

#### **Prevent Plagiarism, Better Writing**

# Turnitin Feedback Studio for Students

**Turnitin Feedback Studio tutorial for students 2024** 

**Turnitin Korea** 

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### Check before you begin

#### 1. Acceptable browser types

Using a Chrome Browser is optimal. (Turnitin supports other up-to-date browser types including Edge, Safari, Firefox



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#### 2. Acceptable file types

MS Word(.doc/.docx), adobe PDF files are recommended

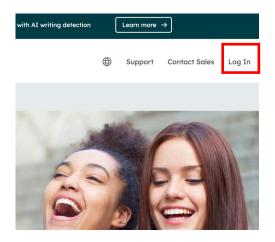
Other types we support: Text file (.txt), Google docs, PPT files (.ppt/.pptx), Excel(.xls, .xlsx), Hangul(.hwp), etc. (**Note that** HWP files (Hangul file) can sometimes have an error due to a compatibility issue. Please convert the file to MS-Word or PDF, which is a quick fix for a Turnitin upload error for hwp files)

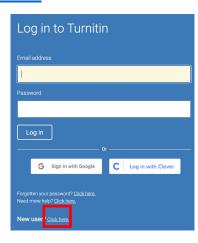
- Only files with texts can be read, not the scanned image files or pdfs with watermarks added.

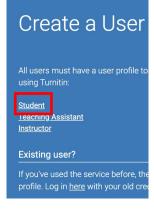
### Creating a Turnitin student account

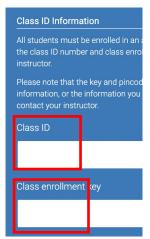
- 1. Check your school's unique class ID & enrollment Key
  - Each school has different sets of class ID and enrollment key (PW) to sign up.
  - These keys can be found on your school's library website or graduate school website when logged in.
  - If you have a trouble finding your school's class ID & enrollment key, contact us at <a href="mailto:koreasales@turnitin.com">koreasales@turnitin.com</a> (Include: your school name, your name, department, and the email address (your Turnitin ID)

### 2.<u>www.turnitin.com</u> >Log In> New user? Click here> Student>Class ID, Enrollment key or click on a '<u>Student account creation</u> link'









### Creating a Turnitin student account

- 1.Go to <a href="www.turnitin.com">www.turnitin.com</a> and click on the **Log In** button
- 2.Click on the New user? Click here link.
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- 5.Enter the user first name, last name, and a **valid e-mail address** to use as the login for Turnitin. ("school email address")
- 6. Create a user password that meets the requirements stated. Re-enter the password to confirm it.
- 7.Select a secret question from the drop-down menu. Enter the answer for the question. Remember and keep this information. The answer is case and space sensitive.
- 8. Review the user agreement. <a href="https://imnotarobot">1 m not a robot</a>

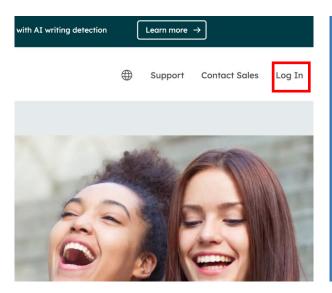


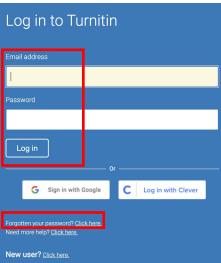
9. Check the box next to 'I'm not a robot' (or '로봇이 아닙니다') and click on 'I agree - create profile'

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#### 1. www.turnitin.com, click on the Log In button on top.

