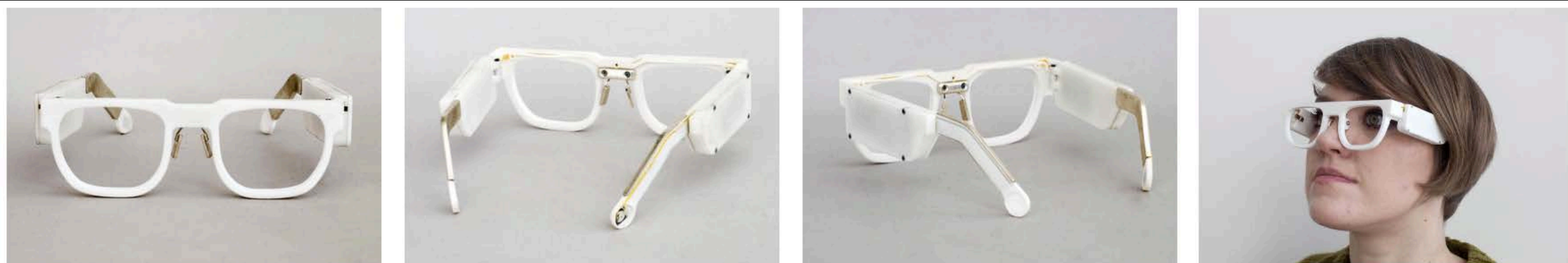


Lessons Learned from using Physiological Sensing in Learning Environments

Nataliya Kosmyna, Ph.D
nkosmyna@media.mit.edu

MIT Media Lab
Fluid Interfaces Group



My Projects

Robotic control



Priming/Neuromarketing:
video game DOOM



Smart home control - ALS



AR/VR+EEG:
sports/pilots training



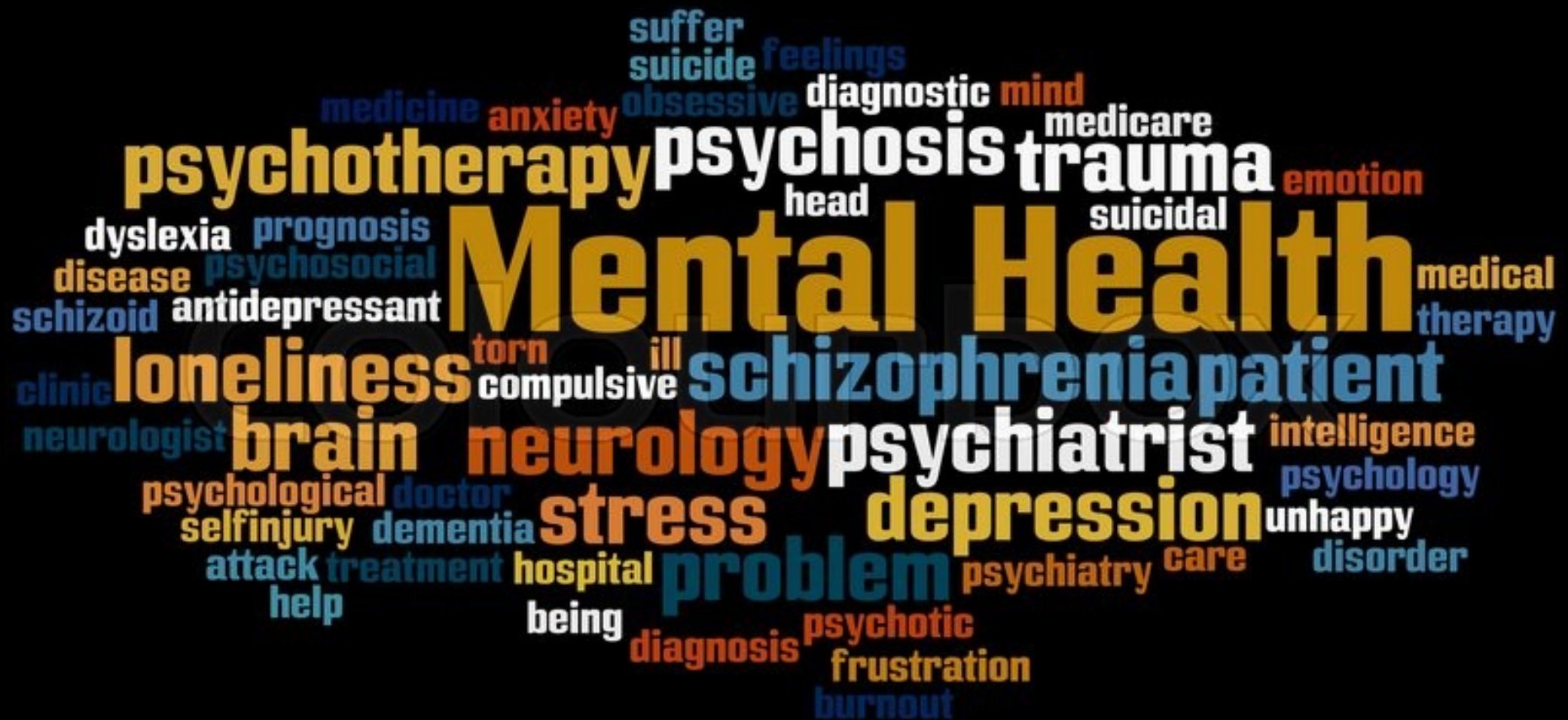
AttentivU - attention+, fatigue

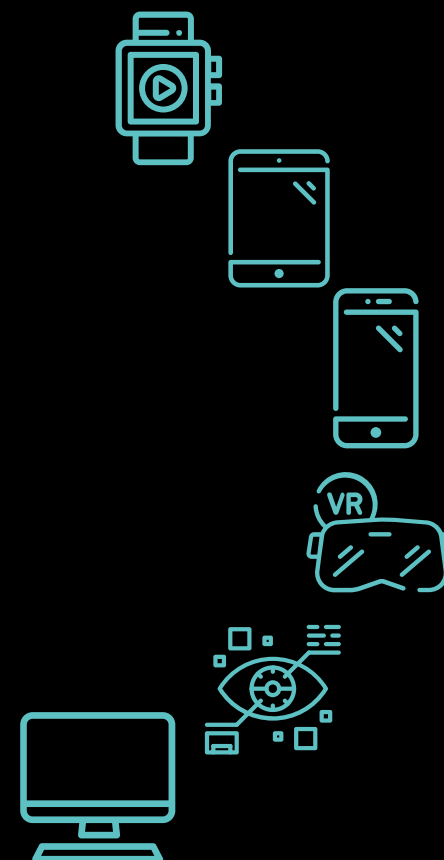


Mindset, self-esteem

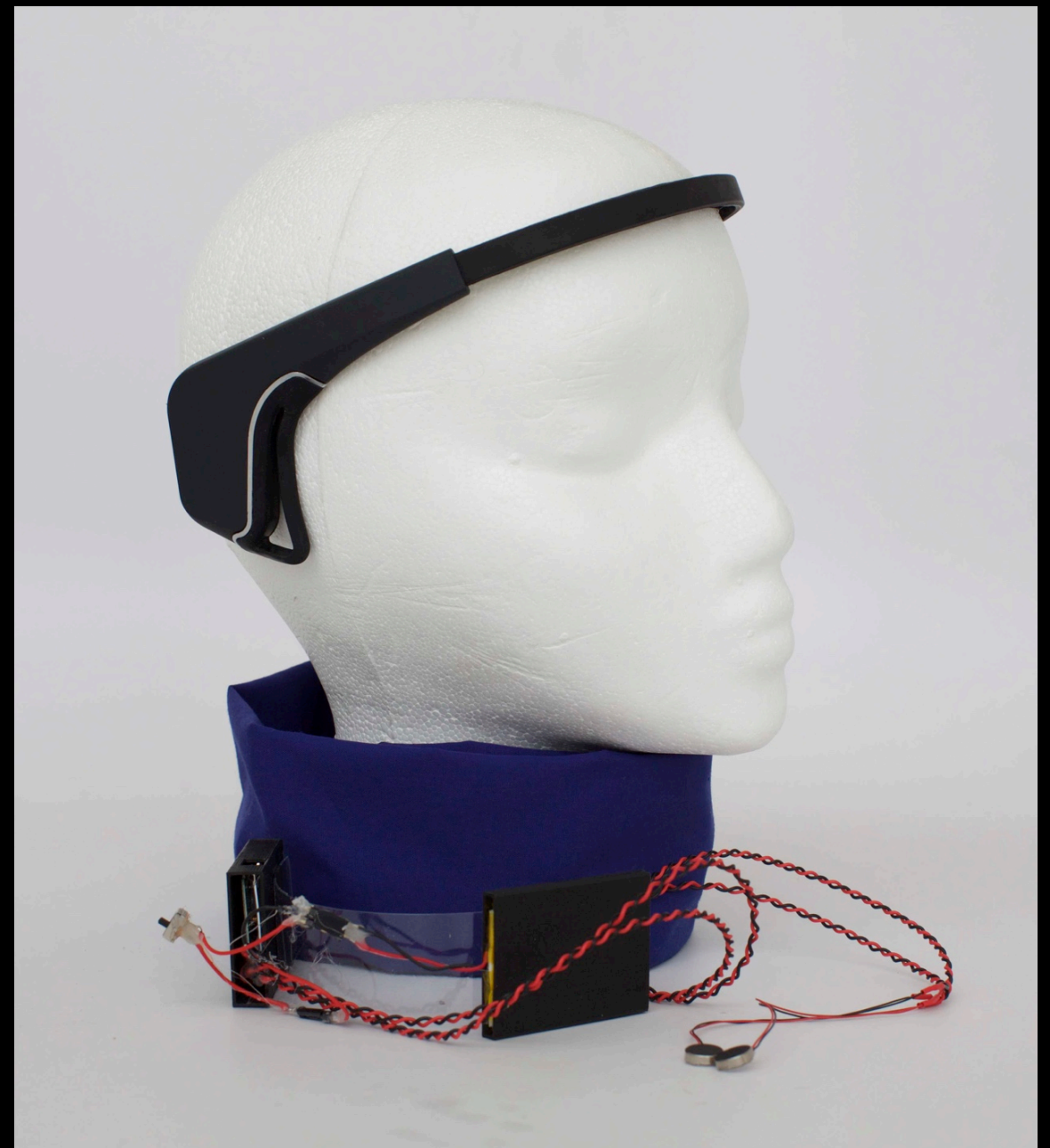






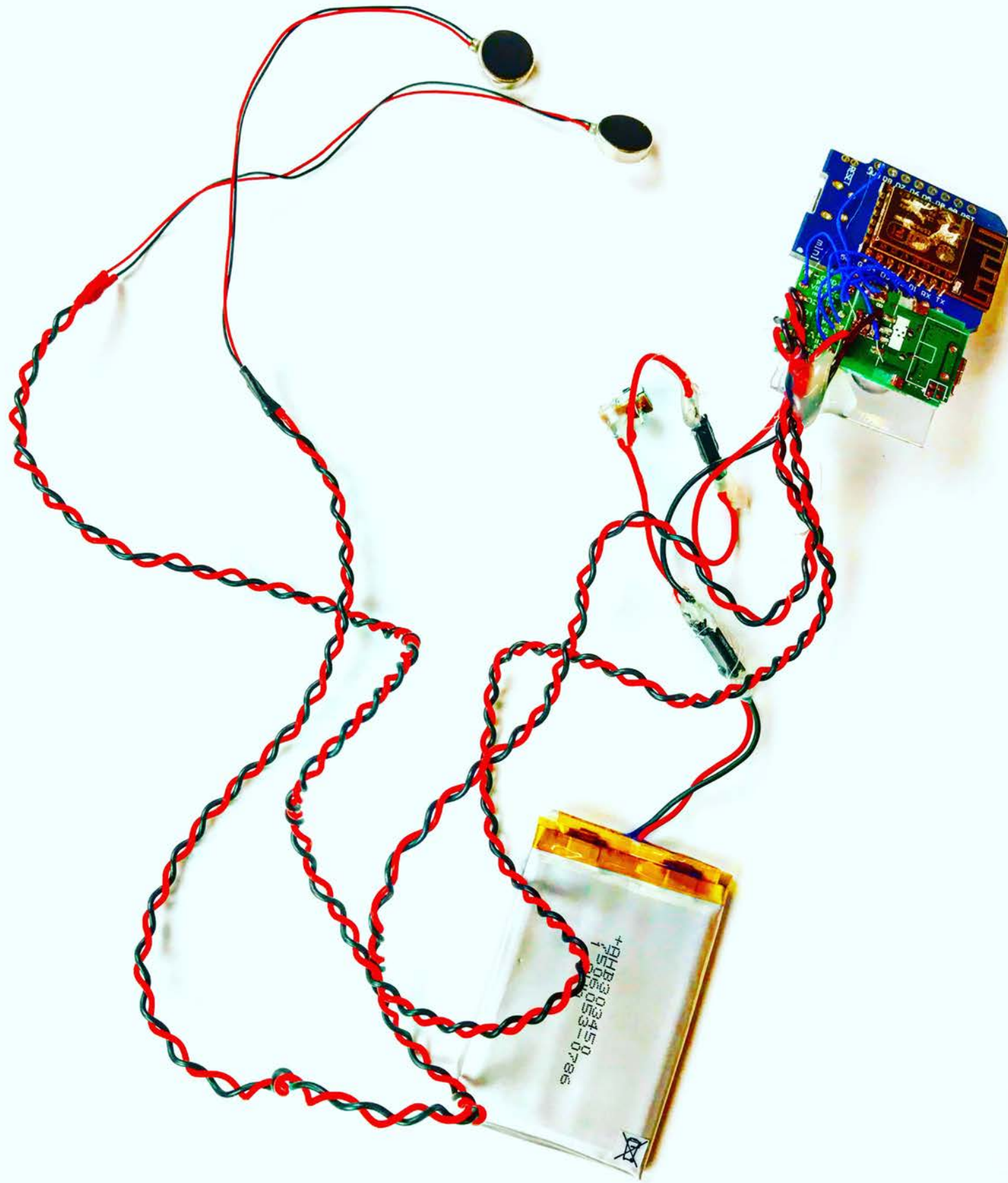


