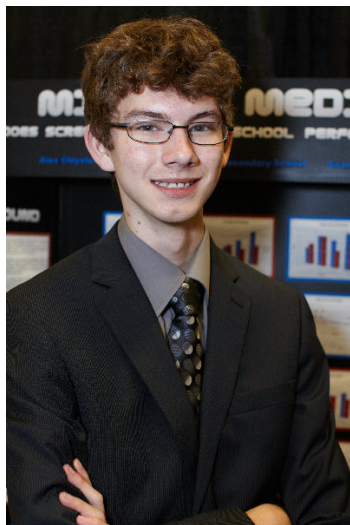


CWSF 2012 - Charlottetown, Prince Edward Island



Alex Chlysta

Minds & Media: Does Screen Time Affect School Performance?

Challenge: Discovery

Category: Senior

Region: Vancouver Island

City: Victoria, BC

School: Claremont Secondary School

Abstract: Video games are known to improve spatial reasoning skills. Spatial skills are associated with success in math & science. Spatial reasoning was tested on paper and with a newly developed 3D video game. Screen time and spatial skills were analyzed and correlated with math and science grades. Passive hours (TV) showed a statistically significant negative correlation with science grades while active hours (gaming) did not.

Biography

Alex Chlysta is a Grade 11 student in Saanich, B.C. He plays piano, electric guitar and tenor saxophone. Alex is an avid swimmer, and is currently working toward becoming a lifeguard. Hobbies include golfing, skiing, rock climbing, photo editing, web design, and coding. In his spare time, Alex acts as a webmaster, a server operator and has found a new interest in drama. He took a large role in his school production, playing Oliver in Shakespeare's "As You Like It". Alex plans on pursuing a career in medicine or software engineering. This is Alex's second year at CWSF.

Awards

Value

Excellence Award - Senior - Bronze Medal Sponsor: Nuclear Waste Management Organization	\$300
University of Ottawa Entrance Scholarship Senior Bronze Medallist - \$1000 Entrance Scholarship Sponsor: University of Ottawa	\$1 000
Western University Scholarship Bronze Medallist - \$1000 Entrance Scholarship Sponsor: Western University	\$1 000
Total	\$2 300