CALIFORNIA STATE SCIENCE FAIR
2006 PROJECT SUMMARY

Name(s)
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Project Number
J0326

Project Title
How Fast Are You?

Abstract

Objectives/Goals
The objective of this project is investigate whether there is a relationship between the speed of a person's eye-hand coordination, and the amount of time they play video games per week.

Methods/Materials
In my experiment I approached a total of 100 people at the Oaks Mall and asked them to take a reflex test. 50 people played video games for 7 hours or more per week, and 50 people played for less than 7 hours per week. The test involved the following; interview, ruler reflex test and the individuals reflex rating.

Materials:
1. (1) Ruler
2. (1) Log Book
3. (1) Survey
4. (1) Calculator
5. (1) Reflex Scale
6. (1) Permit
7. (1) Oaks Mall security clearance
8. (1) EB Games manager clearance

Results
By analyzing the numbers recorded in my log book, it was safe to say that the video gamers (plays 7 hours or more per week) had better reflexes than the non video gamers (plays less than 7 hours per week).

Conclusions/Discussion
The hypothesis that people who play 7 hours or more of video games per week have better reflexes than those who play less than 7 hours per week is accepted because data showed that the average of the gamers was 12.6cm while the average of the non gamers was 17.6cm. So in the end, this experiment shows that if you play 7 or more hours of video games per week, you have better reflexes than people who don't.

Summary Statement
This science project investigates whether there is a relationahip between the speed of a person's eye-hand coordination and the number of hours they play video games per week.

Help Received
Mother helped with board layout.