

EPQ Summaries 2016

Enjoy the wide range of engaging topics that our current Y12 students are researching.

Does Gaming Impact Children and Adolescents in Modern Society? Ewan Tait

For my EPQ, I am going to investigate the positive, negative and other effects that playing video games has on children and adolescents. I am also going to research ways to reduce and avoid said effects and how to control them as much as possible.

I am planning on presenting my project in essay form, but am also considering the possibility of producing a leaflet to target gamers.

So far, I have read sources and have an idea of how I will present my project. I haven't written anything though.



How the predatory advantages of dinosaurs developed through the Permian era, and how they translated in to modern genetics? Jack Lynch

My EPQ is mainly based around genetic mapping of Permian era predator dinosaurs, with the mechanisms they developed in order to give them the edge over lesser beings and other environmental factors that threatened their survival. So far in order to my further my research I have contacted a palaeontologist at the University of Bristol as a form of primary research as well as using genetic trees in order to trace direct lines of ancestor.



Was Julius Caesar Deserving of his Reputation? Harry Binns



My EPQ is going to revolve around famous historical leaders – particularly Gaius Julius Caesar. I want to study his life, rise to power, and what made him the legendary political and military leader he is now known as, highlighting events such as the battle of Alesia or the civil war, his establishment of the Julian calendar, and also the ramifications of changing a centuries old republic into the beginnings of an empire, although actual imperial Rome began under Augustus. Furthermore, I intend to contrast his leadership with other historical leaders such as Hannibal, Alexander the Great, and Napoleon Bonaparte among others. By Harry Binns

How animators create a female character beyond the hyper-sexualised stereotypes Rebecca Huegett

'Animation is the language of caricature.' -Walt Disney. He goes on to say that the hardest job of an animator is to capture the unnatural but somehow natural anatomy of cartoons. When we look at hand drawn animation, the original form of animation, it is essentially a collection of lines in its simplest form and though animation is much more advanced now; the basic elements of design remain. My EPQ explores how animators create a female character beyond the hyper-sexualised stereotypes, how a narrow waistline can read as offensive and how the range of female character can range so massively at present.

Photo source <http://www.mediasmarties.nl/tv-en-film/the-powerpuff-girls/439>



What makes a horror villain's design more scary? James Rowley

My EPQ is based on the design of horror villains in visual media, including in movies and games. This will include looking at common features of horror villains in many films and games, and will also look at common fears people have. I will then incorporate the features that seem to be important into my own design for a horror character, which I will produce in the form of digital and hand drawn designs and a 3D model printed from one of these digital designs.



Image from: <http://moviepilot.com/posts/1567769>

Has the presentation of vampires in literature changed over time? Hannah Sames

My EPQ is based around the origins of vampire folklore in literature and the adaptations made (if any) and its effect (if any). So far for my project, I have focused on past presentations of vampires in literature (for example: 'Dracula') and I have looked at others research of this topic. I have collected the majority of my sources; however I'm still open to looking at others that may be useful. My plan for my project is to relate literature to history, by looking at changes over time through literature. Did vampires actually turn into bats in the past? Have they always been blood-sucking demons? Overall, my project will show the change of vampires in literature over time and its effect.

Dracula, 1897 by Bram Stoker

<http://taproottheatre.org/btl-dracula/>



The correlation between technology development and printed publications Matthew Hallas

My EPQ is looking at the correlation between technology development and printed publications and can result in a wide range of different results. It can produce a projection for a horrible future where books and paper based product can be only afforded by the rich and as a result can be used to inspire research into other areas in which we are having negative effects, such as the possibility of chocolate becoming as rare as black sea caviar. Overall, my project will produce an interesting insight into the publication world but will, hopefully help inspire research into other important areas.



