

Sample of thesis English editing

Field of research: psychology - gaming

1.2 Motivation

Participation in MMORPGs is constantly increasing, ~~and~~ ~~to~~which is boosting revenue (Hsieh, 2008). The gaming industry encourages the development of MMORPGs in the hope of discovering new approaches ~~to game design~~ that will entice gamers to constantly play their MMORPGs, which will ~~constantly and~~ earn them a greater share of the online gaming market. However, online games have led to a number of social problems, such as online game addiction. Although they ~~re~~ are frequently ~~well~~-discussed, high engagement of ~~play~~-MMORPGs is not ~~much~~-discuss ~~is~~systematically investigated in the current literatures.

Highly engaged behavior involves significant MMORPGs usage with non-pathological computing behavior, such that it describes; ~~t~~those who spent a great deal of time playing~~in~~ ~~play~~ MMORPGs; without serious deleterious effects. However, spending an excessive amount of time in MMORPGs can affect academic performance, due to a reduction in time allotted to schoolwork, sacrificing sleep ~~time~~-in order to play MMORPGs, and difficult ~~to~~ wakinge up for class. Therefore, it is imperative to draw attention to the negative effects resulting from engaging in~~playing~~ MMORPGs. Educators worry about their effects on learning, ~~problems~~ and parents worry about their effects ~~that playing MMORPGs affects~~on their children's health.

On the other hand, since values influence people's behavior and achievement (Fries, 2007), ~~some~~-research indicates that obtaining achievements through online games is ~~an important reason~~beneficial (Whang, 2004). Therefore, ~~to~~-understanding students' achievement value is an important issue ~~today~~.

Mental models are cognitive concepts that can be used to demonstrate personal values to help people ~~to~~-understand complex

issues, and assist them in their decision-making and action planning (Craik, 1943). Thus, ~~the~~ mental model building can help researchers ~~to~~ understand the causes of an individual's behavior, and ~~to~~ assist in their growth, by solving social or learning problems (Capelo, 2009). However, ~~even with~~ there are many ways of ~~to~~ discovering and expressing mental models (Langan-Fox, 2000), but none ~~of them~~ has the advantages of strict theoretical foundation and easy ~~to read of~~ understanding. Thus, improving the mental model building approach ~~has become~~ is critical in this study.

Final text

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Highly engaged behavior involves significant MMORPGs usage with non-pathological computing behavior, such that it describes those who spent a great deal of time playing MMORPGs without serious deleterious effects. However, spending an excessive amount of time in MMORPGs can affect academic performance, due to a reduction in time allotted to schoolwork, sacrificing sleep in order to play MMORPGs, and difficult waking up for class. Therefore, it is imperative to draw attention to the negative effects resulting from engaging in MMORPGs. Educators worry about their effects on learning, and parents worry about their effects on their children's health.

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achievement (Fries, 2007), research indicates that obtaining achievements through online games is beneficial (Whang, 2004). Therefore, understanding students' achievement value is an important issue.

Mental models are cognitive concepts that can be used to demonstrate personal values to help people understand complex issues, and assist them in their decision-making and action planning (Craik, 1943). Thus, mental model building can help researchers understand the causes of an individual's behavior, and to assist in their growth by solving social or learning problems (Capelo, 2009). However, there are many ways of discovering and expressing mental models (Langan-Fox, 2000), but none has the advantage of strict theoretical foundation and easy of understanding. Thus, improving the mental model building approach is critical in this study.