Course: *MC402: Senior Project II* **-- Professor:** *Anderson, Sven* **-- Spring 2018**

Student: *Elias Posen*
Final grade: *A*

Mid-term Comment:
Good progress. Be aware that you need to finish all data collection and data analysis by April 15th. This will allow adequate time to prepare the written report and allow me time to provide feedback for your final draft.
--Mid-term Grade *P*
--Mid-term Absences: *n/a*

Final Comment:
The committee unanimously agreed that Elias's project was of unusually high quality: it was a full game design and interface study rolled into one. The carefully designed study blended applied computing with questions of human interface design. Throughout both semesters, Elias worked consistently to improve his understanding of the brain-computer interface literature, design the Unity-based game, and integrate that game with the Epoc device. Elias was a professional in his approach and always a pleasure to work with. As the inevitable challenges in human subjects design, data collection, and statistical analysis arose, he sought advice and combined it with his own research on the topic. The final report was thorough and well-organized; it had clearly been refined over several drafts. The poster was also well organized and presented with enthusiasm and clarity. This work could be enhanced with additional analysis of the collected data and then submitted to a specialized conference in human computer interfaces.
--Final Grade *A*
--Final Absences: *0*