

## Discussion 11

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1. Using the information you've gathered so far, find two additional scholarly sources related to your research question. Please note that you can search for other publications those authors have in the library database or Google Scholar.

2. For the two sources, complete the following tasks:

a) Describe how you found the articles and provide a citation for each.

I found both of these sources through another Google Scholar search for the term "League of Legends." It seems like most of the results for this search relate to my research topic in one way or another.

Kou, Yubo, and Bonnie Nardi. "Regulating anti-social behavior on the Internet: The example of League of Legends." *iConference 2013 Notes*, 2013, <https://doi.org/10.9776/13289>.

Kou, Yubo, and Xinning Gui. "Emotion Regulation in eSports Gaming: A Qualitative Study of League of Legends." *Proceedings of the ACM on Human-Computer Interaction*, vol. 4, 2020, <https://doi.org/10.1145/3415229>.

b) Identify the main claim/thesis of each article.

The first article looks at how antisocial behavior such as flaming (insults or arguments formed as unfounded attacks against someone rather than backed discussion) can affect teamwork in the game. The second article looks at how League players control their emotions during gameplay, specifically focusing on what strategies these players use.

c) Evaluate the evidence of the claims for each article. How credible is it? What rhetorical appeals are used (ethos/logos/pathos)?

Both articles seem credible, and their claims are backed up with citations that also look to be high-quality. The articles, being from scholarly journals, primarily use ethos and logos. Pathos seems relatively out of place in this format.

d) Briefly summarize how the two texts "converse" with each other and your previous sources.

Like I mentioned above, most of the sources from this search in Google Scholar are related to my topic. These two in particular work well together since anti-social behavior and emotion regulation go hand-in-hand. If you don't properly regulate your emotions when playing a competitive game, you might end up lashing out. When playing League, the most common form of lashing out is the aforementioned flaming. They also work well with my previous sources, which are generally focused on social or emotional literacy within League.