

# THE IMPACT OF ACTIVITY DESIGN IN INTERNET PLAGIARISM IN HIGHER EDUCATION

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<http://dx.doi.org/10.3916/C48-2016-04>.

## INTRODUCTION

In this work we aim to gain a better understanding of the nature of plagiarism in Higher Education. We analyse a set of different activities in an online university-level course, aiming to understand which tasks lead more naturally to plagiarism.



## MAIN OBJECT



Understand the reasons that lead students to commit plagiarism and study whether a change in the design of the activities they have to carry out can have an impact on plagiarism rates.

## METHODOLOGY

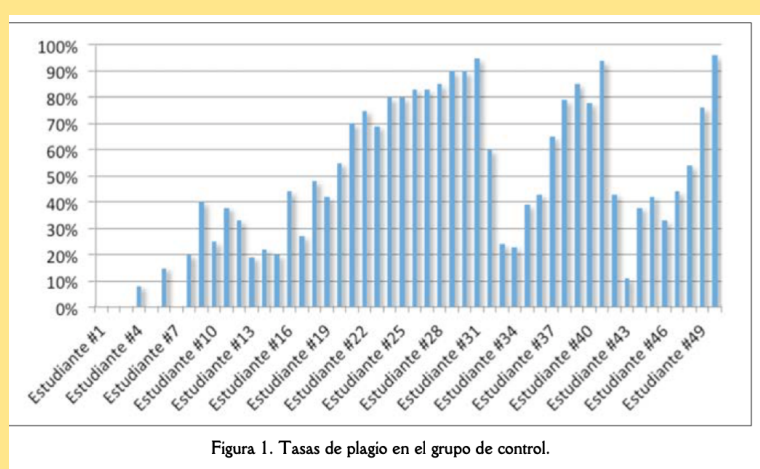


Figura 1. Tasas de plagio en el grupo de control.

The study was conducted in two steps: 1) A preliminary study to detect the activities with a higher plagiarism rate over a course; 2) A specific intervention aimed at reducing plagiarism rates in those activities where plagiarism was most significant.

## CONCLUSION

This study shows that it is possible to reduce the incidence of plagiarism by designing activities in such a way that prompts students to propose their own ideas using information available on the Internet as a vehicle for their solutions rather than as solutions in themselves.



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