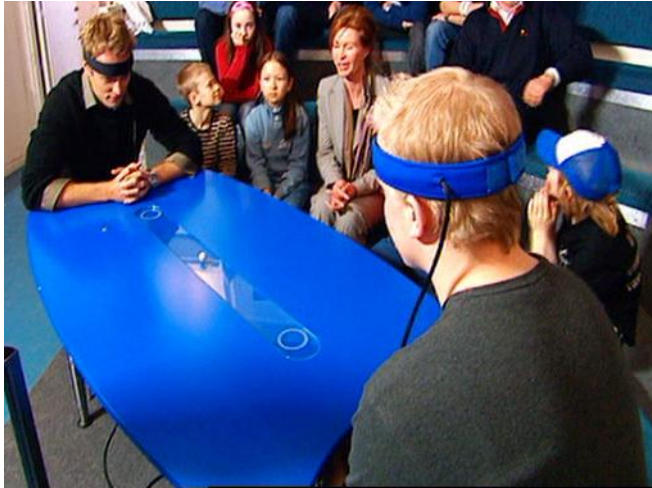


# Q&A Session



# Existing BCI games



Mindball



MindFlex

# Existing BCI Games



Neuroboy



Judecca

# Difficult-to-adjust Mindset



# Difficult-to-adjust Mindset

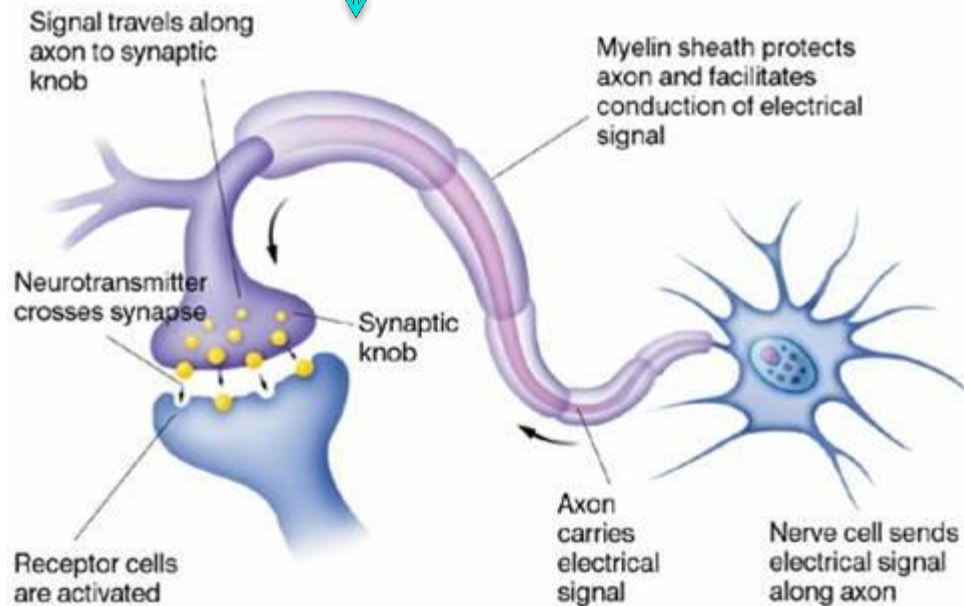
## 5. Conclusions and future work

The usability and reliability of MB readings to assess attention levels and to amalgamate with user-generated data was evaluated in an assessment exercise in Second Life, N=34. The results regarding usability suggest some users had problems wearing the device due to head sizes or hair interference and that the device's signals to indicate flat batteries are poor. Furthermore, 35% thought the device was neither comfortable nor uncomfortable, 37.5% thought it was neither easy nor difficult to wear and 47.5% said they had a satisfactory experience with the device. More

Assessing NeuroSky's Usability to Detect Attention Levels in an Assessment Exercise  
<http://www.springerlink.com/content/c471m5083xp905g6/fulltext.pdf>

# Brain... waves?

Brain wave sensor  
(detects **induced** micro-current)



# Writing UnrealScript


Microsoft Visual Studio 2008 Professional Edition

Microsoft Visual Studio  
Version 9.0.21022  
© 2007 Microsoft  
All rights reserved.

Installed products:

- Hotfix for Microsoft Visual Studio 2008 Professional Edition - ENU (KB953256) KB95
- Hotfix for Microsoft Visual Studio 2008 Professional Edition - ENU (KB971091) KB97
- Hotfix for Microsoft Visual Studio 2008 Professional Edition - ENU (KB973674) KB97
- nFringe : UnrealScript 1.0**
- SamTools

Product details:

-  UnrealScript language module for nFringe  
Version 1.1.16.101  
Copyright Pixel Mine, Inc. All rights reserved.

