



**CALIFORNIA STATE SCIENCE FAIR
2017 PROJECT SUMMARY**

Name(s) Adam K. Barron	Project Number J0705
Project Title Video Games and Their Effect on Memory	
<p style="text-align: center;">Abstract</p> <p>Objectives/Goals If someone played video games for thirty minutes everyday for thirty days, could it improve short-term memory? What category of memory scores would improve or decline if they were tested daily (numbers, letters, photos, images)?</p> <p>Methods/Materials Tested and recorded memory skills of subject after subject played video game for 30 minutes daily for 30 days consecutively. Used timer and computer with internet (for game, tests, and scorekeeping).</p> <p>Results Over the course of 30 days, my subject's scores improved in all areas (numbers, letters, photos, images). Video games did improve memory.</p> <p>Conclusions/Discussion The subject's memory improved in all areas of testing. Number memory improved 20%, letter memory 33%, photo memory 3%, and image memory 29%. The area that showed the most improvement was in the tests of letter memory. My hypothesis was correct. Video games did improve the subject's memory. This proves that video games can help people with poor memory.</p>	
Summary Statement I showed that video game play can improve memory in the categories of photo, image, number, and particularly letter recall.	
Help Received My Dad was my test subject and my Mom taught me how to make a spreadsheet and graph.	