



**CALIFORNIA STATE SCIENCE FAIR  
2010 PROJECT SUMMARY**

<b>Name(s)</b> <b>Zachary Hogan; Allan Krinsky</b>	<b>Project Number</b> <b>S0310</b>
<b>Project Title</b> <b>Facebook, The New Virtual Reality: Social and Academic Effects</b>	
<p style="text-align: center;"><b>Abstract</b></p> <p><b>Objectives/Goals</b> Facebook is widely seen as a miracle in the networking world and as a phenomenon between virtual social societies. The predominant motive behind this project is to discover the negative and positive of Facebook usage. This study shows how participating in Facebook can lead to negative effects in both the social and academic aspects of one's life.</p> <p><b>Methods/Materials</b> Conducted experiment with surveys that were handed out to over 200 students.</p> <p><b>Results</b> Validity of the presumed negative effects of Facebook are suggested through the results given by a series of surveys handed out to 208 high school students. Results show how Facebook is significantly affecting the average (Facebook-using) high school student's academic hobbies such as outdoor activities and reading. Also affected by Facebook is GPA. Students that use Facebook seem to have a higher GPA than those that do not.</p> <p><b>Conclusions/Discussion</b> Academic hobbies are incredibly essential for a healthy lifestyle as a student. They create a balance that allows a student to perform well in and out of school. If this balance is affected by some outside force, such as Facebook, the student will be affected socially and academically. When studying the reasoning to the odd finding of Facebook raising GPA we discovered that it may be due to economic standing. If a student has a Facebook, they will have a computer and therefore live in better economic standing and have a better academic environment.</p>	
<b>Summary Statement</b> This experiment was conducted to find positive and negative social and academic consequences of Facebook.	
<b>Help Received</b> My partner and I did the entire project ourselves.	