



CALIFORNIA STATE SCIENCE FAIR 2013 PROJECT SUMMARY

Name(s) Maria Andrade	Project Number J0402
Project Title Games in Brains	
Abstract Objectives/Goals The objective of my project was to determine if there was a correlation between violent video games a person plays and how they behave. Methods/Materials My hypothesis was that there would be a correlation between how a person behaves and what types of video games they play. I based this on my research about the recent shootings and studies about how people behave after playing such games. I sent Inform Consent Forms to students to be signed by their parents so they would have been able to fill out the survey that I created. Once they were turned, the students would then fill out the survey. I sent out 180 forms and received 62. The question ere was sent out to 6th, 7th, and 8th graders. This survey was anonymous. This survey was also given to 30 high school 9th graders and 30 high school 10th graders. I placed each survey in a category by how many hours a week the person played. I measured how many positive and negative behavior a person had by counting. There were a few students that they said didn't play video games. As the number of hours played increased, the amount of girls playing decreased. In the category of do not play there were 98 positives and 9 negatives altogether. The less than 1 hour had 85 positives and 10 negatives. The 1-2 hour category had 89 positives and 14 negatives. In the 3-5 categories there were 102 positives and 41 negatives. The 6-8 categories had 33 positives and 13 negatives. In the 9-12 categories there were 25 positives and 13 negatives. The more than 12 hours category had 46 positives and 13 negatives. Results The results indicate that my hypothesis was supported by the data that was collected from the middle school students; however it was unsupported for the high school students. As the number of hours played increased the number of negative behaviors increased also. This experiment proved that there was a correlation between how a person behaves and what type of video game they played. Another observation that was made was that more female students play violent video games than in middle school. Conclusions/Discussion I know this information is beneficial to society because it shows what can happen after playing violent video games. Thus, it is important for parents to oversee what types of types of video games are played by their children.	
Summary Statement My project is about how violent video games affect behavior.	
Help Received Father helped in creating graphs and mother helped with board	