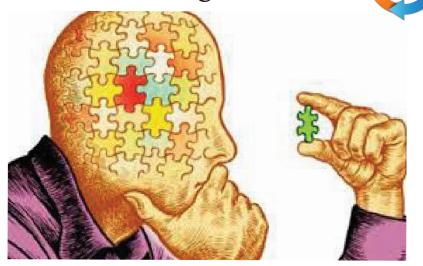
#### Brain Computer Music Interfacing Software Development for Well-being (SM?)



I intro

- poster;

2 progress

- compare timelines;

3 plan

- think out of the box

## Brain Computer Music Interfacing Software Developement for Well-being (SM?)

K. Hofstadter - Timelines for PhD research 1. (09/2015)

Tasks	Academic Year I.	Academic Year II.	Academic Year III.
Reviewing the current state of literature // MT, NF, music psychology, compositional techniques;			
Trial period/training programs with (music) students			
Further development of the software // implementing new compositional techniques; // customising code for multi-channel EEG; // mobile devices (iOS with Xcode) later;	11 11		
Demonstration, concerts/installations			
Publishing journal paper on the state of the research			
Conference presentations			
Trial period with students experiencing stress			
Writing the thesis			

### Brain Computer Music Interfacing Software Developement for Well-being (SM?)

Still thinking and reading

K. Hofstadter - Timelines for PhD research 2. (05/2016)

Have done some.

More in Colchester and ARU.

Neurosky AppStore > online survey.

Tasks	Academic Year I.	Academic Year II.	Academic Year III.
Reviewing the current state of literature // MT, NF, music psychology, compositional techniques;			
Trial period/training programs			
Further development of the software // implementing new compositional techniques; // customising code for multi-channel EEG; // mobile devices (iOS with Xcode) later;			
Demonstration, concerts/installations			
Publishing journal paper on the state of the research			
Conference presentations			
Trial period with students experiencing stress			
Writing the thesis			1111

Too many ideas, needs refinement, help needed.

First SC standalone on Neursosky, then JUCE with XCode (parallel to SC development)

Sonic Art CMT demo, Pint of Science Festival, Cambridge Musedelica Conference, Essex University, Brighton 10th Annuald research conference, ARU, Chelmsford

### Brain Computer Music Interfacing Software Developement for Well-being (SM?)

From presentation 01/2016:

Main challenges and outcomes of BCMI research:

1) Extraction of meaningful control information from EEG;

2) Design of music to respond 1); 3) Improve quality of life; Miranda (2014) **DSP** PHYSICS/ NOISE **FEATURE** TRANSF. ALG.. **BIOLOGY FI FCTRONICS REDUCTION EXTRACTION CLASSIFICATION** MAPPING **MUSIC** Tools to find recognisable Artifact removal What sound/rhythm do - EEG Aquisition; Specific to application - waves Synthesis > depends brain wave patterns: on raw data: we need? - ADC/sampling: - particles - in this research, how do on application; - machine learning; (this can be done we see that the EEG Notation > INScore; - atom (AI);before ADC as well): "Any kind of feedback patterns shows more - other algorithms: cannot be used, but only focus/relaxation, etc... - neurons ERP, FFT, Hjorth, autore-1) patient related those with the desired Na+ & K-, gressive, non linear, ... 2) system noise effect on the brain and the cognitive activity." Aramaki (2014) - electrical field:

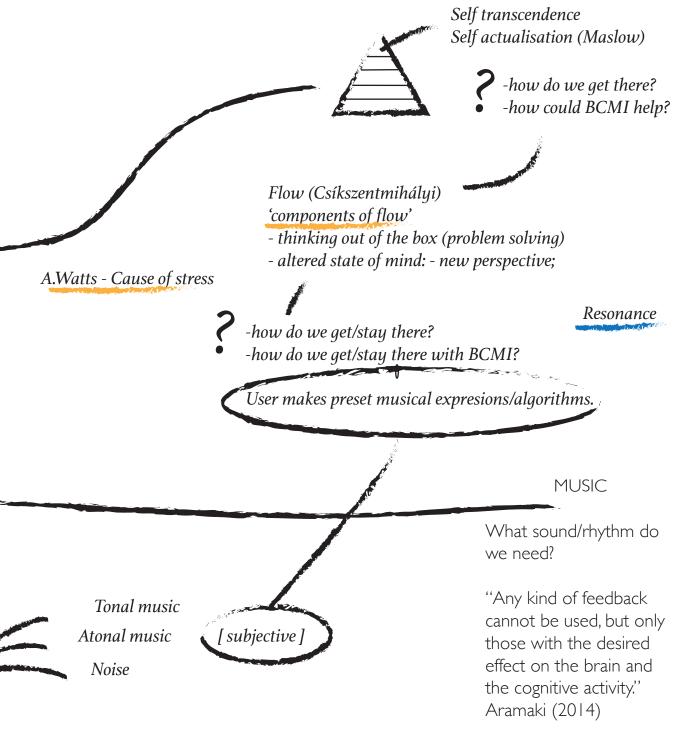
Krisztián Hofstädter | Brain Computer Music Interfacing @ MPA PhD Seminar on 21 June 2016 | http://tedor.info

# Brain Computer Music Interfacing Software Developement for Well-being (SM?)

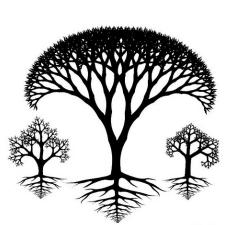
Main challenges and outcomes of BCMI research:

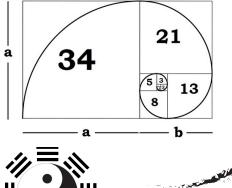
- 1) Extraction of meaningful control information from EEG;
- 2) Design of music to respond 1);
- 3) Improve quality of life;

Miranda (2014)



MetaPHYSICS/ BIOLOGY/ Deeper Structures of Life





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