American Psychological Association. (2020). *Publication manual of the American Psychological Association* (7th ed.). <https://doi.org/10.1037/0000165-000>

Follow your citation [on a new line] with your information about the source. Tab to move the first line over so the annotation falls in line with the hanging indent. The entire page is double-spaced with no extra space after the paragraph. Your citations will be in APA format with the hanging indent and in alphabetical order.

Author’s last name, First name initial. Middle initial. (Year of publication). Title of the article. *Title of the Journal in Italics, volume number* (Issue number),pages used. DOI number

Paragraph 1: First, summarize the source. This is the annotation. Be sure to write the summary in your own words and not copy from the article abstract to avoid plagiarism. Second, evaluate the authority or background of the author. What makes them an authority or expert on this subject? You may have to search beyond the article to find out more about your author.

Paragraph 2: Explain specifically how this work might be used in your speech. For example, it would be good for background, good for discussion of different viewpoints (state what they are), good for valuable facts and statistics, a good summary to help with your conclusion, good quotations from experts in the field, and so forth.

Bavelier, D., Green, C. S., Han, D. H., Renshaw, P. F., Merzenich, M. M., & Gentile, D. A. (2011). Brains on video games.Nature reviews*. Neuroscience, 12*(12), 763–768. <http://dx.doi.org.devry.idm.oclc.org/10.1038/nrn3135>

The authors of this research explain the benefits of playing video games in multiple areas of health and behavior, but mainly focus on the effects of video games on the brain. They explain facts as well as give examples to answer the questions about the extent of the beneficial effects. Their conclusions are that there are a range of benefits to playing video games, including enhancements in visual attention and speed of processing information. On the negative side, they describe the inverse correlation with academic achievement with the time spent by school-age children playing video games instead of doing schoolwork. These authors are distinguished scholars in the fields of brain and cognitive sciences, psychiatry, and neuroscience.

The information provided in the presentation would be used in the first section of the body of the speech, where the main idea is the physical benefits of playing video games and in the second section about mental benefits. The data provided can help to explain the differences between someone who plays videogames and someone who does not.

Brilliant, T. D., Nouchi, R., & Kawashima, R. (2019). Does video gaming have impacts on the brain: Evidence from a systematic review. *Brain Sciences,* *9*(10), 251. https://doi-org.devry.idm.oclc.org/10.3390/brainsci9100251

The author and researchers did extensive research with many references in their articles, which provided detailed information about the topic. The article shows that multiple areas of the brain were extensively tested using different types of games and different ages of the participants and duration of the test. One of the authors of this article, Ryuta Kawashima, MD, is in the neuroscience field and has been working in the field since 1985. He has also published two books about the brain.

The information about the different areas of the brain that are affected by playing different kinds of video games will be a great attention-getter at the beginning of the speech. This article includes charts on the testing that was done, which will greatly support the speech with facts. Also, the video game benefits described in the article can be used for the conclusion.