



**CALIFORNIA STATE SCIENCE FAIR  
2008 PROJECT SUMMARY**

<b>Name(s)</b> Sam V. Heinz	<b>Project Number</b> <b>J1116</b>
<b>Project Title</b> <b>Don't Blink: A Study of How Focus Affects Blinking</b>	
<b>Abstract</b> <b>Objectives/Goals</b> The objective is to find out how focus affects the semi-voluntary function of blinking. <b>Methods/Materials</b> I obtained informed consent from all my subjects. I created a program to record how often each subjects blinked. I tested and reviewed each subject for a set length of time for each activity while recording how often they blinked. The activities were playing a 3D videogame, playing a 2D videogame, reading a book, and staring at a blank wall. <b>Results</b> My results show that being focused can reduce blinking down to only two blinks a minute. Being bored can make you blink up to once every 5 seconds. <b>Conclusions/Discussion</b> My conclusion is that my subjects blink less when they are focused. On the other hand when my subjects were unfocused or not interested, they blinked much more frequently.	
<b>Summary Statement</b> My project was to test how focus affects how often a subject blinks.	
<b>Help Received</b> Mother helped glue papers to the posterboard.	