<http://www.the1thing.com/blog/wp-content/uploads/2013/10/e-book.jpg>

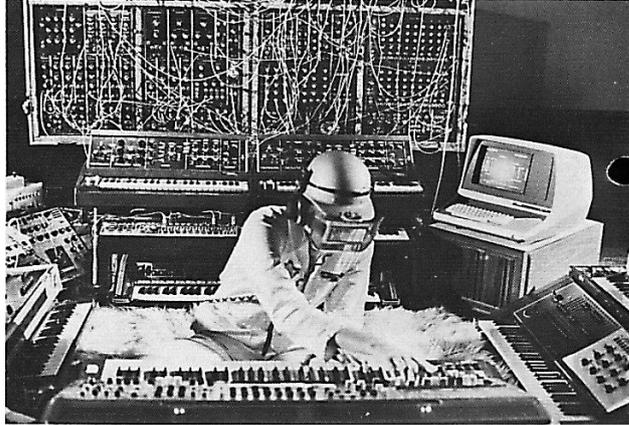
Popularity of sci- fi: Gerda Luht

My EPQ focuses on the cultural changes in the 1950's which led to an increase in the popularity of the science fiction film genre. So far, I have identified a strong correlation between the success of such films and major steps in space exploration. I intend to collect further information on the subject and analyse the data to conclude whether this correlation is due to the space race, another factor or pure coincidence. Hopefully I will be able to find a similar correlation with Hollywood action movies and American social attitudes at the time, the rise of kung-Fu after the Vietnam War to be able to conclude that war is another influencing factor.



Komische or "Krautrock": Aneurin Evans

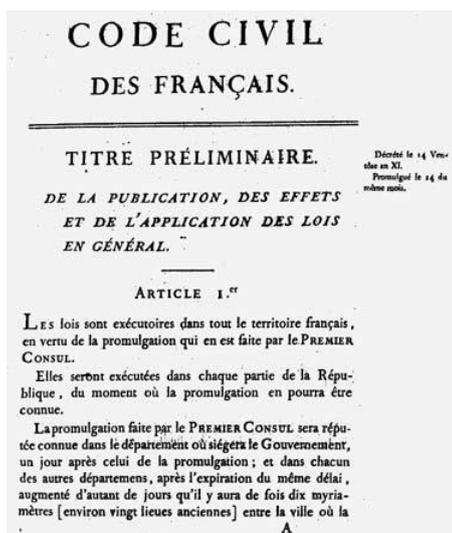
My project covers the progressive music scene of Germany forward from the late 1960s, alternatively known as Komische or "Krautrock" by the British press. I intend to explore the influence of the pre-war German avant-garde, World War II and The Miracle of the Rhine. All these contexts link to musicians social attitudes and how these are reflected creatively. Many aspects of the music at the time reflect the future and technological advances through innovative synthesiser works and industrial drum patterns.



(<http://www.3quarksdaily.com/.a/6a00d8341c562c53ef0163065e67c4970d-popup>)

The Napoleonic Code: Ellis Napier

My EPQ is an examination of the Napoleonic Code, one of the most seminal pieces of legislation in the legal history of both France and the world. I will examine the Code's influences, from the tradition-based law of northern France to Roman law. However, I will be primarily focusing on the Code's enduring legacy, especially in how it has influenced areas outside France. For instance, much of the southern USA's law has its roots in Napoleon's legal reforms. My conclusion will address how influential the Code has been, examining how it affects using a contemporary context.



(<http://www.britannica.com/topic/Napoleonic-Code>)

Would the use of simulation equipment in drug experiments reduce the need for science laboratory? Basil Alharbi

I am going to investigate whether the use of simulation technology would have an effect on real-life experimenting. Would we see less science labs in the next 20-30 years, or would we still rely on science laboratories for valid data gathering.

I am going to look at results that were collected from previous researchers, after having checked their accuracy and validity, and look at both sides of the argument. Hopefully by the end I would have made my opinion on which side is likely to win, or made my own synthesis on the matter. In this case, I really need to be careful in terms of referencing other researchers work.



