
The Annotated Bibliography

Remember that academic essays often need significant and appropriate support via research that will be documented in a works cited page. By documenting each source as you find it, you're saving yourself a ton of time when it comes time to write the works cited page for the essay.

In an annotated bibliography, you're documenting each source as you do research. Make sure to follow MLA style for each entry, and, when finished documenting it, simply write a few words to remind yourself what the article was about, why you wanted to use it, where the quote is and how it pertains to your thesis, etc.

What's the difference between an annotated bibliography and a works cited page?

Annotated Bibliography: *making a list of your sources as you do research, and making notes about the content of each source for future reference. You might or might not use any of these in your essay -- these are just the ones you're considering so far.*

Works Cited: *a separate page at the end of your essay that lists only the sources you actually used in your essay -- they can be direct quotes, rephrased summaries, data, or even statistics. Any information you borrow from somewhere else, anything that isn't common knowledge, needs to be cited according to MLA style. If you've already done this in an annotated bibliography, then all you have to do here is cut and paste, leaving out the annotations.*

Make sure you don't title your essay's Works Cited page as an Annotated Bibliography. They are two different things.

note: see pg. 450 RFW for a helpful list of information to keep track of (authors, titles, dates, etc.). Page 458-459 has a list of how to format each entry. The sooner you learn how to document various sources, the better off you'll be.

1. Just cite the article according to MLA standards.
2. Then briefly summarize what it talks about

<p>English 1 Hybrid</p> <p>Professor Starros</p> <p>May 23, 2009</p> <p style="text-align: center;">Annotated Bibliography</p>		
<p>Citation →</p> <p><i>summary</i> →</p>	<p>Baki, Roselan, Yee Lena, Eow, Wan Ali, Wan Zah, Mahmud, Rosnaine, Harnazah, Mohd, and Sahandi, Gani. "The Perspective of Sex Malaysian Students on Playing Video Games: Beneficial or Detrimental?" <i>Education Review</i> 5.11 (2008): 11-21. Print.</p> <p>This research article discusses the "potential benefits as well as harm of playing video games". This article states that playing video games may contribute to cognitive, social, motivational and emotional development, and it also points out the harms to playing video games.</p>	
	<p>Huesmann, Rowell. "Nailing the Coffin Shut on Doubts that Violent Video Games Stimulate Aggression "Comment on Anderson et al." <i>Psychological Bulletin</i> 136.2 (2010): 179-181. Print.</p> <p>This article talks about how over the last 50 years video games have become an important socializing tool for children and teens. It also points out that children who play violent video games will be more aggressive and that they will be prone to aggressive behavior later in life. This essay is definitely going to give me details for my body paragraphs. There seem to be no biases to this site given that this article was written by a psychologist.</p>	<p>← Citation</p> <p>← <i>summary</i></p>
<p>Citation →</p> <p><i>summary</i> →</p>	<p>Kardaras, Eleni. "The Effect of Video Games on the Brain." <i>CNET news</i>. CBS Interactive, 7 Jan. 2008. Web. 19 Nov. 2010.</p> <p>The number of people who play video games are on the rise. There are studies showing that video games can increase aggressive behavior, decrease self control, and increase emotional outbursts. Thousands of reports and studies on television violence show that watching violence on television can increase anger and aggression. The author proposes that we can infer that "video game violence may also contribute to aggressive behavior and desensitization to violence." Studies showed that the more video games that subjects played, the lower the frontal lobe brain activity was. The frontal lobe is responsible for emotion, and controls aggression. The brain also believes that video game situations are real, and therefore releases chemicals such as adrenaline, which increases heart rate and blood pressure. The increased amount of adrenalin may account for the player's change in mood. This article includes many links to articles with</p>	

Sample Annotated Bibliography

- 1) Baki, Roselan, Yee Lena, Eow, Wan Ali, Wan Zah, Mahmud, Rosnaine, Harnazah, Mohd, and Sahandi, Gani. "The Perspective of Sex Malaysian Students on Playing Video Games: Beneficial or Detrimental?" *Education Review* 5.11 (2008): 11-21. Print.

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- 2) Huesmann, Rowell. "Nailing the Coffin Shut on Doubts that Violent Video Games Stimulate Aggression" *Comment on Anderson et al.* *Psychological Bulletin* 136.2 (2010): 179-181. Print.

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- 3) Kardaras, Eleni. "The Effect of Video Games on the Brain." CNET news. CBS Interactive, 7 Jan. 2008. Web. 19 Nov. 2010.

The number of people who play video games are on the rise. Video games can increase aggressive behavior, decrease self control, and increase emotional outbursts. Reports on television violence show that watching violence on television can increase anger and aggression. The author proposes that we can infer that "video game violence may also contribute to aggressive behavior and desensitization to violence." Studies showed that the more video games that subjects played, the lower the frontal lobe brain activity was. The brain also believes that video game situations are real, and therefore releases chemicals such as adrenaline, which increases heart rate and blood pressure. The increased amount of adrenalin may account for the player's change in mood.

- 4) Rauh, Sherry. "Video Game Addiction No Fun." WebMD. WebMD, LLC. Web. 18 nov. 2010

This article discusses the fact that video games are becoming an addiction. People are giving up necessities like socialization, exercise, sleep, and food to play these games. This article offers advice on how to recognize the symptoms of addiction, and ways to stop or resolve an addiction. This article provides only a small amount of information to support my position.

- 5) Yagci, Emete and Caolar, Mehmet. "How the Use of Computer Types and Frequency Affects Adolescents Toward Anger and Aggression." *Turkish Online Journal of Educational Technology* 9.1 (2010): 89-97. Print.

The amount of time spent playing violent video games and anger and aggression in adolescents. Overall the study found no "significant differences" between adolescents who play video games and adolescents who do not. This article provides an argument against my position. Includes good resources to review and possibly use.