AttentivU 1.0: Test Setup



AttentivU 1.0: Feedback Component







AttentivU – XP1

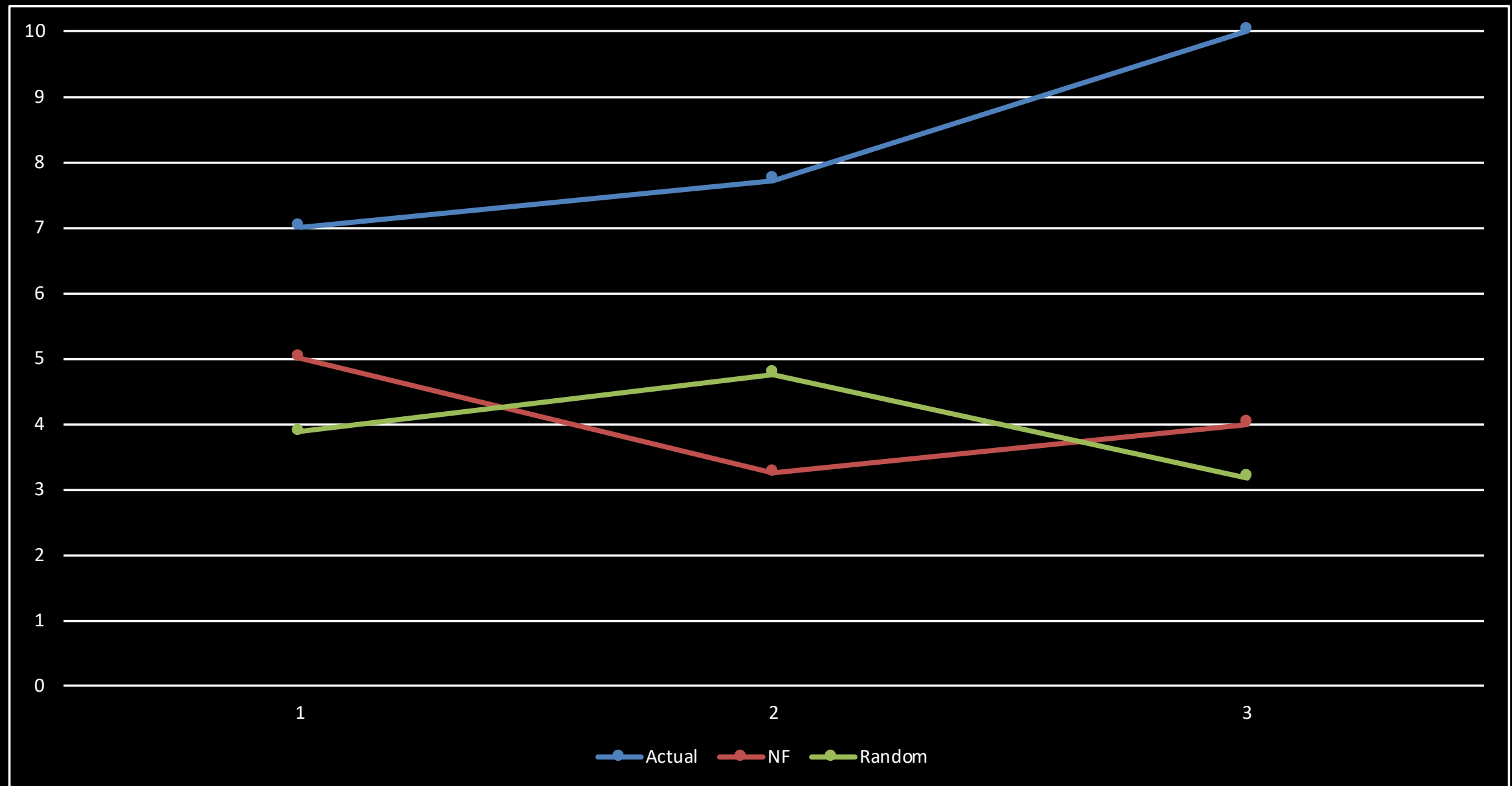
- 1) Neurofeedback (accurate feedback), meaning the scarf was vibrating each time a drop in attention was detected by the EEG headband
- 2) Random feedback, where the vibrations did not correlate or depend on the attention level detected by the system
- 3) No feedback, no vibrations were administered.

AttentivU – XP1

Same feedback type for all three lectures with no changes;

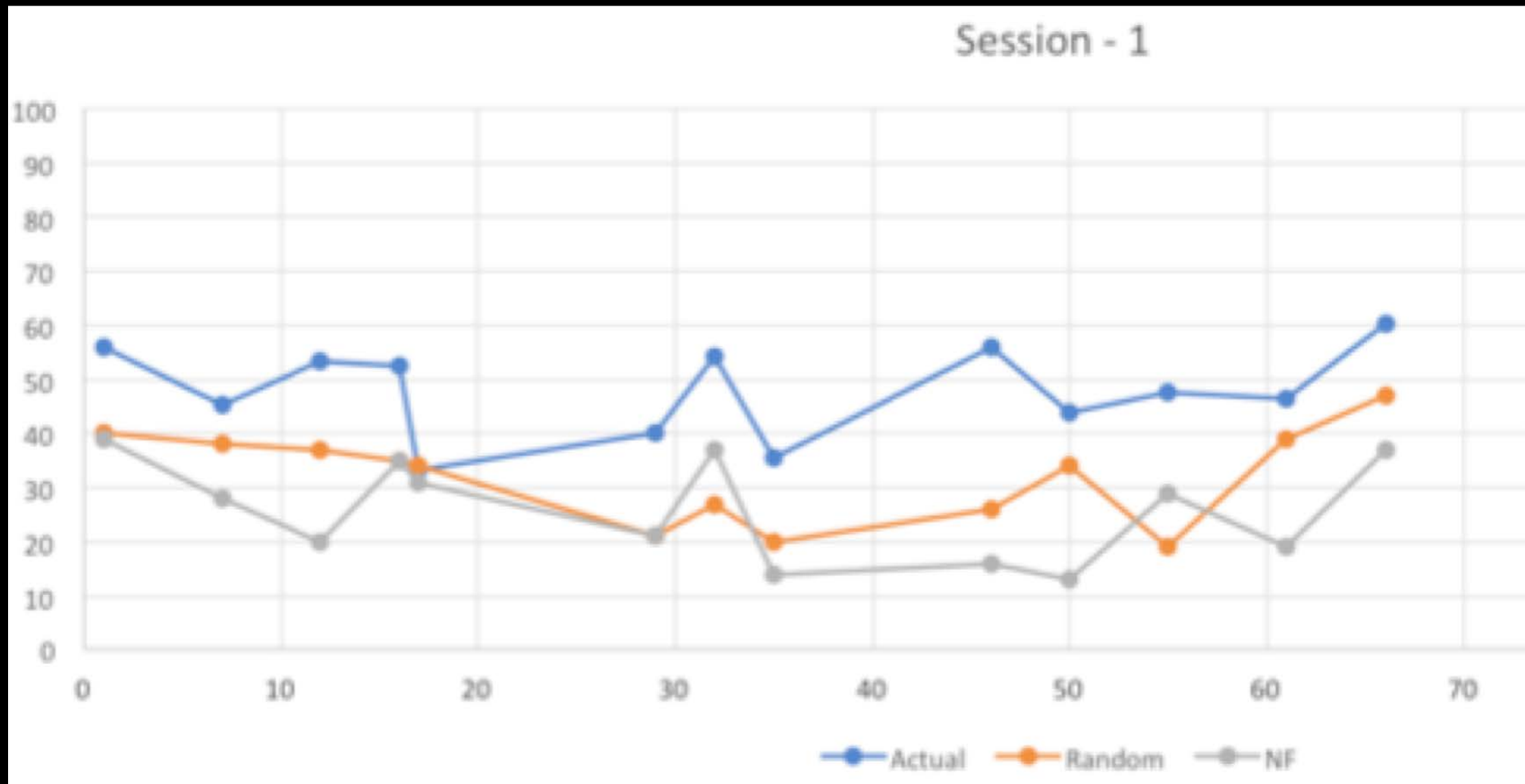
Data collected: Participants' responses to the questions about the content of the lectures, their self-reported scores regarding whether they aid attention for different slides as well as their perception of the system in the subjective questionnaires.

AttentivU – XP1



Progression of user's answers on content questions after each session, Avg LECQ: Users answers to the content questions

AttentivU – XP1



Session 1. Average objective attention scores of participants during the first lecture.
The X-axis represents slide number (cluster of slides), Y-axis – attention score based on EEG data.