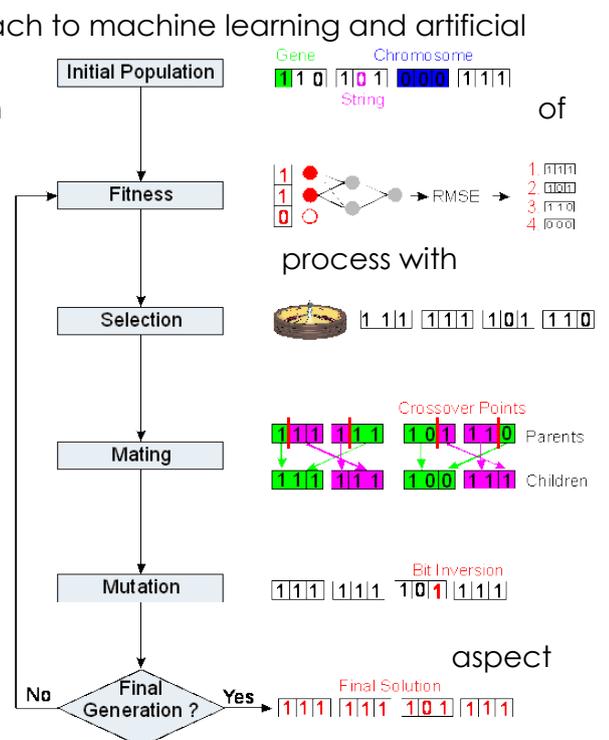
Source: <https://medicine.wright.edu/emergency-medicine/center-for-immersive-medical-education-and-research>

Genetic algorithms as an approach to machine learning and artificial intelligence: Sammy Nayak

For my EPQ I am studying genetic algorithms as an approach to machine learning and artificial intelligence. Artificial intelligence is the study of making machine fully aware and machine learning is a subsection artificial intelligence in which a machine will learning from experience.

Genetic algorithms imitate the biological evolutionary emphasis on genotype based operators (genotype/phenotype dualism). Each generation consists of a population of character strings that are analogous to the chromosome that we see in our DNA. Genetic algorithms imitate the natural selection process in biological evolution with selection, mating reproduction and mutation.

I will be constructing a program ran on Python that will perform this function; however I will create a visual to the program, instead of it being text-based.



Source: http://www.frank-dieterle.de/phd/2_8_5.html

Research into the boundless mysteries of space cannot be justified: Bari Razvi

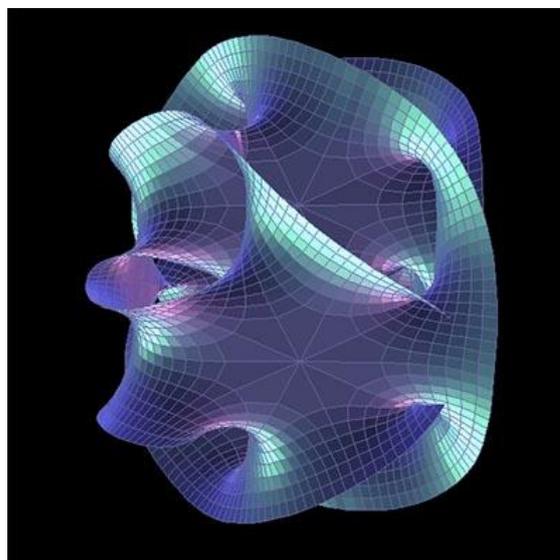
- Positives and negatives when it comes to space study
- What space study has accomplished for mankind and what it is able to accomplish in the future
- Alternatives to space research and why people are perhaps opposed to it
- Breakthroughs in science and technology that have been achieved as a result of observing the universe and how it functions
- Evaluate the benefits and drawbacks to space exploration, and reach a conclusion regarding the usefulness or uselessness in the area of scientific research known by space research



http://www.redshift-live.com/en/magazine/articles/Exploring_Space/27456-Zerogravity_experiments-1.html

