**Constructing a contextualized summary paragraph**

[Opening lines (set up the topic, not the articles)]: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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[CITATION}.🡪 [Transitional expression to second source]: \_\_\_\_\_\_\_\_\_, [Signal Phrase for second source]:\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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[Notable similarities/Important contrasts] \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Contextualized Summary paragraph example**

[Opening lines (set up the topic, not the articles)]:**Video games are among the most dominate forms ofr media in society today. They enjoyed by hundreds of millions of people world-wide and by nearly all ages. Video games as entertainment rival both movie-going and television watching. However, with their popularity has come controversy. Specifically in regards to so-called “video game addiction.”** [Signal Phrase for first source]: **A recent study was conducted by Stanford University to assess whether video came are indeed “addictive” in the same manner as other behaviors, such as drinking alcohol or taking drugs.**

[Basic summary of the process of the survey/research]: **The study involved surveying the gaming habits of students at 14 high schools within a 50 mile radius of the university. 1700 students were asked about their gaming behaviors, specifically, how many hours a week they spent playing the games, and whether that amount of time had increased or decreased over time.**  [Basic summary of findings]: **The study found that nearly half of the respondents reported spending an average of 2 hours per weekday, and up to eight hours over the weekend for a total of 18 hours on average. Respondents further reported that their average gaming time had increased since the start of the school year by nearly ten additional hours per week.** [CITATION} **(Griswold 27)**. [Transitional expression to second source]: **In stark contrast to the Stanford survey,** , [Signal Phrase for second source]: **a poll of gamers conducted by gaming news website *Polygon,* suggests a more troubling trend.** [Basic summary of the process of the survey/research**]: 3,200 games volunteered to run “game meter” app on their preferred platform to track the number of hours per week the participants spent on their gaming system**. [Basic summary of findings]: **The *Polygon* study reported an average time per week in excess of 26 hours, or, in other words, more than an entire day is spent gaming.** [CITATION} **(“Gamers clock-in…”}.** [Notable similarities/Important contrasts] **While the *Polygon* findings are perhaps more dramatic than the Stanford study, it may be wise to take the results with a grain of salt. For one, participants in the Stanford study were high school students, aged 13 to 17, whereas the *Polygon* subjects did not disclose their ages. This is important because it is probably safe to assume that *Polygon* readers are both older and more “hard core” in their gaming habits. Indeed, *Polygon* respondents were also asked about what games they tended to play. By a large margin, they reported that MMORPGs such as *World of Warcraft* were the dominate variety played. These games are much more immersive and time consuming compared to the more conventional first-person shooter games popular with high school aged gamers. Nonetheless, the numbers in both studies do indicate that gamers are spending longer and longer amounts of time in these game worlds.**

**Contextualized Analysis**

**[TOPIC sentence to connect the summaries to the THESIS STATEMENT]** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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**[DEVELOPMENT: Begin connecting with SUB-TOPIC 3**] \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Contextualized Analysis paragraph example**

*Thesis question: “Are video games harmful or beneficial to users?”*

**[TOPIC sentence to connect the summaries to the THESIS STATEMENT]** Video game addiction, like any addiction, is a serious social problems and needs to be addressed . **[DEVELOPMENT: Begin connecting with SUB-TOPIC 1**] As has been shown in the case of younger players, gaming can become habitual very quickly. The ways in which it can eat into valuable study time, impact real-world social interactions, and desensitize the empathic response, gaming is clearly a threat to the developing mind. (Grafton 23) **🡪 [TRANSITION] That being said, [DEVELOPMENT: Begin connecting with SUB-TOPIC 2]** it is clear that gaming has also been shown to be a benefit in nearly all the areas where it has also been seen to be a hazard. Increased comprehension and attention span, improved socialization through virtual “safe-spaces,” and an increased willingness to assist online friends in cooperative adventures all speak to gaming’s positive impact. (“Cooperation in gaming environment….”) **🡪 [TRANSITION]** This apparent contradiction in the research is best explained by the nature of the games themselves.

**[DEVELOPMENT: Begin connecting with SUB-TOPIC 3**] For example, a single-player, first person shoot (FPS) game will tend to be less demanding of the player’s cognitive and social skills. And the repetitious violence has been shown to, for a short time, dampen the player’s empathetic response and increase aggression. (Pearson)

Strategy games like *Portal,* for example, conversely require much higher level of spatial relational thinking and appear to promote the sense of “flow” for the player. Whereas a cooperative adventure game such as *World of Warcraft* tends to promote empathy and teamwork. (Hahnand Meyers) **[CLOSING STATEMENT: *what this all means*]** All of this suggest that gaming itself is not the problem but rather *what* the player chooses to play. Like any cultural entertainment choice, the options for the consumer are vast as is the quality of the product itself. Much in the same way a “trashy” book or movie may tend to be less of an intellectual or emotional benefit to a given audience, a superficially “fun” video game will give less benefit, and potentially more harm, to those specific consumers.

**Basic Instructions for Summarizing**

Usually you will be starting off with a **topic sentence** for your paragraph. This may result from conclusions you have reached from your reading. The summary will then **provide evidence** for the point you want to make.

1. **Find author’s main ideas**
2. **Paraphrase each idea**
3. **Begin summary with a signal phrase**

* **Examples include “According to…” “…notes…” “…shows…” “…argues that…”**

1. **Use transitional expressions to join main ideas**

* **Examples include “on the other hand,” “nevertheless,” “nonetheless,” “notwithstanding,” “in contrast,” “on the contrary,” “still,” “yet,” “similarly,” “also,”**

1. **Finish summary with parenthetical citation**

After your summary, you will want to **interpret** what the summary means for your thesis, argument, or point you wish to make. The summary does not exist for its own sake. Its purpose is to **drive your argument**.