One job of a signal phrase is to let your reader know where your evidence came from. It helps you to smoothly incorporate the source into your writing.

Signal phrases can ...

- Be a word, phrase or sentence
- Appear *before or after* your evidence

Because
For example,
For instance,
On page —, the author [verb]
In the study/article/book by [author],
According to [title],

**Signal Phrase to indicate source**
**Evidence directly quoted (or paraphrased if you choose)**

**Signal Phrase to prepare reader for explanation**
**Explaination**

Here are some strong verbs to use when constructing a *signal phrase*.

<table>
<thead>
<tr>
<th>mentions</th>
<th>notes</th>
<th>shows</th>
<th>demonstrates</th>
<th>reveals</th>
</tr>
</thead>
<tbody>
<tr>
<td>finds</td>
<td>argues</td>
<td>claims</td>
<td>indicates</td>
<td>states</td>
</tr>
<tr>
<td>suggests</td>
<td>points out</td>
<td>reports</td>
<td>adds</td>
<td>implies</td>
</tr>
</tbody>
</table>

A second job of a signal phrase is to prepare your reader for your explanation.
These signal phrases come after your evidence and signal that you are now going to explain what the evidence means.

Video games can have an emotional downside for children. This is because they spend a significant amount of time playing the games. According to a 2014 survey by the University of Oxford, 97% of teens play games regularly, oftentimes as much as 7 hours a day (Przybylski, 2014). This amount correlates directly to a child’s psychosocial adjustment. The less time a child spends on video games, the more life satisfaction and prosocial behavior was reported. It *can be concluded*, thus, that there is a link between high video game usage and positive adjustment.