Name(s)	Project Number
Lindsay D. Yang	
	36799

Project Title

A Comparison of Online Learning and Traditional Lectures

Abstract

Objectives/Goals
My objective was to determine if online learning or traditional learning was more effective.

Methods/Materials
A videogame made with RPG Maker, a powerpoint software, a classroom with desktop computers, and a quiz. I tested two classrooms from fourth, fifth and six grades. One half was tested with the powerpoint and then given a quiz. The other half was tested with the videogame and then given a quiz.

Results
Six classes were tested with the same quiz, but were taught through different methods. The students who were tested with the powerpoint scored signifcantly higher than those who were tested with the videogame. Age did not affect the scores of the students, as all the students in their respective test scored similarly.

Conclusions/Discussion
The results of the tests conclude that students who learn using a powerpoint method recieve higher scores than students who learn using a video game. This shows that the more traditional methods are more effective.

Summary Statement

I found that students who learn using traditional methods score higher on a quiz than students who learn using a videogame.

Help Received

None. I created and performed the tests myself.