



Argument Research Notes Templates

Learning Task: Before you start writing your argument, you've got to know what you think about the topic you're interested in. Use the chart below to help you get started.

What is your research question (in the **Blue Bar** on **ProCon**)?
Are social media sites good for our society?

What is your initial stance or position? (*Your tentative answer to the question before actually examining the research; can be used as your thesis later*)
I do not think social media sites are good for our society without some kind of counter measures.

NOTES FROM YOUR READING OF THE RESEARCH

1. Select **CLAIMS** from those provided by **ProCon** (or **Points of View Reference Center**). These must be written in your own words, not ProCon's.
 - a. CLAIMS are not identified as such but are listed in columns as "Pro 1" or "Con 2" and so on.
2. Select **EVIDENCE** from a **SOURCE** provided under each CLAIM.
 - a. Copy and paste your selected source (from footnotes) in the **SOURCE** column below.
3. Record under "**BEST EVIDENCE**" the evidence you have chosen from among that provided by the source you selected.
 - a. This evidence must also be stated in your own words, not those of the author.

Pro Claims ("Yes" answer to the question)	Sources	Con Claims ("No" answer to the question)	Sources
(Counter) Claim 1: Social media can provide young people with a place to promote positive ideas for making the world a better place.		Claim 1: Social media reinforces user's bias.	

<p>Best Evidence (for Counterclaim 1):</p> <ol style="list-style-type: none"> 1. Some sites help kids do good things. 2. Teens can find a caring and supportive community online. 3. Boys build networks of friends through online gaming. <div style="background-color: #e0f0ff; padding: 10px; margin-top: 10px;"> <ul style="list-style-type: none"> ■ 84% of networked-gaming boys feel more connected to friends when they play online, compared with 62% of girls. ■ 56% of boy gamers feel more connected </div>	<ol style="list-style-type: none"> 1. https://www.commonsemedia.org/lists/sites-that-help-kids-do-good 2. https://mashable.com/2014/10/06/reddit-minecraft-suicide/ 3. https://www.pewresearch.org/internet/2015/08/06/teens-technology-and-friendships/ 	<p>Best Evidence (for Claim 1):</p> <ol style="list-style-type: none"> 1. Algorithms are created to promote posts on Facebook, Twitter, and YouTube based on relevance, which means how many users engaged with the content by clicking on it or reposting it. 2. The internet is full of so much information including blogs, videos, tweet, memes and other units of information it's hard to process all of it. Our biases decide for us what to sort. These Hills and Menczer call "mental shortcuts" 3. "We prefer information from people we trust, our in-group. We pay attention to and are more likely to share information about risks" (Menczer and Hills) 	<ol style="list-style-type: none"> 1. https://www.brookings.edu/blog/order-from-chaos/2018/05/09/how-misinformation-spreads-on-social-media-and-what-to-do-about-it/ 2. https://www.scientificamerican.com/article/information-overload-helps-fake-news-spread-and-social-media-knows-it/ 3. Same as above
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<p>to people they play networked games with who are not friends, as do 43% of gaming girls.</p>			
<p>Claim 2:</p> <p>Best Evidence:</p> <ol style="list-style-type: none"> 1. 2. 3. 	<ol style="list-style-type: none"> 1. 2. 3. 	<p>Claim 2: Social media enables the spread of misinformation and disinformation.</p> <p>Best Evidence (for Claim 2):</p> <ol style="list-style-type: none"> 1. The Pew Research Center report found that people who used social platforms to get their news were less informed about major public topics and more vulnerable to believing in rumors and hoaxes. 2. “Deep fakes” are manipulated media that shows people doing or saying things they really didn’t do or say. These fabrications can be weaponized to bring 	<ol style="list-style-type: none"> 1. https://phys.org/news/2021-02-social-media-users-misinformation.html 2. https://www.cnet.com/news/facebook-twitter-and-youtube-grapple-with-altered-videos-ahead-of-the-2020-election/

		<p>people and ideas down and stir up unfounded fear and anger.</p> <p>3. Bots have accounts that people follow and the ideas on those accounts get reposted or retweeted so many times that it gives users the illusion that the information is actually true or real.</p>	<p>3. https://www.marketplace.org/2018/02/27/how-social-media-bots-can-amplify-fake-news/</p>
<p>Claim 3:</p> <p>Best Evidence:</p> <p>1.</p> <p>2.</p> <p>3.</p>		<p>Claim 3: Social media use is tied to increased mental health issues in young people.</p> <p>Best Evidence:</p> <p>1. Studies have shown that the amount of time a young person spends social media platforms correlates with higher degrees of depression and anxiety. FOMO keeps users engaged late into the night and in spite of other important things they have to do to take care of themselves like exercise, do homework, and spend time with friends and family.</p> <p>2. Higher social media use can</p>	<p>1. https://www.center4research.org/social-media-affects-mental-health/</p> <p>2. Same as above</p>

		<p>lead to “body surveillance” or the unhealthy monitoring and judgement of one’s body shape and size.</p> <p>3. Online social interactions cannot replace the kind of social interaction that happens when people are together in the same physical space, listening to each other’s voices and observing each other’s body language. This makes it easier to hurt or bully people online than in person, and it makes it seem safer to hide behind the protective barrier of an online identity that to work to build meaningful and fulfilling relationships in the real, and not the virtual world.</p>	<p>3. https://childmind.org/article/how-using-social-media-affect-s-teenagers/</p>
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