- Type in your email address and password, and click 'Log in'.
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### Uploading your paper

1. Click on the school name.



- 2. With each 'Open' button, you can check your paper 4 consecutive times. Click on any 'open' button.
  - After checking your paper 4 times with the same button, move on to the next 'open' button check your paper
  - 'Originality Check No Repository' means your paper will not be saved in our databases
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Assignment Title	Dates	
1. 논문 및 과제 검사 - 유사도 검사 시 DB 미 저장 (Originality Check - No Repository)	Start 14-Feb-2022 11:35AM Due 31-Dec-2024 11:59PM Post 31-Dec-2024 12:00AM  *Click on any 'open' button to	Open
2. 논문 및 과제 검사 - 유사도 검사 시 DB 미 저장 (Originality Check - No Repository)	Start 14-Feb-2022 11:37AM Due 31-Dec-2024 11:59PM Post 31-Dec-2024 12:00AM  Check your paper's originality	Open
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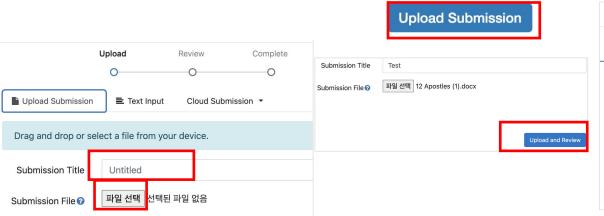
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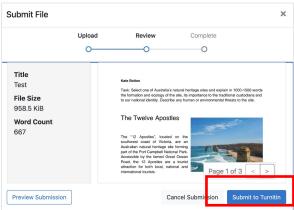
3. After clicking a 'open' button, click 'Upload Submission'. Type in the submission title, click on 'select a file (파일 선택)' to select a file you'd like to upload, and click 'Upload and Review'. Click on 'Submit to Turnitin' to finalise your submission.

#### About this page

This is your assignment dashboard. You can upload submissions for your assignment from here. When a submission has been processed you will be able to download a digital receipt, view any grades and similari reports that have been made avaiable by your instructor.

2. 논문 및 과제 검사 - 유사도 검사 시 DB 미 저장 (Originality Check - No Repository)

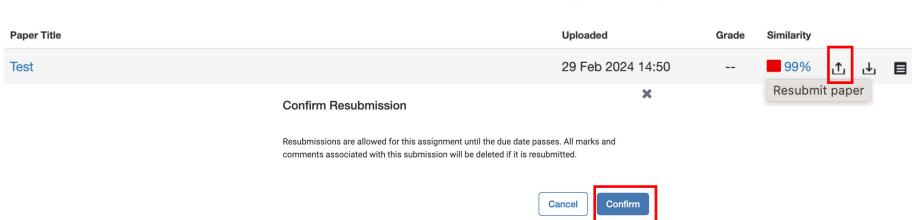




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4. Your submission is complete if you get this message 'Submission Complete!'





- You can upload a paper up to three more times consecutively by clicking the 'upward arrow icon (Resubmit paper)'.

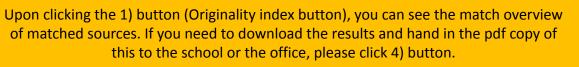
If you resubmit it for the fourth time or more, it will take 24 hours to generate the results. If you wish to view the results immediately after using the same button 3 more times, you can click on another 'open' button on the previous screen to submit your paper. (Note: Each individual can submit up to a maximum of 50 times using one 'open' button.)

### Checking the result in Originality report

1. Your originality result for your upload will be ready in 5 minutes. Refresh the page or click F5.

Once you see the colored box and the percentage under Similarity, your results are ready. Please click the colored box or the Similarity index (%) to access the result page.





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I 우 만\*\*

2) All sources: This button shows you all the marched sources in details.

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대학생 시기는 관마로 다가오는 성인의 살을 대비하는 과도가석 준비기로 자기에 대한 관심을 약립하고 사회와 환경에 적용해야하는 것이 중요한 발달과업이라 열수 있다. 이 시기의 긍정적 적용 여부는 이후의 성인기에까지 영향을 마치게 되므로, 심리적으로 건강하고 행복을 누리는 것은 대학생 개인뿐만 아니라 건강된 사회를 위해서도 매우 중요하다. 우리나라 대학생들은 보통 입시위주의 교육세계로 인해 여러 가지 고민들이 유메되다가, 대학생이 되고 난 후부터 비로소 갑자기 가치관, 진로, 석성, 이성관계, 대한관계 등 새로운 문제에 당연하게 된다(이시은, 2009). 또한 최근 취업난이 성례지면서 대학생들이 소위 '스펙'관리에 몸두