AttentivU – XP2

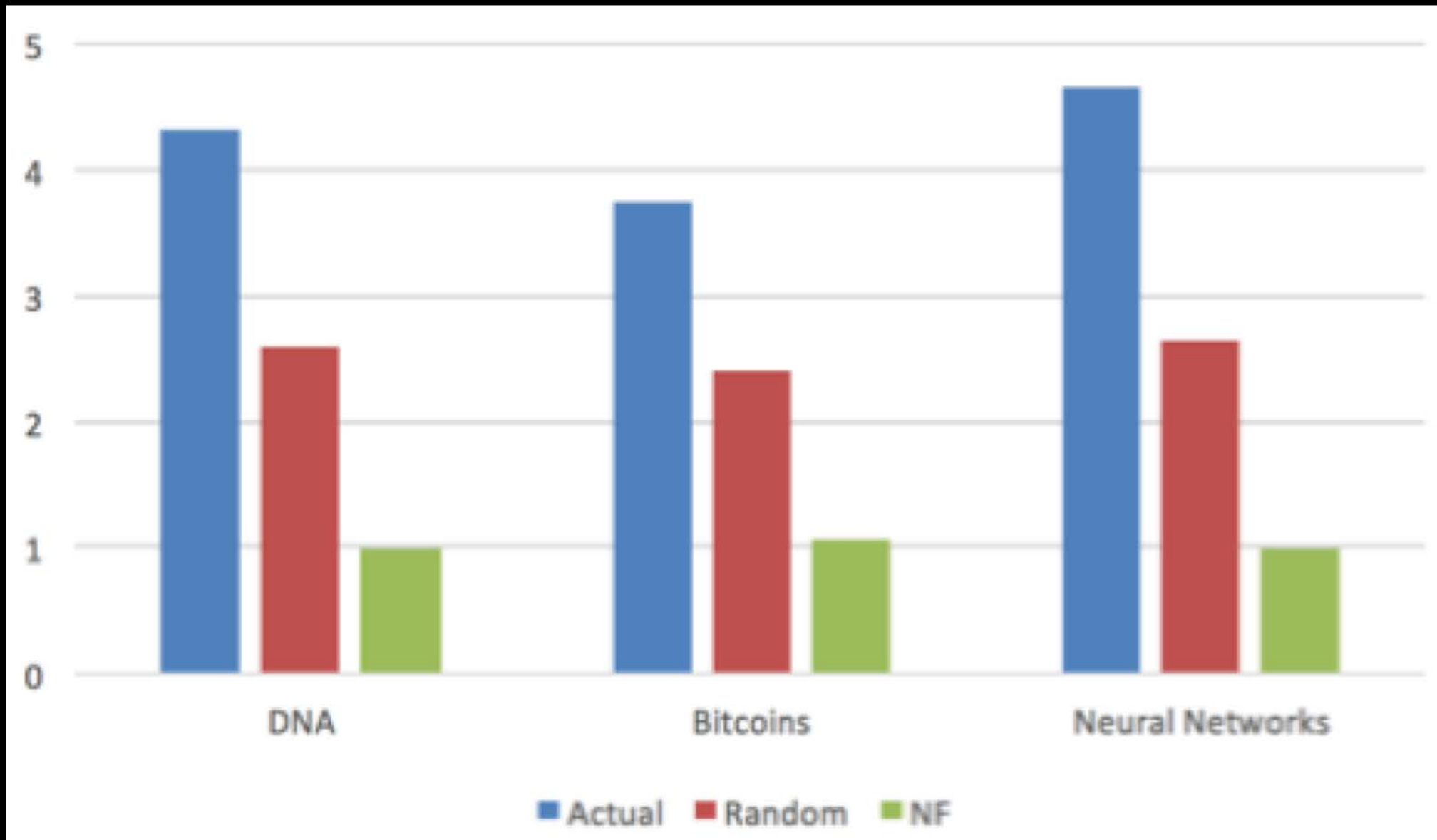
36 subjects, 3 lectures/per subject:

12 subjects got self-regulation feedback on the Neural Networks (NN) lecture, 12 other subjects got a random feedback on the NN lecture and 12 different subjects got no feedback on the NN lecture, and so on.

AttentivU – 2nd XP

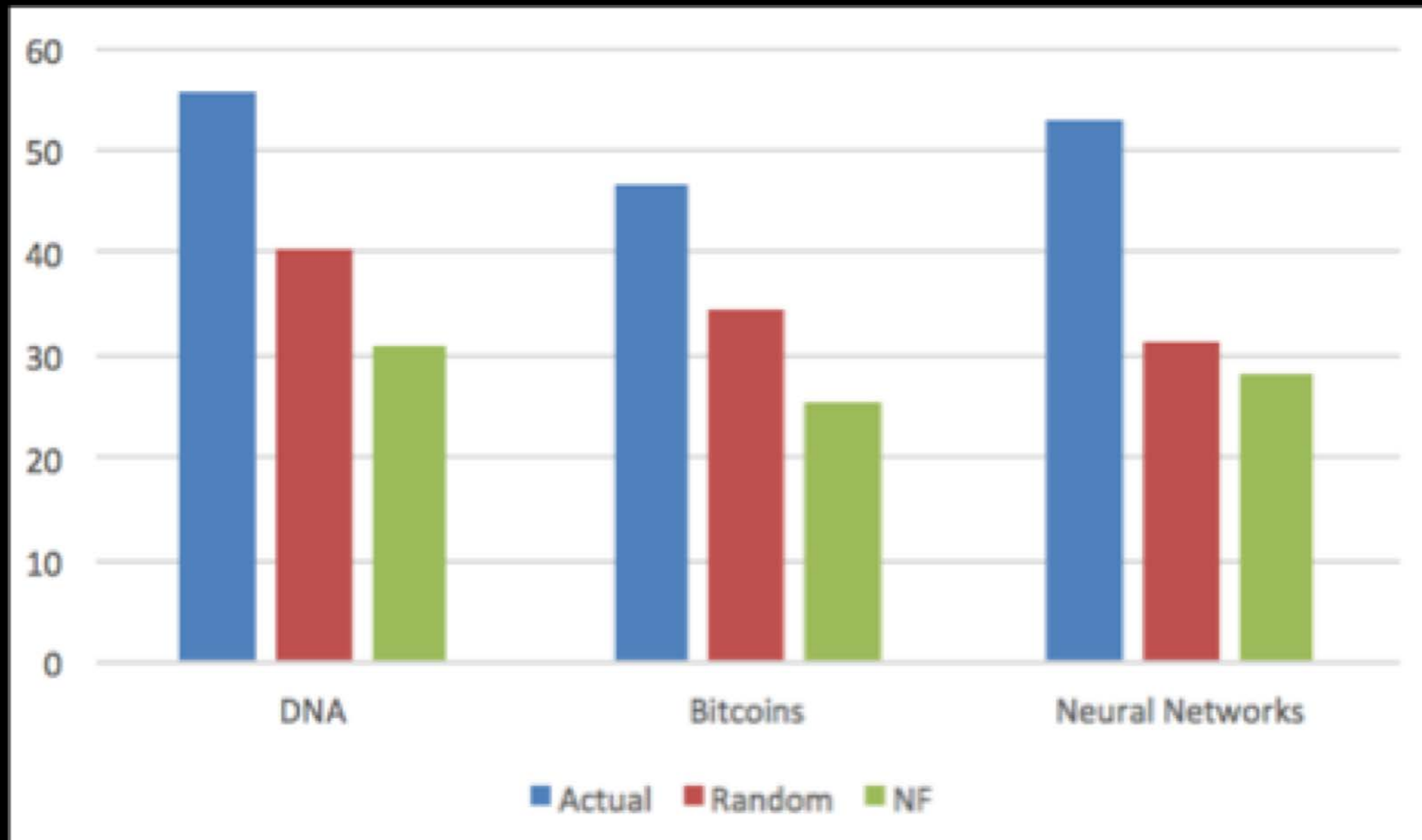


AttentivU – XP2



Average user response on accuracy for different feedback types across different lectures

AttentivU – XP2



Average attention scores computed from the EEG across different lectures.

