used in education. That gives more credibility to my arguments. The article is very well written and is divided into distinct sections discussing individual examples and specific ideas that can be synthesized out of each example. This makes the article easy to read and understand for anyone interested in the topic.

Source 2

Barr, M. (2017). Video games can develop graduate skills in higher education students: A randomised trial. *Computers & Education*, 113, 86–97. ScienceDirect.

<https://doi.org/10.1016/j.compedu.2017.05.016>

Barr (2018) is a peer-reviewed journal article published in the Computers in Human Behavior journal. The article presents quantitative data collected through a randomized

controlled trial to investigate the effect of video games on undergraduate students. The data presented shows significant statistical evidence to suggest that video games improve certain skills such as communication in students. The data will be used to support my first argument on the ability of video games to provide students with valuable skills. The data will also be used to counter one of the counterarguments that I will look in to. Specifically, the counterargument on video games not providing enough value to justify the cost. The article offers detailed tables and graphs that present that the data collected in the randomized trial. It provides detailed interpretation of the data. That makes it easier to read and understand for individuals who have a limited understanding of statistics.

Source 3

Barr, M. (2018). Student attitudes to games-based skills development: Learning from video games in higher education. *Computers in Human Behavior*, 80, 283–294.

<https://doi.org/10.1016/j.chb.2017.11.030>

Barr (2018) is a peer-reviewed journal article published in the *Computers in Human Behavior* journal. The article presents qualitative interview data to support previously published quantitative data (Barr, 2017) on the possibility of video games helping in the development of useful skills in undergraduate students. The article presents this data as being evidence to suggest that video games do play a major role in developing skills. The data presented in the article will be used to support my first argument on the ability of video games to provide valuable skills to students. It will also be useful in helping me answer one of my secondary research questions on the effect of video games on students beyond education. The article is very well written and organized. It presents the interview data in a very clear manner and offers great insight into the data provided by the participants of the study.

Source 4

Gee, J. P. (2005). Learning by Design: Good Video Games as Learning Machines. *E-Learning and Digital Media*, 2(1), 5–16. <https://doi.org/10.2304/elea.2005.2.1.5>

Gee (2005) is a peer-reviewed journal article published in the E-Learning and Digital Media journal. The article investigates the question on how video game designers manage to make players learn long and complicated games. The author presents the answer to the question through discussing learning principles, or theory, and contrasting that with examples of video games that implement such principles. This will be useful in supporting my 1st and 3rd arguments on video games proving value and being an alternative to using textbooks. The information presented will also prove useful in shedding light on my 2nd and 3rd counter arguments regarding video games being const ineffective to implement into formal education and there existing a mental barrier to implementing them. The information will also be useful in answering my 1st secondary research question on the costs of implementing video games into education. The information would also prove useful in helping answer my 3rd secondary research question on defining what good educational entertainment is. The article is very well written and organized. It is clearly divided into parts and that helps the reader in grasping the idea and looking at the connection between learning and good video game design.

Source 5

Aksakal, N. (2015). Theoretical view to the approach of the Edutainment. *Procedia - Social and Behavioral Sciences*, 186, 1232–1239. ScienceDirect.
<https://doi.org/10.1016/j.sbspro.2015.04.081>

Aksakal (2015) is a peer-reviewed journal article published in the Procedia - Social and Behavioral Sciences journal. The article presents a study that investigates the approach of applying educational entertainment, or edutainment. The article discusses other studies on edutainment and provides valuable insight into the approaches of edutainment. The article emphasizes the importance of the definition of edutainment and the reason for its existence.

The information presented in the article will be useful in answering my 3rd secondary research question on what good educational entertainment is. It will also prove useful in supporting my first argument on video games providing valuable skills as video games count as entertainment. The article is very well written and goes into detailed discussion on examples of educational entertainment implementation and what information can be derived from each example. The article is written in easy-to-understand language.

Source 6

Granic, I., Lobel, A., & Rutger C. M. E. Engels. (2014). The benefits of playing video games. *American Psychologist*, 69(1), 66–78. <https://doi.org/10.1037/a0034857>

Granic et. al. (2014) is a peer-reviewed article published on the American Psychologist journal. The article investigates the positive effect of video games. Specifically, it investigates the positive effects of video games as they relate to overall mental health. The information in the article will be useful in answering my 2nd secondary research question on the broader benefits of video games. The information in the article would also support my 1st argument on video games providing valuable skills to students as the article touches on the effects of video games on certain inter-personal skills. The article is very well-written and goes into detail on the benefits of gaming while providing examples of cases that prove it. The article is a very good read and gets increasingly more informative and interesting as it goes on.

