

Project Topics to Avoid	Why
Any topic that boils down to a simple preference or taste comparison. For example, "Which tastes better: Coke or Pepsi?"	Such experiments don't involve the kinds of numerical measurements we want in a science fair project. They are more of a survey than an experiment.
Most consumer product testing of the "Which is best?" type. This includes comparisons of popcorn, bubblegum, make-up, detergents, cleaning products, batteries, and paper towels.	These projects only have scientific validity if the Investigator fully understands the science behind why the product works and applies that understanding to the experiment. While many consumer products are easy to use, the science behind them is often at the level of a graduate student in college.
Volcanos	This is not an experiment, nor does it represent what happens in an actual volcano.
Any topic that requires people to recall things they did in the past.	The data tends to be unreliable.
Effect of colored light, different liquids, or amount of liquid on plants	This is a classic project that has been overdone. You can be more creative!
Mentos and soda	There are many videos on YouTube of this reaction. In most cases it is a demonstration and not an experiment.
Effect of music or talking on plants	This is difficult to measure.
Effect of running, music, video games, or almost anything on blood pressure	The result is either obvious (the heart beats faster when you run) or difficult to measure with proper controls (the effect of music).
Effect of color on memory, emotion, mood, taste, strength, etc.	This is highly subjective and difficult to measure.
Any topic that requires measurements that will be extremely difficult to make or repeat, given your equipment.	Without measurements, you can't analyze the data.
Graphology or handwriting analysis	This has questionable scientific validity.
Astrology or ESP	This has no scientific validity.
Any topic that requires dangerous, hard to find, expensive, or illegal materials.	This violates the rules of ISEF.
Any topic that requires drugging, pain, or injury to a live vertebrate animal.	This violates the rules of ISEF.
Any topic that creates unacceptable risk (physical or psychological) to a human subject.	This violates the rules of ISEF.
Any topic that involves collection of tissue samples from living humans or vertebrate animals.	This violates the rules of ISEF.