



**CALIFORNIA STATE SCIENCE FAIR
2006 PROJECT SUMMARY**

Name(s) Andrew W. Satterberg	Project Number J0329
Project Title Homework Helper?	
Objectives/Goals My objective is to find out if playing the video game "Battlefront 2" affects 5th and 6th grade boys' math abilities after school.	
Abstract Methods/Materials First, I invite two kids over to play the video game Battlefront 2 directly after school. They play for thirty minutes. Then, in separate rooms, they both take a math test while I time them. A few days later, I have them come over after school to do another test. This time, they do it before playing video games. After all my subjects do the process twice, I compare the data, and I see if they did better before, after, or if they did the same. I collect data on how long it takes to do the test. I then correct each paper and figure the percentage of problems each subject got right. I also compare the amount of time it took to perform each test. XBOX game console Two equally difficult math tests appropriate for 6th graders Star Wars Battlefront 2 video game TV Stopwatch	
Results My conclusion is that for certain people, video games can help them do their math faster or more accurately. But for others, video games can make them do a lot worse, in score and time.	
Conclusions/Discussion My mixed results neither proved my hypothesis right nor wrong. The results are inconclusive. There were many other possible variables that might have affected the performance of the students. Some of these variables might be how distracted they were while taking their test, or how much sleep they had the night before, or if they were hungry, or bored, etc.	
Summary Statement This project attempts to determine the effect of video game playing on students' math abilities	
Help Received Friend helped with creating graphs; Teacher provides math questions for tests	