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이 논문은 2016-2017학년도에 성주대학교 학술연구소가 지원한 학술연구조성배(특별연 구과제)에 의해 연구되었음

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an ongoing research collaboration between the International Guoshu Association, City University of Hong Kong, and the Laboratory for Experimental Museology (eM +) at EPFL, and has resulted in seven international exhibitions, including Kung 15u Motion at EPFL's ArtLab (2018)¹ and the Immigration Museum Melbourne in 2017, and 300 Years of Hakka Kung Fu (2016)² at the Heritage Museum and CityU Gallerie Hong Kong, China. The archiving project responds to the decline of Southern Chinese Kung Fu in mainland China, where a significant portion of traditional martial arts have already vanished. Hong Kong remains a vibrant center for elite practitioners and is home to some of the most prominent martial artists in the world; however rapid urban development, population growth, cultural transformation and the aging of the masters are endangering these practices.

HKMALA brings together historical materials with creative visualizations derived from advanced documentation processes, including moth capture, motion-over-time analytics, 3D reconstruction, and panoramic video (Figures 1 and 2). These archival materials are re-interpreted and re-performed through the mediums of augmented virtual reality and interactive media art, such as *Kung Fu Visualization*<sup>3</sup> (2016). As a panoptic virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu materials are re-interpreted and re-performed through the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the mediums of augmented virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the materials are re-interpreted and re-performed through t

The HKMALA 'living archive' also uses new immersive and interactive display paradigms to perpetuate the performance of past masters for future generations. The Kung Fu weapons Archive (2016) is a linear navigator that provides a sliding panorama of Hakka Kung Fu weapons and training tools, as well as interactively located video demonstrations of their use by Kung Fu masters. Whenever the viewer slides the screen over one particular object, it triggers a short video clip showing the Kung Fu master's handling of that restrictive weapon or training tool (Figure 5). With these new approaches HKMALA creates practical strategies for encoding, retrieving, and reconcting



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Upon clicking on the book icon in the middle, you can see the full text of the highlighted parts in context if it's open source.

The first of these, Hong Kong Martial Arts Living Archive (HKMALA), was instigated in 2012 and is an ongoing research collaboration between the International Guoshu Association, City University of Hong Kong, and the Laboratory for Experimental Museology (eM +) at EPFL, and has resulted in seven internation

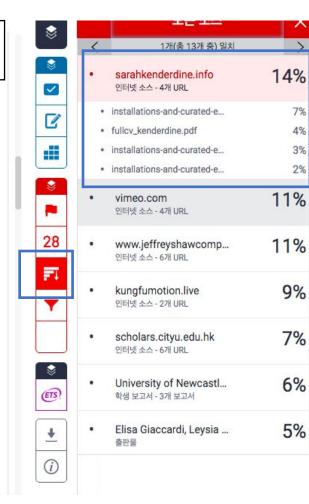
Hong Kong, and seven internation Immigration Mu Museum and Cit Southern Chines have already var some of the mos population grow practices.

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performance of past Masters for future generations. Kung Fu Motion derives from a longitudinal research project, the Hong Kong Kung Fu Living Archive (instigated in 2012). This ongoing research is a collaboration between the International Guoshu Association, City University of Hong Kong, and the Laboratory for Experimental Museology (eM +), Digital Humanities Institute, EPFL. In mainland China, a significant portion of traditional martial arts

HKMALA brings together historical materials with creative visualizations derived from advanced documentation processes, including motion capture, motion-over-time analytics, 3D reconstruction, and panoramic video (Figures 1 and 2). These archival materials are re-interpreted and re-performed through the mediums of augmented virtual reality and interactive media art, such as *Kung Fu Visualization*<sup>3</sup> (2016). As a panoptic virtual reality environment, the Re-ACTOR system shows the intricate dynamics of the kung fu master's reenacted performances via serial 3D motion-captures from six different points of view, with an interactive control panel that allows visitors to select six different visualization styles that elucidate the underlying dynamics of the master's movements (Figures 3 and 4).