Canvas.

```
if  
{  
  bCenter  
  bNoSmooth  
  Canvas  
  Class  
  ClipX  
  ClipY  
  ColorModulate  
  CurX  
  CurY  
  CurYL
```

FYP\_HUD

```
class FYP_HUD extends UTHUD;  
  
var float smoothAttValue;  
var float smoothMedValue;  
var float smoother;
```











# Getting Stuck in UDK

Go to: Games Forum - Search Forums  
Search Results

Welcome, jackolake.  
You last visited: 11-27-2010 at 01:00 PM  
Private Messages: Unread: 0, Total: 0.

User CP | FAQ | Community | Calendar | New Posts | Search | Quick Links | Log Out

Search: Threads Started By: jackolake (Showing results 1 to 10 of 11. Search took 0.02 seconds.)


Thread / Thread Starter	Last Post	Replies	Views	Forum
 <a href="#">Fixing Gamefile</a> jackolake	11-26-2010 01:30 PM	0	50	Programming and UnrealScript
 <a href="#">string conversion</a> jackolake				script
 <a href="#">Problem getting the mouse moving!</a> jackolake				script
 <a href="#">Good old TOSLink</a> jackolake				script
 <a href="#">Killing for money</a> jackolake				script
 <a href="#">CustomizedCommand</a> jackolake				Programming and UnrealScript
 <a href="#">Scoping at all</a> jackolake	11-27-2010 01:19 PM by jackolake	4	130	Programming and UnrealScript
 <a href="#">In A bucket of questions</a> jackolake	10-27-2010 01:00 PM by jackolake	1	140	Programming and UnrealScript
 <a href="#">How to open the console?</a> jackolake	10-20-2010 12:00 AM by jackolake	3	147	Explain Yourself
 <a href="#">Index, Unsubscribed</a> jackolake				Level Design and Creation