AttentivU – XP1 and XP2

48 unique subjects for TWO experiments

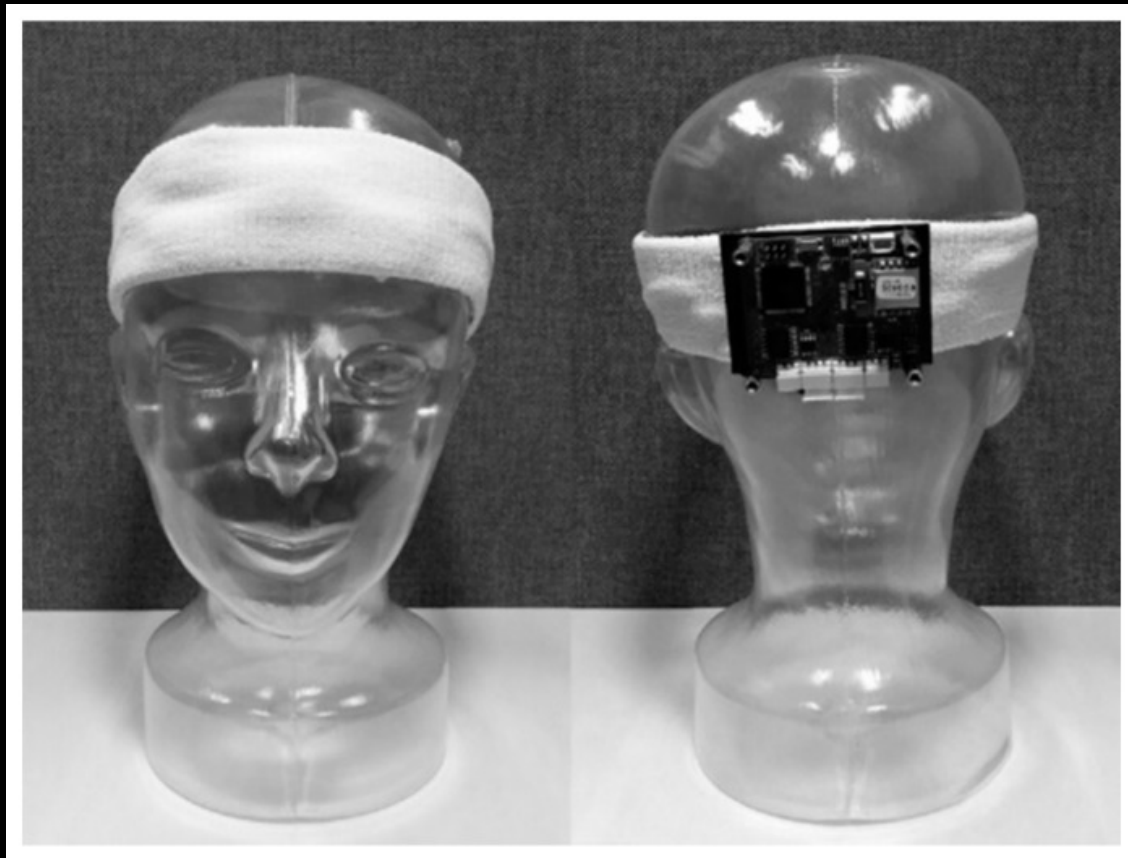
56 hours of EEG recordings

17 full days of experiments

Lesson 1

It might work but it does not mean you can actually use it...

