

An annotated bibliography includes the bibliographic information that is required for the Works Cited page or the References page of an essay along with a summary and/or evaluation of each of the sources. Depending on the project or assignment, annotations may do one or more of the following:

- **Summarize:** Some annotations merely summarize the source. What are the main arguments? What is the point of the book or article? What topics are covered? If someone asked what the article/book is about, what would you say?
- **Assess:** After summarizing a source, it may be helpful to evaluate it. Is it a useful source for your research topic? How does it compare with other sources in your bibliography? Is the author credible, i.e., does the author have the proper education and/or qualifications to weigh in on the topic? Is the publication credible? What are the limitations of the source? Is it out of date? Is the source biased or objective? Is the reasoning of the source flawed?
- **Reflect:** Once you've summarized and assessed a source, you need to ask how it fits into your research. Was the source helpful to you? How does it help you shape your argument? How can you use this source in your research project? Has it changed how you think about your topic? The annotated bibliography may answer some of these questions, all of them, or even others. If this assignment is for a class, the instructor will provide specific guidelines.

Example Annotated Bibliography entry for one source in APA format:

Breeding evil. (2005, August 6). *Economist*, 376(8438), 9. Retrieved from

<http://www.economist.com> This editorial from the *Economist* describes the controversy surrounding video games and the effect they have on people who use them. The article points out that most critics of gaming are people over 40 and claims it is an issue of age not of the games themselves. While the author briefly mentions studies concerning the issue of violence and gaming, he does not go into enough depth for the reader to truly know the range of studies that have actually been done in this area. The author of this article stresses the age factor rather than violence as the real reason for opposition to video games and focuses on the good that gaming has done in most areas of human life. This article is a good resource for those wanting to explore the controversy surrounding video games. However, readers should actually examine some of the research studies that have been done in this area rather than simply accept the author's argument.