The HKMALA 'living archive' also uses new immersive and interactive display paradigms to perpetuate the performance of past masters for future generations. The Kung Fu Weapons Archive<sup>4</sup> (2016) is a linear navigator that provides a sliding panorama of Hakka Kung Fu weapons and training tools, as well as interactively located video demonstrations of their use by Kung Fu masters. Whenever the viewer slides the screen over one particular object, it triggers a short video clip



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#### 전체 소스 텍스트



1개(총 7개 중) 일치















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https://sarahkenderdin... 인터넷 소스





martial artists in the world. However, rapid urban development, population growth,

theoretical and technological challenges.

sustaining and enlivening these cultural traditions. This interdisciplinary endeavor has

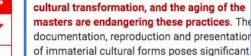
become an ongoing focus for the Digital

Humanities Institute EPEL in collaboration

Ephemeral traditions require cultural scholars.

with communities to develop new methods for

technologists, artists and scientists to work





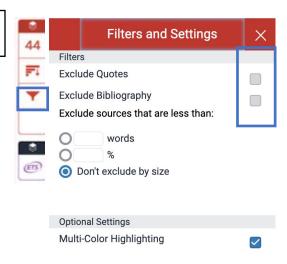




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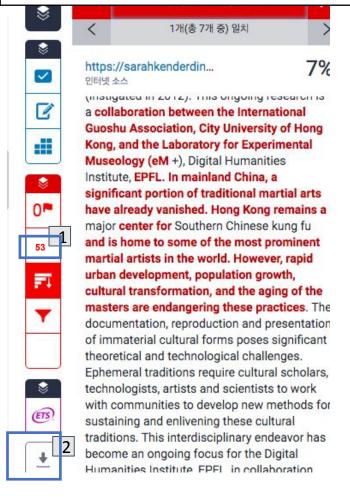
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- 1) Excluding direct quotes
- [Filters and settings]> [Exclude quotes][v] >[Apply changes] click
  - Parts should be in direct quotation marks ("....")
- 2) Excluding bibliography [Filters and settings]> [Exclude bibliography][v] > [Apply changes]
  - Excluding a list under a header References





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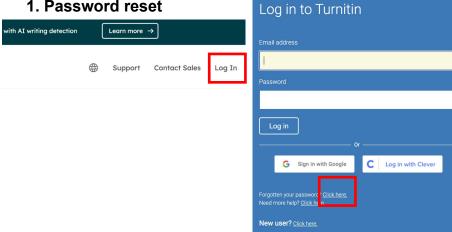




- 1. Click the percentage button
- Click the download icon
- 3. Click on the 'current view' to download the result in pdf. Your originality result can be found in the back part of the pdf.

#### **FAQs**

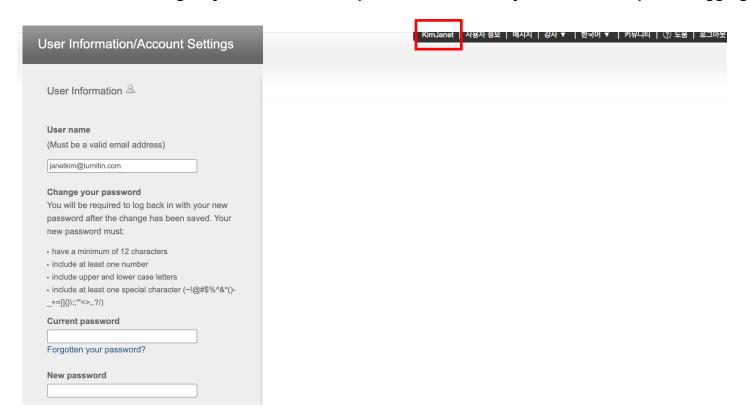
#### 1. Password reset



- Click 'login'
- Click 'Click here' next to 'forgot password?'
- Type in your email address

#### **FAQs**

2. Where can I change my email address or password? Click on your name on top after logging in.



## Thank you!

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