



**CALIFORNIA STATE SCIENCE FAIR
2010 PROJECT SUMMARY**

Name(s) Morgan N. Johnson	Project Number J0614
Project Title Drive 2 Stay Alive	
Abstract Objectives/Goals My experiment was to determine the effect of Fatal Vision Goggles on a person's Wii score. The Fatal Vision Goggles that I used replicated a blood alcohol level of .07-.10+. A Wii is an interactive video game that requires balance, coordination, and movement. Methods/Materials My first collection of data was a direct comparison involving three trials without the goggles then three with the goggles. My second collection was using a control and a test group, matching each person from the control to an equally experience Wii user in the tested group to compare the data. I used the Wii Fit and the Fatal Vision Goggles during this experiment. Results I found my data collection in the direct comparison depended on the person's Wii experience. The more experience the person had, the more consistent their data. The people with more experience did prove my hypothesis by earning higher scores with out the goggles than with. The control/test group data was also inconsistent. Conclusions/Discussion If I were to do this experiment again I would do one trial without the goggles than one trial with so if the person did not have experience they would not be given the chance to improve their scores as they gain more experience. Although my data did not reflect my hypothesis, my subjects' comments did validate my hypothesis. While wearing the goggles they felt dizzy, had trouble concentrating, and found it difficult to maintain focus.	
Summary Statement The purpose of Drive 2 Stay Alive is to find out the effects of Fatal Vision Goggles, which simulate a blood alcohol level of .07-.10, on a person's Wii score.	
Help Received Science teachers reviewed board; Eureka High School students helped collect additional data	