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*Tricky Time: A Scientific Study in How Incentives Affect Time Perception*

The purpose of our experiment was to discover if incentives affect the participant's sense of time perception. To do this, we ran three tests on our participants. All tests were four minutes long. Our first test was leaving the participants in the room with nothing to do. Then, we gave them a word search to work on until we came back. For the last test, we gave them a different word search and told them for every five words they find they will get a piece of candy. After that test we came in and gave them a questionnaire to fill out. As you can see from our graph, the most frequent amount of time perceived for the empty room was six minutes. The most frequent amount of time perceived for the task was five minutes. The most frequent time perceived for the motivational task was six minutes, just like the empty room. Our averages were, five minutes (4.9) for the empty room, four minutes (4.3) for the task, and 5 minutes (4.6) for the motivation task. We concluded that there was not much difference between our testing scenarios, so our data was inconclusive. However, we found a trend that people who had very high motivation for candy had data that proved our hypothesis. This can help the world because it shows that if you are extremely motivated for something, it could make time go faster.