



Writing as Thinking



Finding a Topic:

Notes from The Craft of Research

- Research = Problems to be solved
- Facts are helpful only in context
- Provide new perspective (the dreaded “so what?”)



Notes from Craft (cont'd)

- Why Write?
 - Remember
 - Understand
 - Gain perspective
- Test your ideas against other perspectives
- Anticipate audience's questions



Audience

- Who is your audience?
 - **Primary**
 - Course instructor
 - Work supervisor
 - Research advisor
 - **Secondary**
 - Future student
 - Co-worker
 - Others doing similar work



You Cannot Avoid Uncertainty

- Keep writing about your topic
 - **Notes**
 - **Outlines**
 - **Diagrams**
 - **“Horrible Drafts”**
- Break process into manageable steps



Getting Ready to Write

1. Find a specific/manageable topic
2. Generate questions, find some that intrigue you
3. Determine evidence readers will expect
 - **Hard data?**
 - **Primary sources?**
4. Locate research sources



Your Topic Will Evolve

- Your argument will take shape gradually
- Some research sources will prove more useful than others



How to Get Started

- Give your project a working title
- Focus on the “how” and “why” questions
- Use unknown areas to construct a “to do” list



Time Management

- Outline the small steps
 - **Topics and subtopics**
 - **Articles you have found and would like to read**
 - **Complete the tasks as you are able to (not necessarily in list order)**



Time Management (cont'd)

- Try to write every day (or at regular times)
- Don't judge your writing -- be curious instead
- Pace yourself and allow time for real life



How to Keep Going

- Find articles you like and analyze them
 - **What does the author do well?**
 - **What would you like to emulate?**
- Ask for help
 - **From friends/colleagues**
 - **From the Writing Center**



Technical/Grammatical Tasks

- Identify the most important sentences in your drafts
- Ask whether they communicate your point effectively
- Improve the verbs
- Paraphrase quotations and integrate your own analysis