

Lecture Four: How to Paraphrase?

Bailey (2011) recommends not overusing quotations and instead relying on other options to avoid plagiarism such as paraphrasing. The latter consists of rewording what the author (s) say(s) using your own words and without changing the original idea. In a similar line of thought, Bowker (2007) explains that paraphrasing is about understanding the main idea of the passage you are reading, identifying the key terms that should appear in your paraphrase, and interpreting it in your own way by writing it differently. Indeed, you should feel a difference between your paraphrased version and the original one, without affecting the initial meaning.

According to Bowker (2007), Bak (2003), and Bailey (2011), paraphrasing is not just a matter of keeping the sentence as it was, changing a few words, and using synonyms. Instead, it implies changing its whole structure, word order, or the grammatical function of the word, and using your own writing style. Unlike quoting, paraphrasing does not necessarily imply the page number or quotation marks, but simply the name of the author (s) and year of publication. The page number can be added if you wish to help the reader locate a given passage in the cited source (WHO, 2010).

Practice:

1. Your teacher asked you to write an essay on the negative effects of video games on adolescents' lives. While making your research, you found the following passages:

1. Adolescents who spend excessive time playing games have poor social skills and spend less time socializing with their loved ones. Video games may also cause harm by decreasing sleep time, impairing attention, concentration, and school performance, causing less time to engage in physical activities and other hobbies, and promoting aggressive thoughts and behaviours (Written by Imran and Hashmi in 2022)

2. The most dangerous effects being occurred by violent games can end in a criminal mind being trained by these violent games, which shows the human body as a piece of enjoyment inside the game environment (**Written by Ahmed and Ullah in 2013**).

3. Adolescent video game players could have short-term benefits, but in the long term, they could present anxiety and depression symptoms, which led to an increase in the usage of video games as they use them as an escape route, leading, on numerous occasions, to problematic or addictive gaming (**Written by Rodríguez and Padilla in 2020**)

-Paraphrase each of the above passages and then try to combine them into one paragraph.

