

RESEARCH PAPER PROPOSAL ON WORLD OF WARCRAFT 1

Research Paper Proposal on World of Warcraft

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TOPIC SENTENCE: WHAT YOU PROPOSE YOUR PAPER TO BE ABOUT. For example: I propose to explore how the video game World of Warcraft (WoW) influences language.

DEFINITIONS: After your topic sentence, define or explain in your own words what the technology is that you plan to research. Discuss any related technologies that you might include

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tangentially as part of your essay's discussion. For example: WoW is a type of video game known as a massively multiplayer online roleplaying game or MMORPG. I plan to focus on its text and audio chat technologies. Therefore, I plan to use this definition of language from the Oxford English Dictionary: "the system of spoken or written communication used by a particular country, people, community, etc., typically consisting of words used within a regular grammatical and syntactic structure" (2008).

RESEARCH QUESTIONS: Include at least a few possible research questions that you hope to answer through your research. These questions are what you want to answer based on what you learn from your research. As you do your research, you might discover new questions that you want to answer, which is fine. However, you need a few questions to help begin and focus your research. For example, you might write: In this paper, I plan to answer the following questions: How do players use language in WoW? How does language use in WoW change how we use language within the game? Does in-game language change carry over into the world outside the game in popular culture? If it does, how does this take place? Does this wider shift involve other technologies/

INITIAL THOUGHTS ON HOW THE TECHNOLOGY AND LANGUAGE INFLUENCE ONE

ANOTHER: Based on your own knowledge and experience, write a few sentences explaining how you think the technology you have selected influences language and vice versa. This should be based on what you know right now. You might find your research confirms some of your beliefs, but you should be open to the possibility of disproving what you think that you know, too. For example: I am aware of phrases that began in WoW being used by non-WoW players in text messages and online chat, such as on Twitter. Also, I know of viral videos involving WoW that introduced new words and ideas into popular culture. I think that these interactions have led to language change within the game and beyond the game in popular culture.

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Working Bibliography

(under the title centered above, list APA-formatted bibliographic entries for five articles or books located through the City Tech library as possible sources in your research paper. Remember: these demonstrate that you have done some initial research, but you do not have to have read them or quoted from them in this proposal)

Agha, A. (2007). *Language and social relations*. New York: Cambridge University Press.

Corneliussen, H. G. & Rettberg, J. W. (2008). Introduction: "Orc Professor LFG," or Researching in Azeroth. In H. G. Corneliussen & J. W. Rettberg (Eds.), *Digital culture, play, and identity: A World of Warcraft reader* (pp. 1-15). Cambridge, MA: MIT Press.

Harlow, J. P. (2010, June). Publishing doctrine on stability operations and the rule of law during conflict. *Army Lawyer*. Retrieved from http://link.galegroup.com/apps/doc/A236730771/AONE?u=cuny_nytc&sid=AONE&xid=74c1e4f3

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