

The background of the image features three musical staves with various notes and stems, rendered in a simple, black-and-white line-art style. The notes are scattered across the staves, creating a rhythmic pattern. The text is centered over this background.

Does Classical or Video Game Music Work Better  
For Studying?

# Rationale

When studying, some people use keywords to memorize to help them remember information. Focusing can be an issue for people when studying for a test. Listening to instrumental music can improve the person's ability to concentrate and speed at which they are able to remember the information they read. This can lead to improved scores on tests and better grades.

# Research Question and Hypothesis

Question: Does classical music work better than video game music when studying?

**Hypothesis:** If a person listened to classical music while trying to memorize a set of words, it would work better than video game music because classical music involves less distracting noises.

# Materials

- Word list
- Music
- Timer
- Paper and pencil to record the results

# Procedure

- A copy of the consent form will be collected from the participant.
- Each subject will be tested one time.
- The subject will be given a paper faced down with a set of 15 words.
- One minute of the song will be played while the subject memorizes the words.
- The correct song will be played depending on which group the subject is in, (video game, classical, control)
- A timer will be set for one minute while the subject is memorizing the set of words. For every test, the music is played at the same volume.
- The timer and the music will start at the same time.
- The subject will turn over the paper when the timer starts.
- When the time is up, the music will be stopped, and the set of words will be taken away from the subject
- The subject will be asked to recall all the words that they remember.
- The amount of words the subject recalled will be recorded under their group.
- The average number of words each group is able to recall will be calculated.
- The group with the highest average has the most effective music for studying.

# Word List

Car	Electric	Jar
Sunrise	Aid	
Tree	Mailbox	
Classroom	Ice	
Sit	Compose	
Neighbor	Key	
Tall	Warehouse	

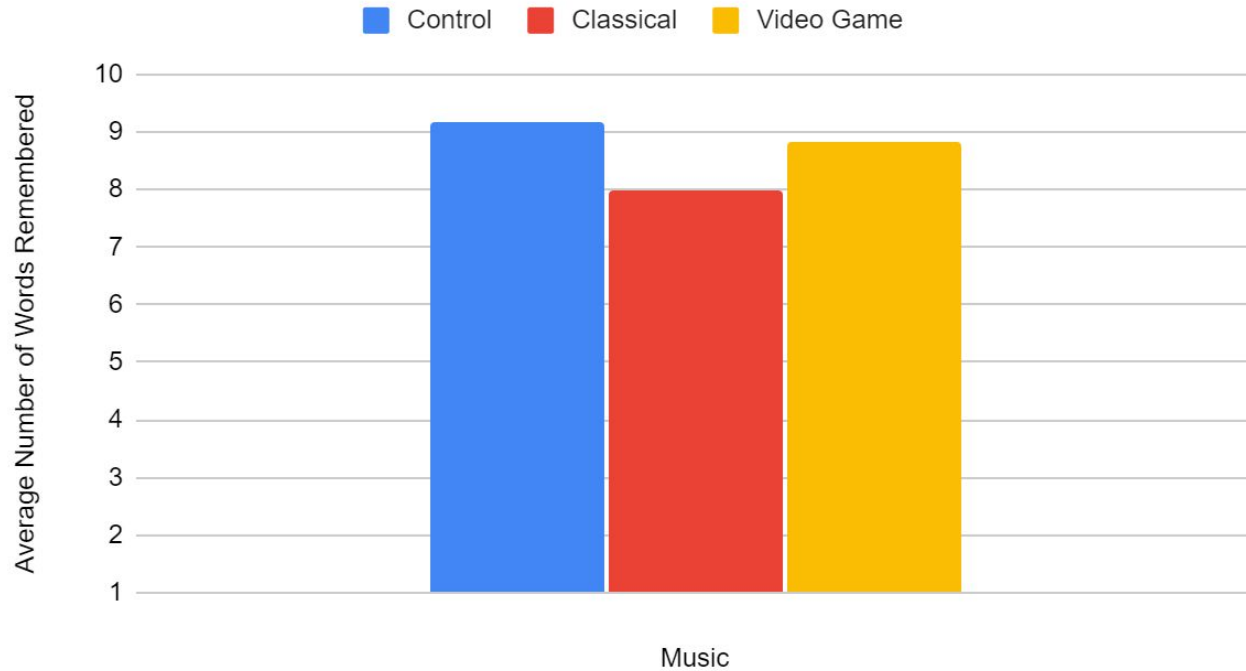
# The Amount of Words Each Person Memorized

(18 people were tested age ranging  
from 12-16)

Control	Classical	Video Game
10	11	11
10	9	8
10	4	6
7	8	6
9	5	10
9	11	12

# Data

## Comparison of Different Music Types





# Data Analysis

- Average classical-8
- Average video game-8.83
- Average control-9.17
- Majority of the control group memorized more than the other two groups.
- Video game music is designed to help the mind focus
- People might have lost interest in the classical music

## Conclusions

The hypothesis was not correct because the highest average was the group who memorized words with no music, while the group that used classical music had the lowest average.

# Reflection

- Age could be another factor
- All the participants were between ages 12 and 16
- Younger people are not as interested in classical music as older people.
- Next time a wider variety of music can be used.
- More participants
- Multiple word lists

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