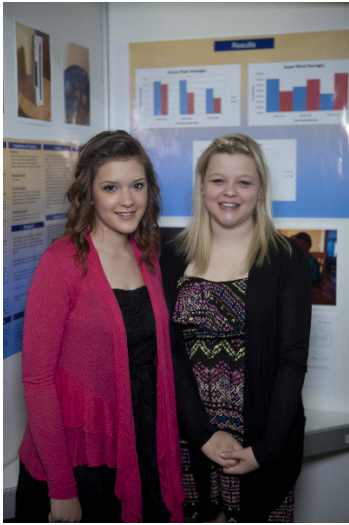


CWSF 2013 - Lethbridge, Alberta



Danielle Dunlop, Peyton McKeaveney

Tech Attack

Challenge: Information

Category: Intermediate

Region: Edmonton

City: Edmonton, AB

School: Avonmore School

Abstract: We tested children and their ability to retain basic and imperative cognitive skills before and after enduring a video game for time periods of 30, 60 and 90 minutes. The results were then applied to how technology affects us in our everyday lives, and how it is destroying our mental abilities.

Biographies

Danielle - Danielle attends Avonmore School, and has for 3 years. She has participated in the Edmonton Regional Science Fair for her 3 years in Junior High. This is her first year at Canada Wide Science Fair. Danielle has been training in jazz dancing for a short few months, and has been singing and acting since she was 3 years old.

Peyton - The inspiration for my project came from the idea about how technology is so commonly spoken of in the media. I realized that I am in the presence of technology almost the whole day, everyday. I decided to see if having all this influence to technology has a negative affect on a person's cognitive functioning. From my data I came to the conclusion that video games show to have a decrease in logical thinking and memory skills but the reaction time and reasoning of the participants was increasing the longer they played. Based on the data, further research could include testing a different type of technology like for example how texting could af...