CALIFORNIA STATE SCIENCE FAIR
2016 PROJECT SUMMARY

Name(s)

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Project Number

36197

Project Title

Tech Targeting: An Experiment Testing Whether Playing Combat Video Games Increases Real-life Shooting Accuracy

Abstract

Objectives/Goals

The purpose of this project was to see if an individual#s real-life target shooting accuracy would increase after playing a combat video game.

Methods/Materials

Colt M4A1 Airsoft gun, 0.20g Airsplat B.B.'s, 48 Birchwood Casey Shoot N-C Targets, Vizio 42# flat screen TV, PS4 console, Battlefield 4 for the PS4, PS4 controller. Tested the subjects' shooting accuracy before and after they played the video game for 10 minutes.

Results

In this experiment, when the subjects played a combat video game before shooting an airsoft gun, their overall accuracy increased. After the subjects played video games their average score was 39.67% as opposed to 31.67% before playing video games.

Conclusions/Discussion

After completing my project I concluded that when the subjects played combat video games before shooting an airsoft gun, on average, their accuracy increased. I also concluded that after playing video games and shooting airsoft guns each subject's hand-eye coordination and fine motor skills increased.

Summary Statement

My experiment showed that playing video games increases real-life shooting accuracy.

Help Received

None. I performed the experiment by myself.