**Last Post**

09-29-2010 12:05 AM  
by jackolake

**Replies**

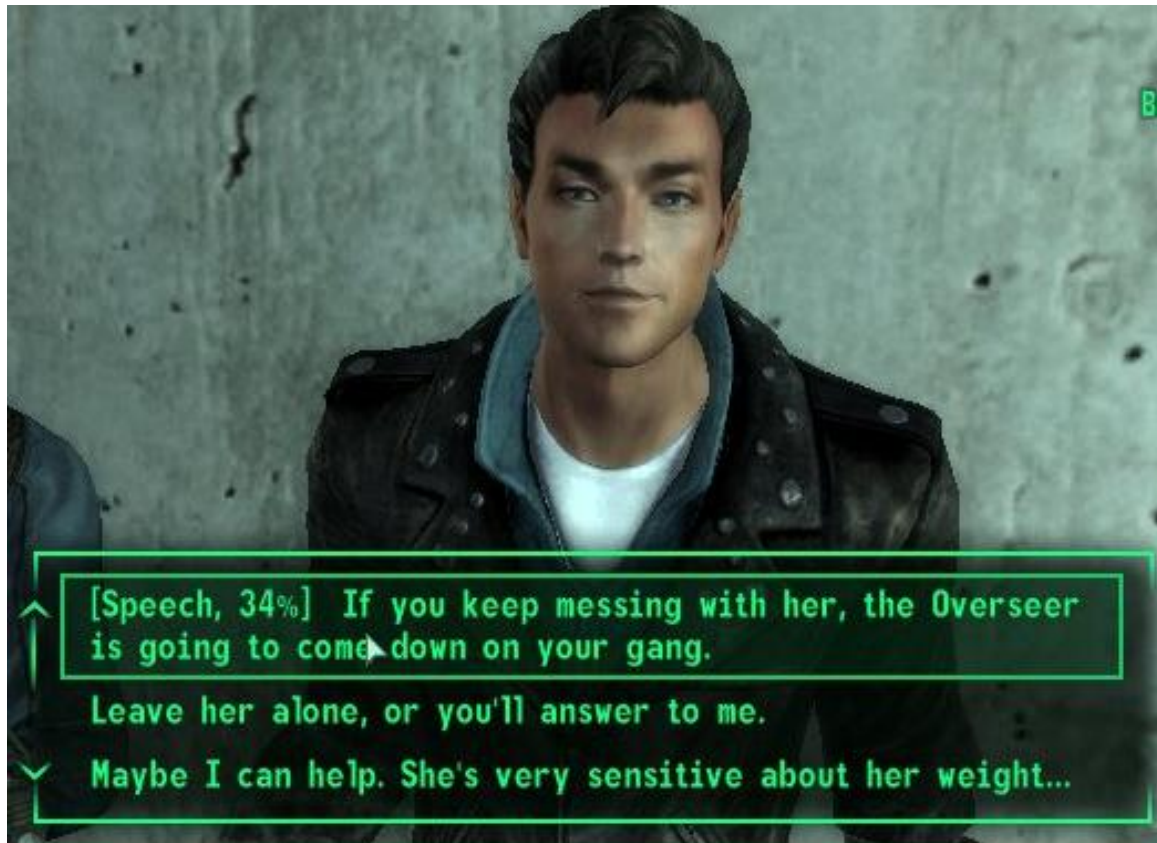
2



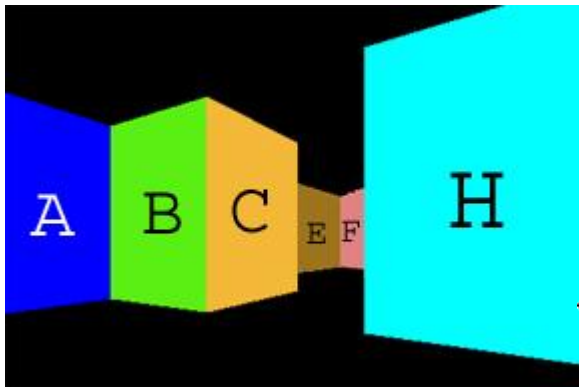
XXXXXXXXXXXXXXXXXXXX



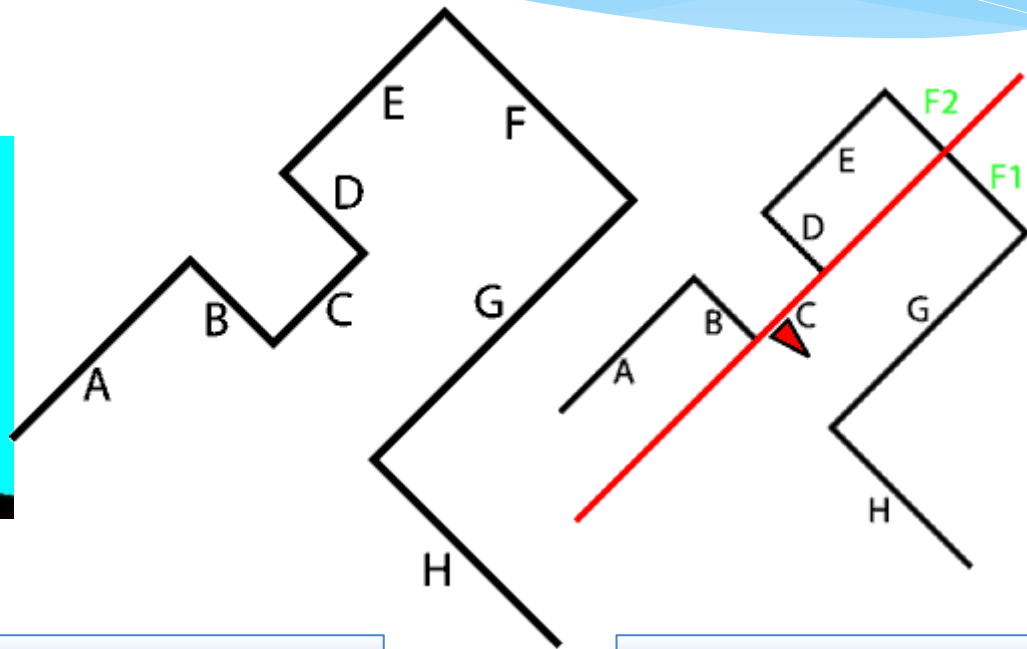
