



**CALIFORNIA STATE SCIENCE FAIR  
2016 PROJECT SUMMARY**

<b>Name(s)</b> <b>Dante P. Cavaz</b>	<b>Project Number</b> <b>J0705</b>
<b>Project Title</b> <b>Tech Targeting: An Experiment Testing Whether Playing Combat Video Games Increases Real-life Shooting Accuracy</b>	
<b>Abstract</b> <b>Objectives/Goals</b> The purpose of this project was to see if an individual's real-life target shooting accuracy would increase after playing a combat video game. <b>Methods/Materials</b> Colt M4A1 Airsoft gun, 0.20g Airsplat B.B.'s, 48 Birchwood Casey Shoot N-C Targets, Vizio 42" flat screen TV, PS4 console, Battlefield 4 for the PS4, PS4 controller. Tested the subjects' shooting accuracy before and after they played the video game for 10 minutes. <b>Results</b> In this experiment, when the subjects played a combat video game before shooting an airsoft gun, their overall accuracy increased. After the subjects played video games their average score was 39.67% as opposed to 31.67% before playing video games. <b>Conclusions/Discussion</b> After completing my project I concluded that when the subjects played combat video games before shooting an airsoft gun, on average, their accuracy increased. I also concluded that after playing video games and shooting airsoft guns each subject's hand-eye coordination and fine motor skills increased.	
<b>Summary Statement</b> My experiment showed that playing video games increases real-life shooting accuracy.	
<b>Help Received</b> None. I performed the experiment by myself.	