

Social Networks and Archival Context OpenRefine Plugin  
(Technical Report)

Conflicting Beliefs about Video Games in the U.S.  
(STS Research Paper)

An Undergraduate Thesis Portfolio  
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by

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## Preface

Artificial intelligence (AI) offers extraordinary benefits, but some applications of AI are controversial. For example, AI systems can manage and process vast and diverse datasets, but some applications of AI may have addictive or behaviorally undesirable effects.

How can data from different institutions be reconciled efficiently? Social Networks and Archival Context (SNAC) is an online resource that lets users search information about people documented in primary source documents held in archival institutions globally. Institutions structure records differently, making it difficult to store them consistently in the SNAC database. It is impractical to restructure and clean the data manually. A plugin applying OpenRefine, software for data transformation and cleaning, is developed to simplify the reconciliation process. This will let institutions upload and consolidate large tracts of data in minutes.

How are defenders and critics of violent video games competing to influence their perceived responsibility for social pathologies? Politicians and others have attributed shootings to the effects of simulated but realistic violence of video games on their players. Gamers generally reject these claims; some defenders of games allege beneficial effects of gameplay. Allegations that video games cause violence are propagated by opponents of gun control so vigorously that the charge gains some acceptance.

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