# More Passive Control



# Binary Space Partitioning (BSP)

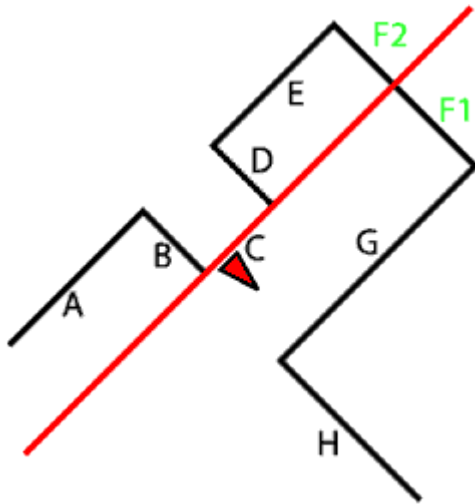


3D & Top Views

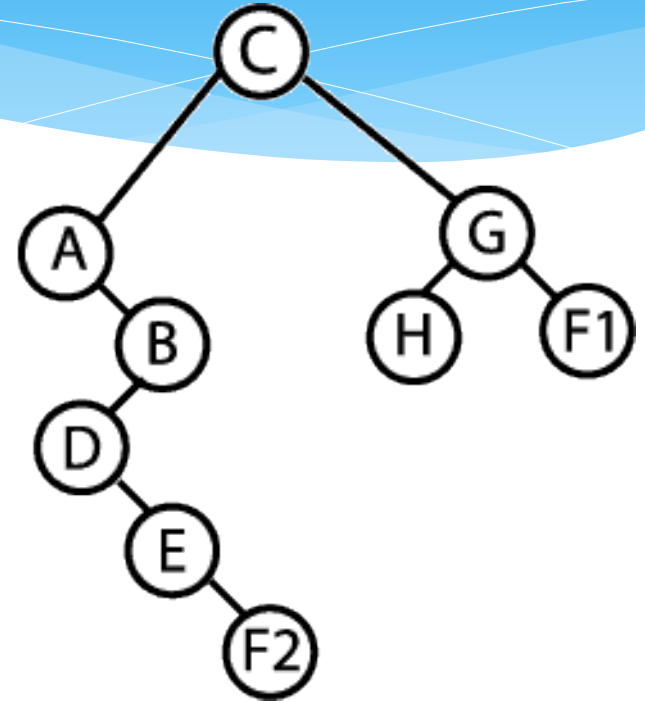
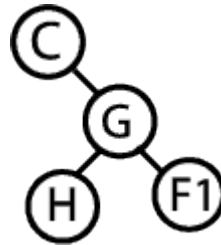


