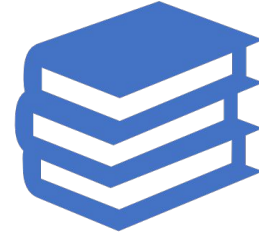# Practice doing a literature review

Week-4 , Lesson 3

Lesson objectives

learn the structure of a lit. review presentation

analyze information found in journal articles

practice doing a literature review

I have seen further by standing on the shoulders of giants.

Isaak Newton

Reading in research

- What is a literature review?
- In your opinion, why should you read previously published literature before doing your own research?

A literature review

is a descriptive ==summary of research== on a topic that has previously been studied. The purpose of a literature review is to inform readers of the significant knowledge and ideas that have been established on a topic. Its purpose is to ==compare, contrast and/or connect findings== that were identified when reviewing researchers' work. Oftentimes, literature reviews are written to ground a study in a particular context of what is known about a subject in order to establish a foundation for the topic (or question) being researched (Cortland, n.d., para. 1).

Literature reviews are done to

Find connections between different sources.

- Scholars may look for:

- **Trends and patterns (in theory, method or results):** do certain approaches become more or less popular over time?

- **Themes:** what questions or concepts recur across the literature?

- **Debates, conflicts and contradictions:** where do sources disagree?

- **Pivotal publications:** are there any influential theories or studies that changed the direction of the field?

- **Gaps:** what is missing from the literature? Are there weaknesses that need to be addressed

Project part II Mini literature review

- Find at least 5 academic articles about your chosen IT invention.

- Provide the reference lists of the articles in APA referencing style (at least 5).

- Describe the research problems and questions of the articles.

- Provide a brief description of the methodology of all the articles.

- Discuss the article findings.

- Literature review design: PowerPoint presentation

- Read and follow the rubric on the next slide

- Deadline: Sunday, Week 4, upload to Moodle

Literature review presentation structure

- Title with your chosen IT invention and your name

  Outline of your presentation

  Introduction: Hook

  Titles of all your reviewed articles (in APA style)

  What are the research questions of the chosen articles?

  What methodology was used?

  What are the main findings of the articles?

  Conclusion: What did you learn about your chosen IT invention?

  Find a gap in the literature: Your own opinion based on the review on what should be studied more/further about the chosen IT invention.

Criteria	Score
The presentation begins with an introduction given according to the Coursera video recommendations and includes a hook, a context, an outline	10
Project part II contains: the research problems/questions, methodology, and findings of 5(B2level) or 3 (B1 level) different academic articles	30
The references of the articles are in the **correct APA style**	10
The presentation is delivered in an **interesting and enjoyable manner without reading** the text.	10
Student uses **appropriate intonation** to sound clear and effective to the listener.	5
Student uses a **clear voice and correct, precise pronunciation of terms** so that all audience members can hear presentation.	5
Student uses appropriate **signposting language** to guide the listeners coherently through what is being said.	10
The presenter makes flexible and accurate use of a wide range of simple and more complex grammatical structures of the level and vocabulary	10
Overall appearance (text, font, colour, images, no conflicting backgrounds, no spelling mistakes) and organization (organized well, the correct sequence of information, effective use of space) are appropriate. All the sections are with the headings.	5
The presentation is 4-5 min	5
Total score	100

Title of your project

Student Full Name

Group Name

English for Academic Purposes

Instructor's name

Outline

- 1.
- 2.
- 3.

Research problems/ Questions	Methods	Findings

1. What is known or believed about the research topic?
2. What is still unknown (or problematic)?
3. What is the question or hypothesis of the investigation?
	1. What research methodology was used? (Quantitative? Qualitative? Mixed method research?)
	2. What tools/instruments were used to gather research data?
	  • Interviews?
	  • Surveys?
	  • Experiment?
	  • Document analysis?
	  • Observation?
	  • Other?
	
	3. Who participated in the study? Gender? Age? The number of participants?
		1. What is the principal (main) outcome of the research?
		
		2. Were the research questions answered?

A research problem and research questions

Research questions are generated from problems that require further research.