String Theory: Tom Starkey

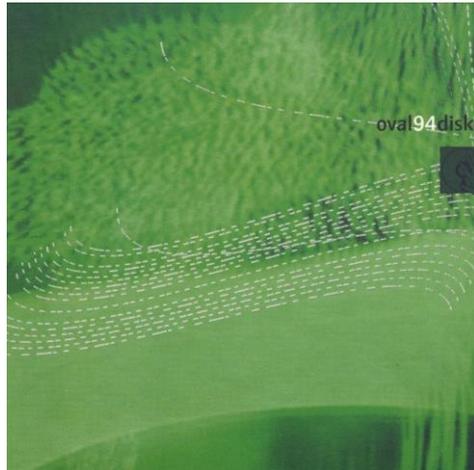
My project is about theoretical physics, more specifically, string theory, which is the idea that there are more than three dimensions, the way professors around the world attempt to prove this is through the use of mathematical models, I question whether this is enough to prove or disprove any theory definitely. I would also like to continue and discuss the applications that this has to everyday life and whether the millions of pounds spent annually is justified just to further our understanding and what this will ultimately lead to.



<http://www.crystalinks.com/stringtheory.html>

EPQ Summary: Sam Cammegh

In all forms of media there is that one genre or style that would be considered by those not tremendously involved with said media to be beyond the bounds of normality or convention. I believe my EPQ shall be an illuminating insight into one such genre, that being glitch, which is generally met with a resounding “y’what, why would you listen to that?” whenever I care to mention it. Glitch is a genre composed of the sounds of failure, typically mechanical, born as a response to the machine dominated environments in which the early 90s workers carried out their jobs. I plan to take on the mantle of these early producers, and create my own glitch piece using the same techniques they employed, and maybe a few of my own.



<http://www.abc.net.au/radionational/programs/quietSPACE/oval---94-diskont.jpg/3870218>

Investigation of attitudes to mass surveillance: Elin Cave

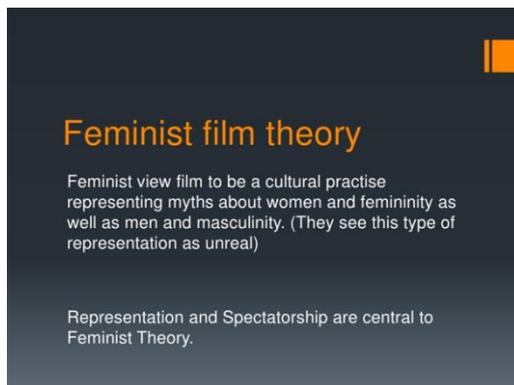
My EPQ project will aim to investigate the different attitudes to mass surveillance, both in modern society and states such as East Germany. I believe that this is a very important but largely unrecognised issue in modern society as social media and technology becomes increasingly crucial to modern life and personal details become less and less personal. I plan to stage a debate between teenagers which I think will be very enlightening as this is a generation that has never known anything else but are perhaps the most affected by this in their day to day life and their futures.



<http://dailyreckoning.com/mass-surveillance-proves-pointless/>

Feminism in Film: Imogen Chillington

My EPQ project links to the ideas surrounding feminism as a theory and how to define it and apply to film. There are multiple strands of feminism, which is something I'm greatly interested in and the idea of a singular definition seems equally fascinating. Once I've used a variation of sources to create a definition, not to simply apply in general, but specific to film. And how feminism exists in film and whether it's even a possibility to create a definition or checklist for it. Furthermore, how feminism works in film for both genders and how a 'definition' could be made from both feminist and anti-feminist views.



<http://image.slidesharecdn.com/feminismfilmtheory-120428082837-phpapp01/95/feminism-film-theory-1-728.jpg?cb=1335619780>