



CALIFORNIA SCIENCE & ENGINEERING FAIR 2019 PROJECT SUMMARY

Name(s) Eden Stambaugh	Project Number J0422
Project Title Developing Empathy in Adolescents	
<p style="text-align: center;">Abstract</p> <p>Objectives I am curious to use art as a way to develop empathy in adolescents. I am curious if the mode of delivery of this experiment (animation) can translate to higher levels of empathy for concepts and issues that are 'misunderstood'.</p> <p>Methods Used acetate, ink, and acrylic paints to simulate a parallax scrolling background. Used Adobe Photoshop, Adobe Premier, and Lightroom to direct and produce animated short film. Used Chromebooks and Google Forms to administer tests to human subjects.</p> <p>Conclusions One of the most pressing problems of humanity is misunderstanding. The ability to process conflict with an empathetic response is a behavioral skill that has great social and moral implications. Quantified/qualified results show that animation can be used in many applications to actuate and develop empathy and tolerance in adolescents.</p>	
Summary Statement The use of Human Centered Design principles - specifically animation - can increase empathetic responses in early adolescents.	
Help Received I conducted an oral interview with author/illustrator/activist Janell Cannon. I was mentored by filmmaker Anthony Parisi in the use of film editing software (Adobe Premier, Lightroom). My Life Sciences teacher reviewed my results.	