**Referências para o Leitura e Produção do Artigo**

Projeto: Avaliação da Experiência do Usuário em um Sistema Interativo

Alunos: Adriel Araujo, Bruno Olimpio, Érica Mourão, Guilherme Alves, Jose Santos

**Referências**

1. CERNEA, Daniel; KERREN, Andreas; EBERT, Achim. Detecting insight and emotion in visualization applications with a commercial EEG headset. In: Proceedings of SIGRAD 2011. Evaluations of Graphics and Visualization—Efficiency; Usefulness; Accessibility; Usability; November 17-18; 2011; KTH; Stockholm; Sweden. Linköping University Electronic Press, 2011. p. 53-60.
2. RAMIREZ, Rafael; VAMVAKOUSIS, Zacharias. Detecting emotion from EEG signals using the emotive epoc device. In: International Conference on Brain Informatics. Springer Berlin Heidelberg, 2012. p. 175-184.
3. BADCOCK, Nicholas A. et al. Validation of the Emotiv EPOC® EEG gaming system for measuring research quality auditory ERPs. PeerJ, v. 1, p. e38, 2013.