CALIFORNIA STATE SCIENCE FAIR
2010 PROJECT SUMMARY

Name(s)
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Project Number
J0629

Project Title
Do Visuals Impact Memory? Reveal vs. Conceal

Abstract

Objectives/Goals

Throughout the entire world, many people suffer from loss of memory. Improving all human memory is imperative. I chose to test playing card recognition because I was trying to figure out if visuals impact memory. I hypothesize that within the three tests I'm performing, the covered corner indices known as pips will be hardest to remember, the covered suits will be second hardest to remember, and the regular playing cards will be easiest to remember. I believe this to be true because I believe visuals of a playing card impact memory. The problem that I'm attempting to solve is loss of memory. Loss of memory drastically changes a person's life directly at any age. My experiment will help prevent loss of memory because it will determine if visuals impact memory.

All my tests were taken into a deep consideration through several different aspects. I witnessed several observations throughout my experiment. I noticed how many people created ingenious strategies to help them remember more playing cards in order. Also, I saw how many people closed there eyes to help them concentrate and imagine the name of each playing card. An intriguing fact I learned in my research was eating healthier can improve memory.

Methods/Materials

I used three decks of bicycle playing cards, 10 feet of silver duck tape, 34 students at Pershing Middle School including males and females in grades 6th, 7th, and 8th, one brown table borrowed from the school's cafeteria, and a stopwatch.

Results

My hypothesis was proven to be correct. 8.1 was the approximate average score with regular playing cards. 7.9 was the approximate average score with the covered suits. 5.8 was the approximate average score with the covered corner indices. I noticed distractions can make things harder to remember.

Conclusions/Discussion

Throughout this entire project, I learned many interesting things. While conducting my experiment, I learned about human behavior. For instance, I observed how students used concentration skills and applying strategies to help improve their test scores. Also, I learned about the history of playing cards and memory. Overall, changing the visuals of several playing cards for each test generally makes it harder to remember.

I believe my test was a complete success. All my numbers are reliable and a 100% accurate. I also did not

Summary Statement

My project is essentially a playing card recognition experiment to deterimine if visuals impact memory.

Help Received

My mother payed for all my funding expenses and drove me to the science fair.