Hyperplane

# Binary Space Partitioning (BSP)



1 Pass



Completed

# Data Flow of Mindset

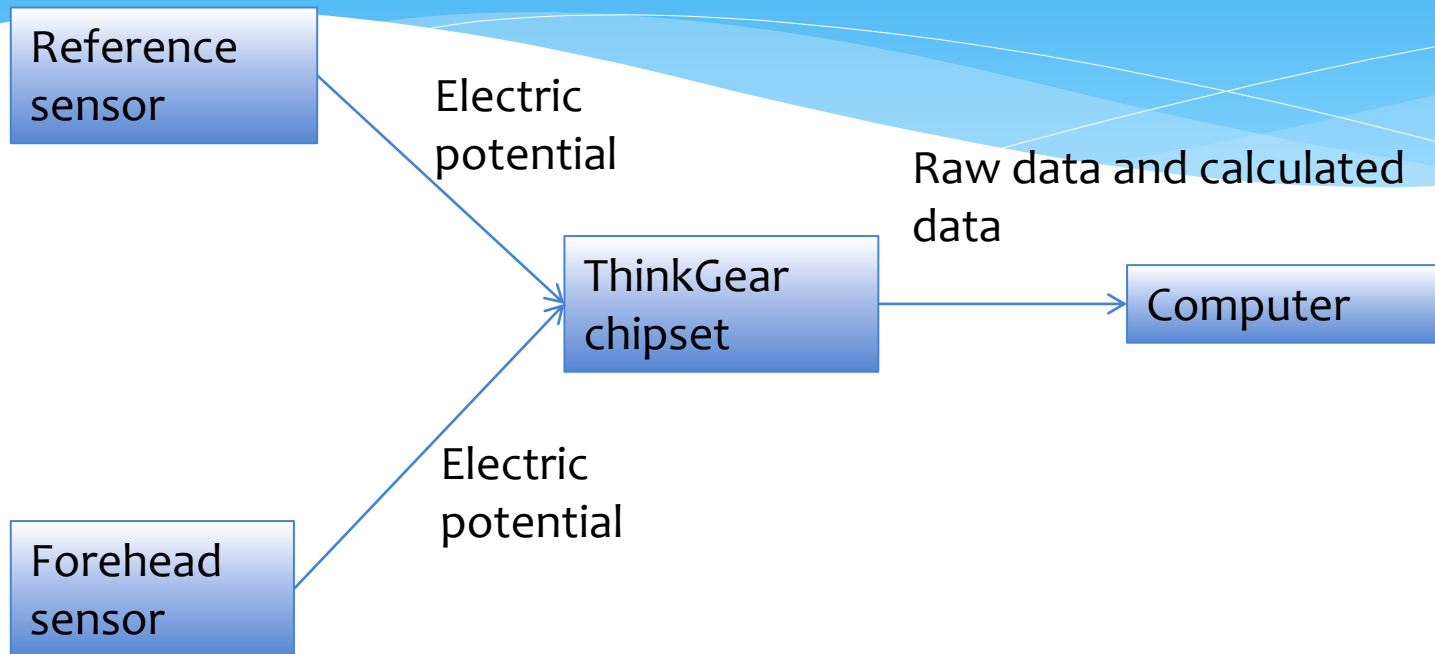


Figure 3.1.3-2 Data flow of Mindset

# Relevant Brainwaves

Brainwave Type	Frequency range	Mental states and conditions
Delta	0.1Hz to 3Hz	Deep, dreamless sleep, non-REM sleep, unconscious
Theta	4Hz to 7Hz	Intuitive, creative, recall, fantasy, imaginary, dream
Alpha	8Hz to 12Hz	Relaxed, but not drowsy, tranquil, conscious
Low Beta	12Hz to 15Hz	Formerly SMR, relaxed yet focused, integrated
Midrange Beta	16Hz to 20Hz	thinking, aware of self & surroundings
High Beta	21Hz to 30Hz	Alertness, agitation

# Relaxed Participants

Name	Overall Attention	Clip1	Overall Meditation	Clip1
antonio	61.6513	39.7857	55.7599	39.5179
Ben	46.6544	66.5	54.7819	44.9286
Boris	54.6327	51.7551	59.619	55.2857
EddyLau	27.5927	38.2931	36.5236	19.5862
KK	43.3062	39.7759	51.6547	59.2414
otacon	54.9112	59.8596	47.8726	39.5439
ray	61.8203	47.8214	43.098	29.1071
WaiMo	26.7741	45.4909	46.1628	47.7818
yiunganyuk	49.3415	17.587	66.0557	47.413
yuen	50.2704	38.3448	63.8665	63.6724
yuen520	49.7545	35.2593	60.1661	68.2407
Average	47.88266	43.67935	53.2328	46.75625
Part 1 Average - Overall average				
	Attention	Meditation		
	-4.20332	-6.47655		



# Questionnaire Result

Which of the followings best describes your emotion AFTER you got the answer?	On which attempt did you got the answer?	For the second test of Clip#3 (the Bikini), which of the followings best describes your emotion BEFORE you got the answer?	Which of the followings best describes your emotion AFTER you got the answer?	On which attempt did you get the answer?	For Clip#4 (Spot the ghost), which of the followings best describes your general emotion BEFORE the ghost popped out?
Excited	Had to read the answer	anxious	Excited	Had to read the answer	Concentrated
Bored	First attempt	Bored	Bored	First attempt	Bored
Concentrated	Had to read the answer	Concentrated	Concentrated	Had to read the answer	Concentrated
Relaxed	Had to read the answer	Concentrated	Concentrated	Had to read the answer	Concentrated
Concentrated	Had to read the answer	Concentrated	Concentrated	Had to read the answer	Concentrated
Excited	Had to read the answer	Concentrated	Relaxed	Had to read the answer	Bored
Bored	Had to read the answer	Bored	Bored	Had to read the answer	Concentrated
Concentrated	Had to read the answer	Concentrated	Concentrated	Had to read the answer	Fear
Normal	Had to read the answer	Normal	Normal	Had to read the answer	Normal
Bored	Third attempt	Bored	Relaxed	Third attempt	Fear
Bored	Had to read the answer	Fear	Concentrated	Had to read the answer	Fear
Relaxed	Had to read the answer	Concentrated	Relaxed	Had to read the answer	Concentrated
have not reading the question	Had to read the answer	have not reading the question	have not reading the question	Had to read the answer	Concentrated
Concentrated	Had to read the answer	Concentrated	Concentrated	Had to read the answer	alerted
Concentrated	Had to read the answer	Relaxed	Suprised	Had to read the answer	Concentrated
Concentrated	Had to read the answer	Concentrated	Excited	Had to read the answer	Concentrated
Relaxed	Had to read the answer	Concentrated	Relaxed	Had to read the answer	Concentrated
Relaxed	Had to read the answer	Concentrated	Relaxed	Had to read the answer	Fear
Excited	Had to read the answer	Concentrated	Excited	Had to read the answer	Concentrated