Gaming Test Typing Speed

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This project determined if playing different games in different amounts would affect typing speed and accuracy. The experiment was performed due to personal research that showed an increase in typing speed and accuracy for the amount of games played. Each participant had no access to their results compared to others, and each participant willingly participated in the experiment. My hypothesis was that if someone played multiple video games more frequently, then it would increase typing speed and accuracy, because it would increase hand eye coordination and dexterity. The experiment included all generations from Millennials to Generation Beta, to rule out the generations who received keyboarding in school. The participants were divided into three age categories (less than or equal to twenty, thirties to forties, or greater than or equal to fifty. All participants, who all signed a form of consent were given a survey and a typing test through monkeytype. The data was tested using a one way analysis of variance, and a Tukey test when applicable. Preliminary data showed that there was a significant increase in typing speed between people who played video games at all and people who did not ($p=0.023$). There was also a significant decrease in the older generations studied($p=0.037$). As of the Regional Fair, no other significance had been found.

Awards Won: