



**CALIFORNIA STATE SCIENCE FAIR
2016 PROJECT SUMMARY**

Name(s) Emily J. Valdez	Project Number 36634														
Project Title Do Different Genres of Music Affect Cognitive Performance?															
<p style="text-align: center;">Abstract</p> <p>Objectives/Goals The purpose of my project was to determine whether different genres of music affected cognitive performance.</p> <p>Methods/Materials</p> <p>Materials</p> <table border="1"><thead><tr><th>Quantity</th><th>Description</th></tr></thead><tbody><tr><td></td><td>electronic device</td></tr><tr><td>1</td><td>electronic game</td></tr><tr><td>1</td><td>ear phones</td></tr><tr><td>3</td><td>genre of music</td></tr><tr><td>63</td><td>test subject</td></tr><tr><td>1</td><td>timer</td></tr></tbody></table> <p>Procedures The experiments involved different genres of music, a test subject, a electronic game, and a electronic device. The test was performed by having the test subject listen to music while play the electronic game on a mobile device. The test subject put in earphones and listened to music while playing the game on a mobile device.</p> <p>Results The results of the experiments, were that classical music did better than pop music at improving scores.</p> <p>Conclusions/Discussion As stated in my hypothesis, I believed that pop music would work better than classical music. However, the results did not support my hypothesis. Rather, the results showed that classical music did better than pop music. I believe I got these results because the classical music might have calmed the test subject down, and it was easier to focus on the game. The information gained from this project could be used by students in America who want the best work. The information from this project could also be used by anyone who needs to concentrate on a certain task that involves cognitive performance. A question that was raised when the experiment was conducted, wouldn't the test subjects continuously get better at the game. If I were to do this experiment again, I would use different genres of music while they played the game.</p>		Quantity	Description		electronic device	1	electronic game	1	ear phones	3	genre of music	63	test subject	1	timer
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Help Received My Mom helped me by purchasing supplies. My sixty participants made this project possible.															