For example, the research problem area is **climate change and sustainability, analyzing moral dilemmas or wage disparity amongst classes.**

The research questions could be:

-"How will climate change policies influence sustainability standards across specific geographies?"

-"What measures can be taken to address wage disparity without increasing inflation?"

Conclusion:

1. What did you learn about your chosen IT invention?

   You may synthesize all your articles by finding what is common or different between their: research problems, methods, and findings.

2. Find a gap in the literature: Your own opinion based on the review on what should be studied more/further about the chosen IT invention.

Let's practice

• Work in groups (±15 minutes):

A:

B:

C:

D:

1) Read the article (for instructors:

2) Identify the research problem/questions, methods, and findings of the article.

3) Share your summary with the class.

Don't forget to <mark>delegate the roles</mark>: leader, note-taker, timekeeper, and presenter.

SAMPLE ANSWERS
Kelly et al. (2021)

Professional Esports Players are not Obese: Analysis of Body Composition Based on Years of Experience

Research problem	Methodology	Findings
Little research on body composition in esports players

Determining the influence of years of practice on the body composition of professional esports players | **Instrument:** Measuring esports players' body composition by electrical bioimpedance with the TANITA® BC-601F Segment device

Sample: 53 esports players in the Spanish professional league, with a mean age of 21.01 ± 0.39 years | The years of sports practice, as well as the esports practiced have **no influence** on the body composition of professional players |

Macey et al. (2020)

The Pros and Cons of Online Competitive Gaming: An Evidence-Based Approach to Assessing Young Players' Well-Being

Research problem	Methodology	Findings
A lack of evidence on the positive and negative health outcomes of esports **H1**: Casual gamers will exhibit less harmful well-being outcomes than heavy gamers. **H2:** Non-gamers will exhibit less harmful well-being outcomes than heavy gamers. **H3:** Casual gamers will exhibit less harmful well-being outcomes than non-gamers.	**Instrument:** A cross-sectional survey **Sample:** 905 Australians: Parents: 316 Minors aged 12-17: 184 Adults aged 18-24: 405	Casual gamers and non-gamers reported ==less harmful well-being== compared to heavy gamers: • less sedentary time on weekends for minor • lower soft drink and alcohol consumption • lower proportions of Smokers • less reported trouble sleeping

Giakoni-Ramirez et al. (2021)

What predicts esports betting? A study on consumption of video games, esports, gambling and demographic factors

Research problem	Methodology	Findings
Expanding media related to sports, gaming, gambling and their convergence Motivation for sports consumption will be positively associated with the consumption of esports **(H1),** esports betting, **(H2)** and the use of dedicated esports betting sites **(H3).** The consumption of esports is expected to be positively correlated with both esports betting **(H4)** and the use of dedicated esports betting sites **(H5).**	**Instrument:** Open survey **Sample:** -18 or older -played video games or watched esports at least once in the previous 12 months. **Total 2035 responses**	==**As consumption of esports and general gambling increases, so does esports betting.**== However, consumption of video games was not associated with increased betting on esports.

References

Giakoni-Ramirez, F., Duclos-Bastias, D., & Yanez-Sepulveda, R. (2021). Professional esports players are not obese : analysis of body composition based on years of experience. *Journal of Sport and Health Science*. *39*(4), 1081–1087. https://doi.org/10.1016/j.jshs.2020.07.006

Kelly, S., Magor, T., & Wright, A. (2021). The pros and cons of online competitive gaming : an evidence-based approach to assessing young players' well-being. *Frontiers in Psychology*. *12*, 1–9. https://doi.org/10.3389/fpsyg.2021.651530

Macey, J., & Abarbanel, B. (2020). What predicts esports betting ? A study on consumption of video games , esports , gambling and demographic factors.*23*(6), 1481–1505. *New Media & Society.* https://doi.org/10.1177/1461444820908510

Reflection time!

WHAT HAVE YOU LEARNT TODAY?

IS THERE ANYTHING YOU DIDN'T UNDERSTAND IN THE ACTIVITY?

DO YOU HAVE ANY QUESTIONS?

References

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