Challenges



Hey et al., 2017



Kosmyna et al., 2018

Offline/sticky electrodes/socially unacceptable form-factor



Information Delivery



Bose AR Frames



Focals by North



1D eyewear



Vue

Sensing



EmotiGO



Optalert



Google Glass



Smith Focus

JINS MEME



Smith Focus

JINS MEME



Smith Focus

JINS MEME



Picture taken from JINS MEME website

Feedback



Sensors



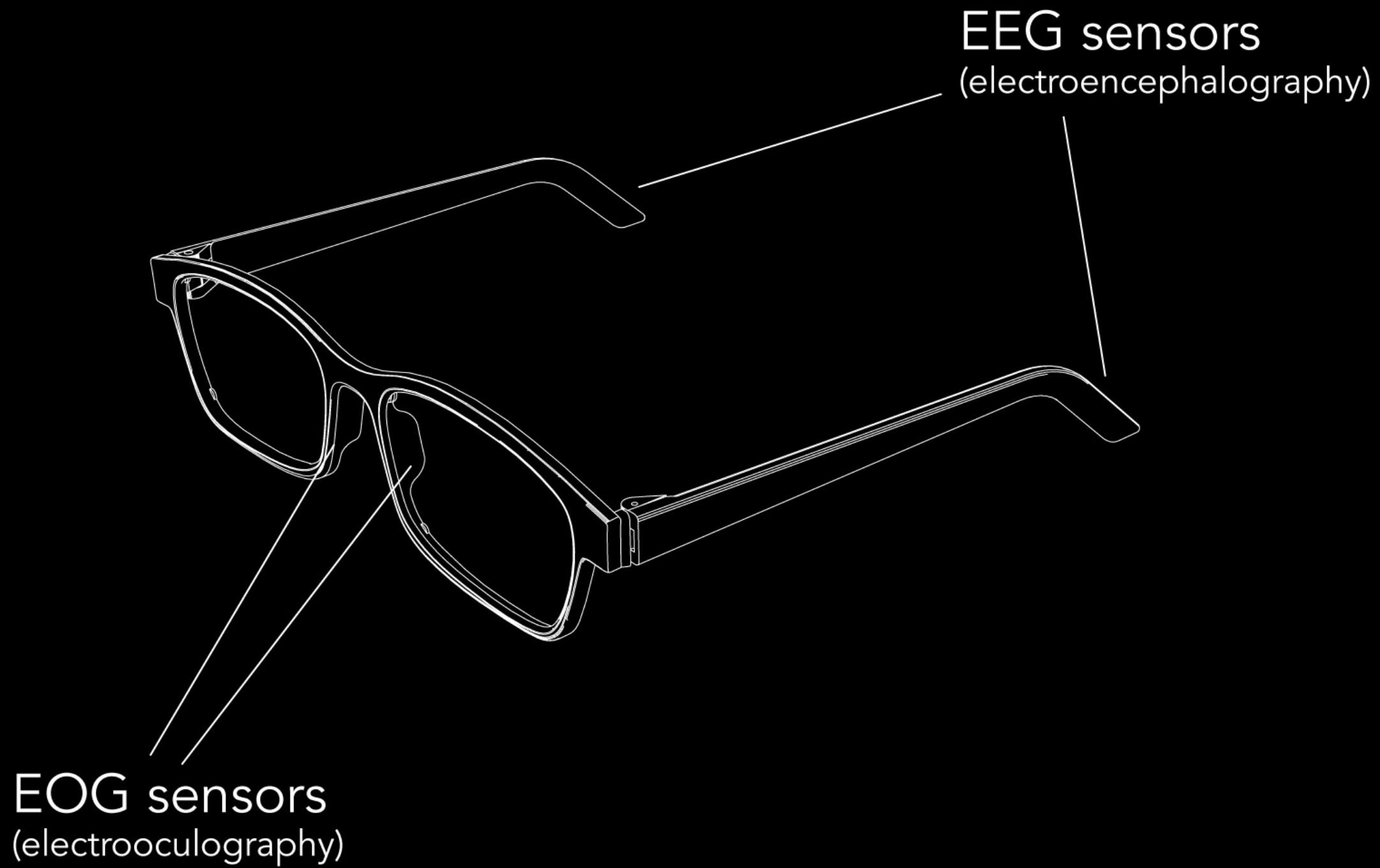
Feedback



Sensors





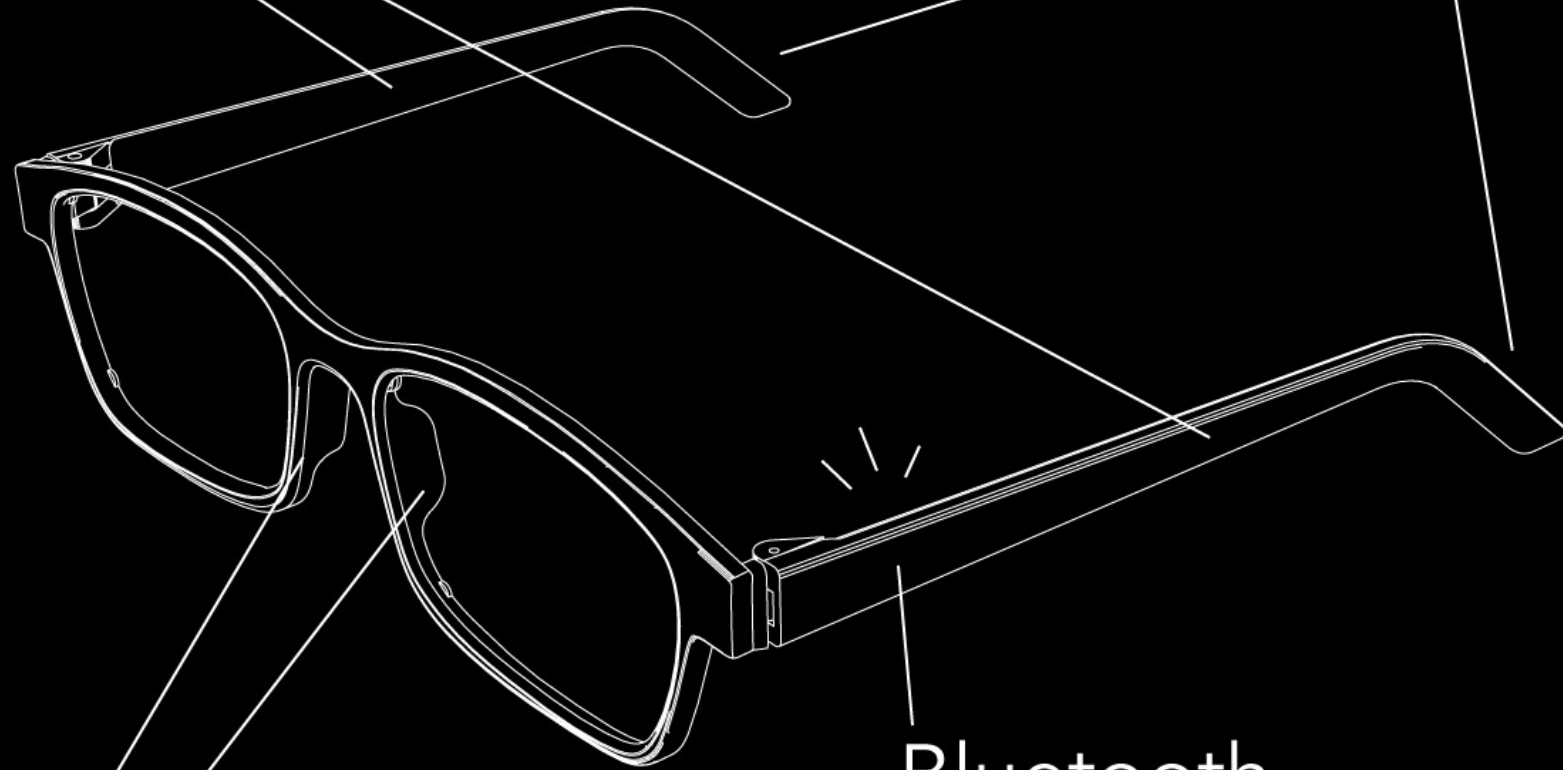


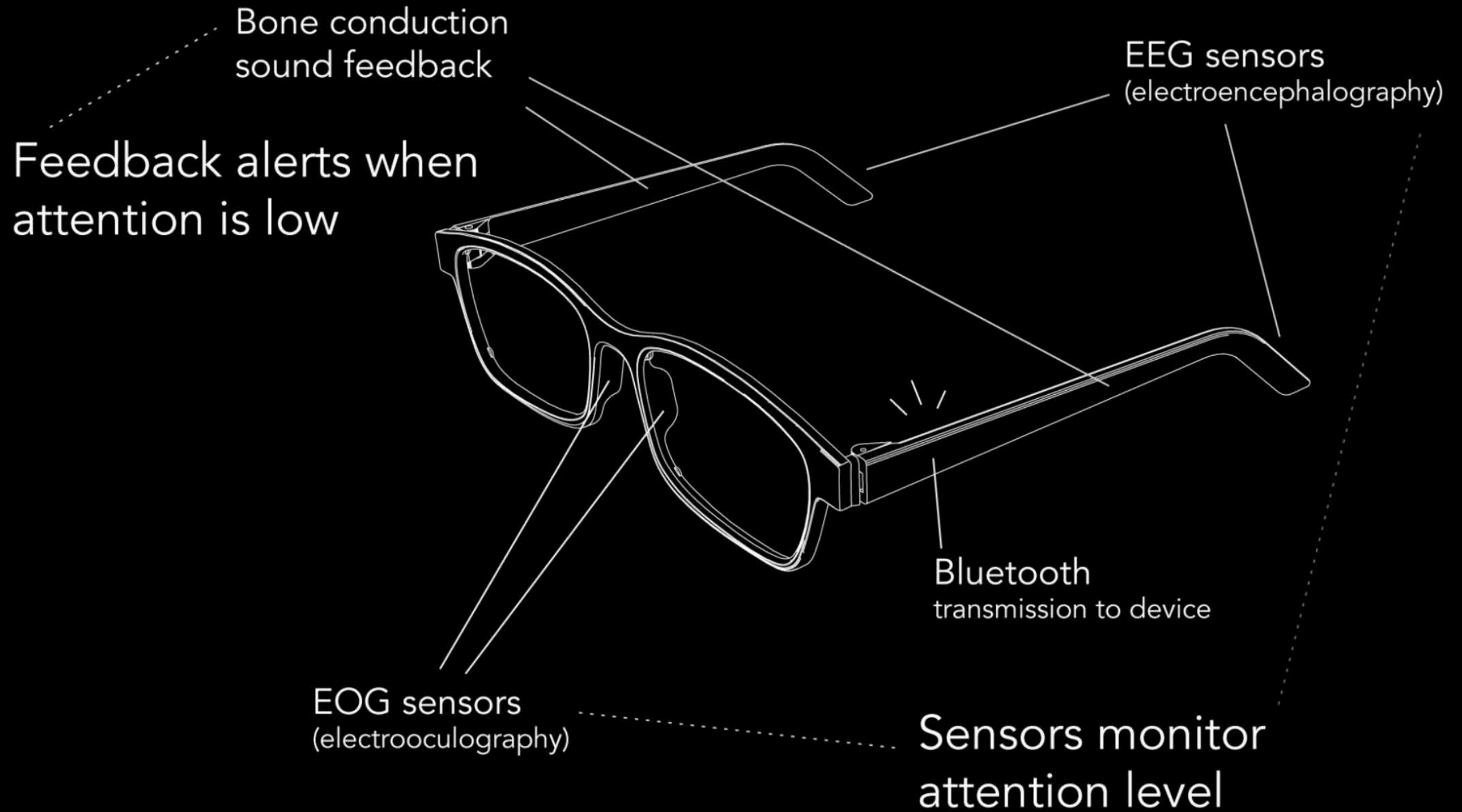
Bone conduction
sound feedback

EEG sensors
(electroencephalography)

EOG sensors
(electrooculography)

