

Possible Experiments:

Final choice → Pre-Post Design: Immediate (short term) term effects of repetitive subconcussive blows

Materials :

Soccer ball

Camera

Computer







At least 4 subjects but ideally 5 or more

Post testing will be done immediately after the stimulus is applied.

Pre:

- Measure cognitive functions before the stimulus
 - Reaction Time
 - Memory
 - Speech

The screenshot shows a website interface for 'Test your brain'. At the top, there are navigation links: 'HUMAN BENCHMARK', 'DASHBOARD', 'SIGN UP', and 'LOGIN'. The main heading is 'Test your brain' with the subtitle 'Measure your abilities and track your stats.' Below this is a yellow 'Get Started' button. The interface features a grid of six test categories, each with an icon, a title, and a brief description:

 Number Memory Remember the longest number you can.	 Reaction Time Test your visual reflexes.	 Verbal Memory Keep as many words in short term memory as possible.
 Visual Memory Remember an increasingly large board of squares.	 Hearing A test for high frequency hearing loss, the most common form of hearing loss.	 Typing How many words per minute can you type?

Speech:

AGEGEJHEGSEZ3636

ADWFE

FEFWGERG

EHGGWE

GHIEUHGUI

DFWGE2313414124525GEG

GE54GE4987G4V

Stimulus: Head a soccer ball 20-30 times in 10 minutes

Post:

- Measure cognitive functions again

Original → Pre-Post Design with a check-in in the middle: “Long”
term effects of repetitive subconcussive blows

Measure the same cognitive functions

Instead of providing a stimulus, just let players play and practice as they normally would (no intervention)

Follow players throughout a period of time

Do a check-in before, in the middle, and in the end
Then compare results