Source 7

Young, K. (2009). Understanding Online Gaming Addiction and Treatment Issues for Adolescents. *The American Journal of Family Therapy*, 37(5), 355–372. <https://doi.org/10.1080/01926180902942191>

Young (2009) is a peer-reviewed article published on The American Journal of Family Therapy. The article investigates video game addiction. Specifically, it investigates

the effect of online video game addiction on individuals and families. It also investigates possible solutions to such addictions. The information discussed in the article will be useful acknowledging and refuting my 1st counter argument on the possibility of video games being addictive and having a negative impact on students. The information would also be useful in discussing my 2nd argument on video games being a good medium for collaboration. The article is very well-written. It clearly discusses and investigates multiple negative side effects of online video games. It also presents solutions that are logical and refers to multiple other high-quality sources.

Source 8

Tseklevs, E., Cosmas, J., & Aggoun, A. (2014). Benefits, barriers and guideline recommendations for the implementation of serious games in education for stakeholders and policymakers. *British Journal of Educational Technology*, 47(1), 164–183. <https://doi.org/10.1111/bjet.12223>

Tseklevs et al. (2014) is peer-reviewed article published in the British Journal of Educational Technology. The article analyzes sources to identify guidelines and recommendations for policy makers and stakeholders in education to implement video games in education. The article also discusses the costs of implementing video games in education. The information discussed in the article will be useful in answering my 1st secondary research question on the financial and non-financial costs of implementing video games in education. The information would also be useful in discussing my 2nd counter argument on video games being cost ineffective in education. The article is very well written. It establishes clear criteria to discuss and answer the questions asked on the cost of implementing video games. It also clearly lists and supports logical recommendations to policy makers and stakeholders on implementing video games.

Outline

Introduction

- A hook in the form of observations/comments on recent developments across industries.
- Introducing the thesis. (Video games can have a positive impact on student education.)
- Introducing the main arguments: Video games develop skills, video games can build a collaborative environment, and video games can replace textbooks
- Acknowledging the counter arguments: Video games can become addictive and therefore negatively impact students, video games are cost ineffective in education, and the mental barrier to introducing video games can result in unintended effects
- Stating the importance of the paper. (Entertainment becomes more complicated as time goes on. Entertainment seeps into every industry. That includes video games and the education industry. More study and closer observation are required for successful implementation of video games into education.)

Body paragraphs

History of educational entertainment with a focus on video games

- Examples of educational entertainment
- Reasons for educational entertainment
- Why video games over any other form of entertainment?

Argument 1

- Video games develop useful skills
- Personal and inter-personal skills
- Examples of skills used during play and developed because of it
- Quantitative and qualitative data to support the argument
- Secondary question: Benefits of video games beyond education

Argument 2

- Video games build a healthy collaborative environment
- What is good collaboration?

- Effect of video games on social life
- Effect of video games on inter-personal skills
- Examples and methods of video games as a tool of collaboration

Argument 3

- Video games can work as textbook replacements
- Video game design and learning
- Learning theory and examples of it in video games

Counterarguments

- Video game addiction and its effects
 - o How can video game addiction impact students?
- The financial and non-financial costs of implementing video games into education
 - o Logical approaches to implementing video games in education
- The side effects and costs associated with the transition to video games
 - o What mental barriers exist?
 - o How can their effects be mitigated?

Conclusion

- List of the major benefits of video games in an educational context
- Methods to implementing video games into education effectively
- Call to action. (Implementing video games in stages to mitigate the negative side effects.)

References

- Aksakal, N. (2015). Theoretical view to the approach of the Edutainment. *Procedia - Social and Behavioral Sciences*, 186, 1232–1239. ScienceDirect.
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<https://doi.org/10.1080/01926180902942191>

Checklist

Before submitting, write “YES” for each of the items below. If this section has not been completed in full then your paper will need to be resubmitted as LATE (incurring the usual 10% late penalties).

1/ I have carefully read *out loud* my entire paper and corrected issues where appropriate.

Yes

2/ I have named the file for submission as follows: Research Proposal [my name]

For example: Research Proposal Philip Michael McCarthy

Yes

3/ I have read the rubric and guide, and included all the information required in the pages above.

Yes

4/ I have pressed spellcheck/grammar check and corrected any text as appropriate.

Yes

5/ I have set my WORD document to all the specified proofing requirements, and I have corrected my test accordingly. If not, I have contacted my instructor for assistance.

Yes

6/ The file I am submitting is a Microsoft Word document.

Yes

7/ I have carefully checked my paper to ensure there are *no* examples of any form of plagiarism. I fully understand what these forms of plagiarism are and I realize fully that any examples of plagiarism will have severe consequences (including *but not limited to* a zero grade, an F for the course, a formal report to administration, and/or having to write a completely new research paper on a different topic). I further confirm that I have had ample opportunity to discuss issues of plagiarism with my instructor and that any and all of my questions have been addressed.

Yes

8/ All work submitted in this paper is my own. No other person was involved in any of the actual writing of this paper. If I received ANY help from ANY other source, I have emailed my instructor to detail ALL the support that I received.

Yes