Bluetooth
transmission to device





ATTENTIV

Nataliya Kosmyna

Caitlin Morris

Utkarsh Sarawgi

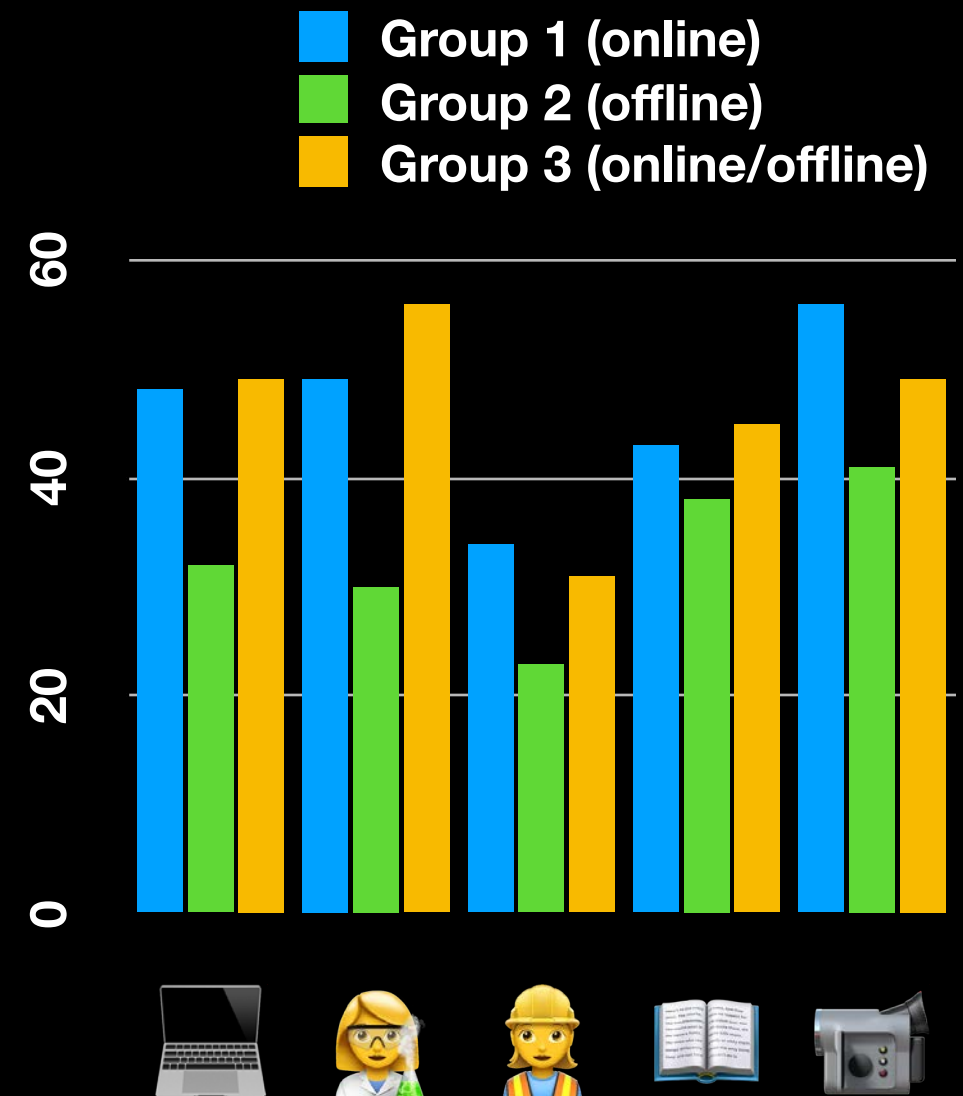
Pattie Maes



AttentivU 2.0



	Reported Tasks
Programming	16
Testing the code	16
Installing new environment	12
Reading	11
Watching tutorials	9



TOP 5

What can be measured with AttentivU:

- Attention
- Fatigue
- Cognitive Performance
- Creativity
- Perception vs recognition

Intensive Tests

- Drivers
- Lectures in real classroom
- Video and other learning materials
- Workspace
- Safety
- Other



Lesson 2

You might face challenges in the areas you did not expect

AttentivU: Limitations and Future Work

Disclaimer: AttentivU - not a system to be used around-the-clock

1. Our study is preliminary and exploratory; we envision conducting longer- term studies with more participants;
2. Use of a simple EEG band;
3. Testing additional sensors (such as an eye-tracker) to possibly combine two inputs;
4. Improve the algorithms to removing further motion artifacts so as to increase the signal quality; social acceptability of the device's form factor;
5. New algorithms to detect the engagement (attention) level;
6. Ultimately, it remains to be tested whether the system could increase the total time a person can be attentive throughout a day;
7. Privacy issues and data protection

Lesson 3

It should be fun...especially for the learning environments

Lesson 3

It should be fun...especially for the learning environments





Harry Potter



The Thinking Cap

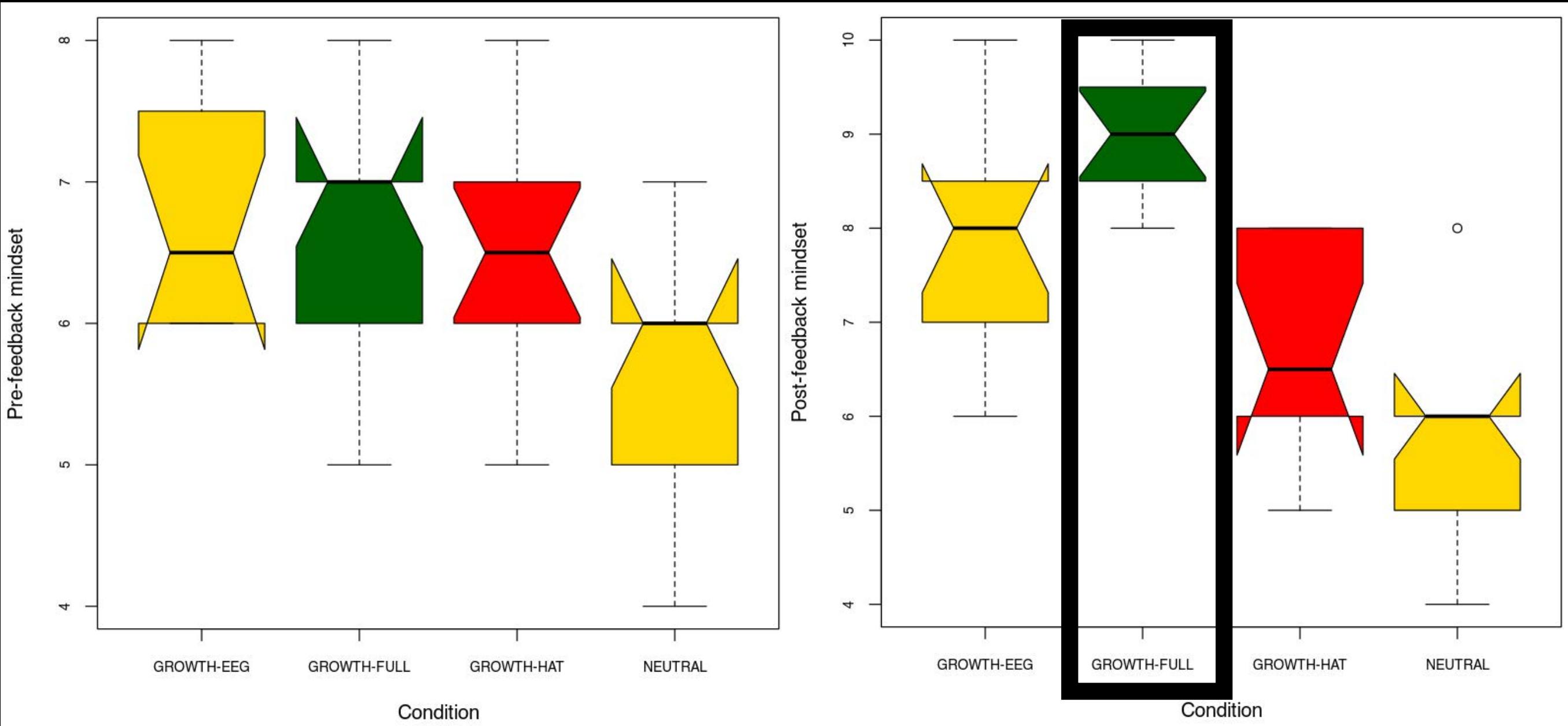


The Thinking Cap:

