Music Versus No Music Effectiveness On Cognitive Response Time and Typing Efficiency

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ABSTRACT

abstract

CCS CONCEPTS

• **Music, Typing Efficiency**;

KEYWORDS

Typing Efficiency with Music, Cognitive Function

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1 INTRODUCTION

This project will focus on people's ability to type with distractions such as different types of music playing and then will test their cognitive ability to focus on a hand/eye coordination test in which we will test how well they can match shapes by measuring speed and accuracy. The purpose of the two-part test is to help test if the music is too much of a distraction or will help the people be more efficient at their work. This is important because many people do their homework or jobs while listening to music and should they make a mistake, it could end up costing someone their grade or the mistake at work has a cascading effect to cause more errors in their work. The two-part test will help determine if there is a correlation between the effectiveness of music versus no music on cognitive response time and typing efficiency.

2 METHODOLOGY

After going through all the consent forms, the user will take the typing test. It will pull lyrics from popular songs and display in a graphical user interface (GUI). The interface will calculate the speed and accuracy in the backend of the program with the user just having to take the test. They will take the test (NUMBER OF LEVELS OF MUSIC) while they take the test with music and no music. They will then move on the the QBTest?.

This is a placeholder for a citation cos otherwise the compiler throws errors [1].

2.1 Participants

Participants

2.2 Apparatus

Apparatus

2.3 Procedure

Procedure

2.4 Design

Design

3 RESULTS AND DISCUSSION

Results and Discussion

4 CONCLUSION

Conclusion

REFERENCES

[1] 2010. The Effects of Audio Distractions on Typing Speed. *Undergraduate Psychology Research Methods Journal* 1 (2010).

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