



**CALIFORNIA STATE SCIENCE FAIR
2016 PROJECT SUMMARY**

Name(s) Sandra M. Foxx	Project Number J1210
Project Title The Effect of Texting on Finger Dexterity	
Abstract Objectives/Goals The purpose of my project is to determine whether frequent texters have greater finger dexterity as compared to those that rarely text. This project is influential to present day technology because many people currently use smartphones to communicate via texting. Methods/Materials Recruit the 40 test subjects and have them verify the number of text messages sent in the month of February. Have all the subjects type 100 characters on the phone with one finger and record the time. Have the subjects take the finger dexterity test (O'Connor Dexterity test based) with one hand only and record the time. Have each subject do the steps until all of the subjects have finished testing. Results Based on my experiment, the more frequent texters had faster times in both tests. There was a 20.19 second difference in the typing test and a 30.89 second difference in the finger dexterity test. Conclusions/Discussion My hypothesis stated that the subjects who text more often would have faster times in both dexterity tests. According to my data, my hypothesis was proven correct. Every frequent texter had a dexterity test time under four minutes while the non-frequent texters had times above four minutes. In the typing test, the frequent texters had times under 40 seconds and the non-frequent obtained higher times of above 40 seconds. The testing went fairly well; however, as stated in my future experiments section, I would want to test in a room with only the subject and, also, randomize the order of the test administered.	
Summary Statement I tested frequent and non-frequent texters' finger dexterity and found the frequent texters to have a better finger dexterity on average.	
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