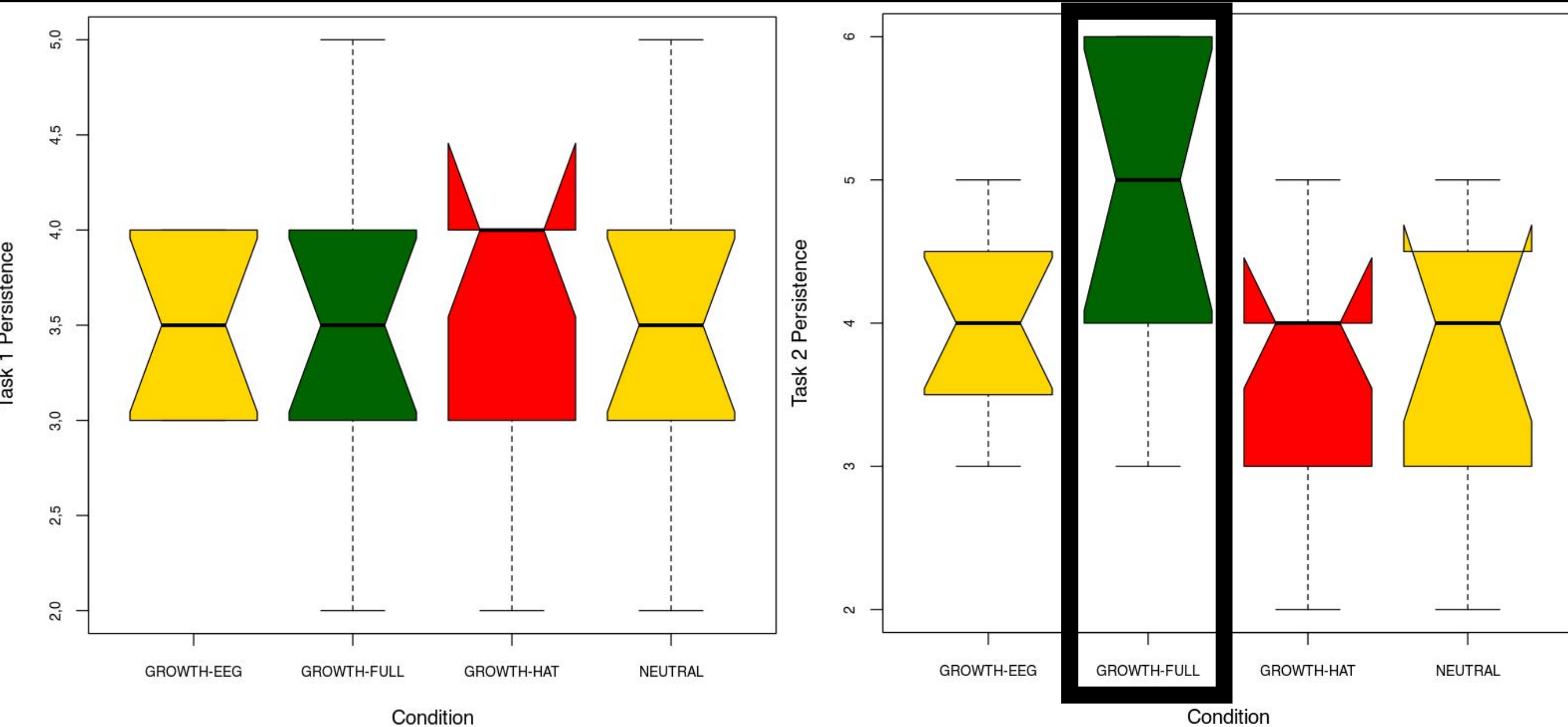
Improving self-esteem, motivation and performance in children



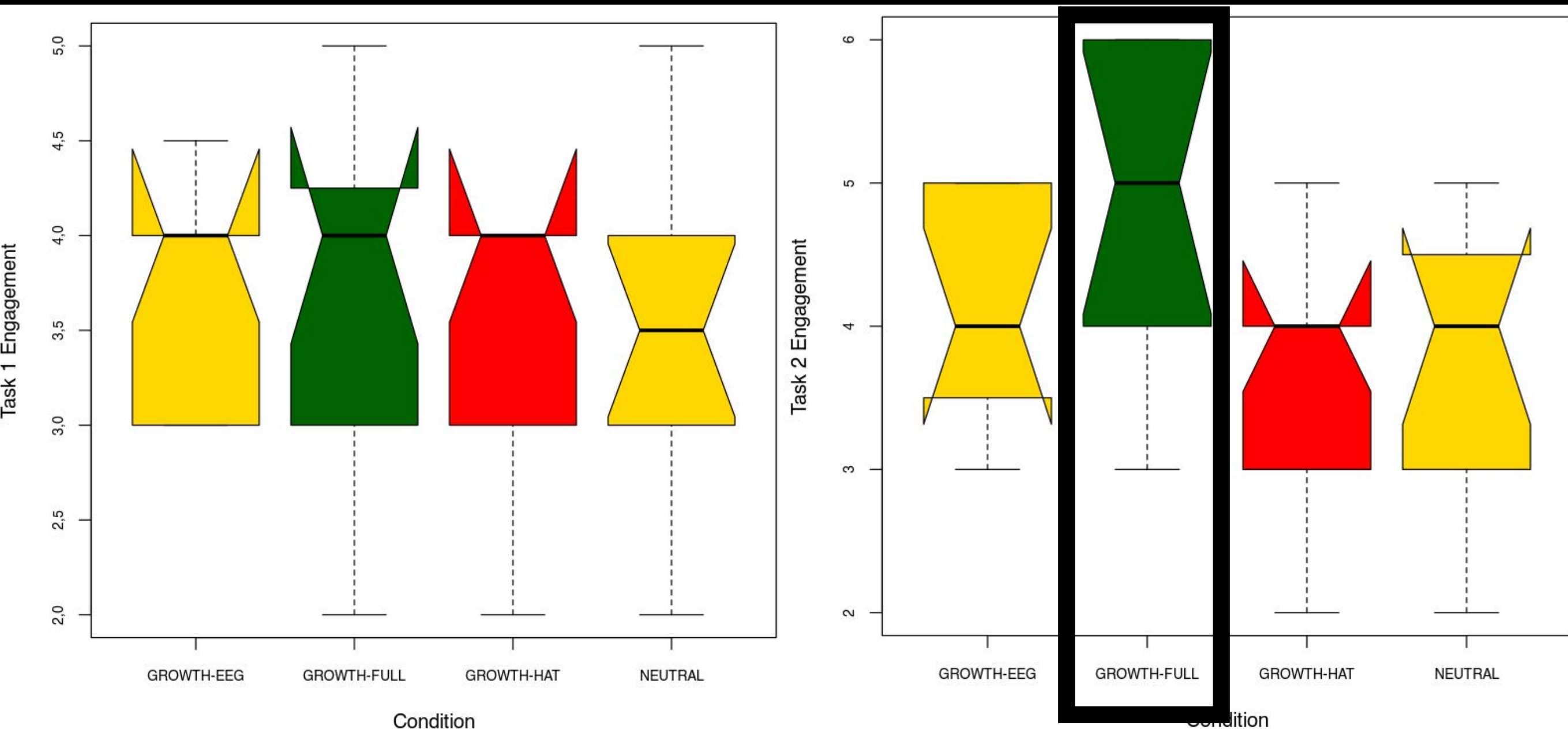
Thinking Cap: Results on Mindset



Thinking Cap: Results on Task Persistence



Thinking Cap: Results on Task Engagement



Thinking Cap 2.0



Thinking Cap: edTech

- STEM
- Adding magic to science
- Fostering self esteem
- Empowerment

The Force is in You



nkosmyna@media.mit.edu
[@nataliyakosmyna](#)

This Talk =

**2 years of work + 369 papers read + 105 hours of EEG recordings + 125 children
+ 125 adults + 12 live demos + 8 papers written + 3 papers submitted +
3 papers in preparation**

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“I built this for you. And some day you'll realize that it represents a whole lot more than just people's inventions. It represents my life's work. This is the key to the future. I'm limited by the technology of my time, but one day you'll figure this out. And when you do, you will change the world”

Iron Man

Thank you Team!



Pattie Maes



Yujie Wang



Nha Nguyen



Caitlin Morris



Jin Dou



Eileen Wu



Klare Hu



Katie Bacher

Thank YOU!

Nataliya Kosmyna, Ph.D



nkosmyna@media.mit.edu
[@nataliyakosmyna](https://www.instagram.com/nataliyakosmyna)

ATTENTIVU