

Decoding Cognitive Performance

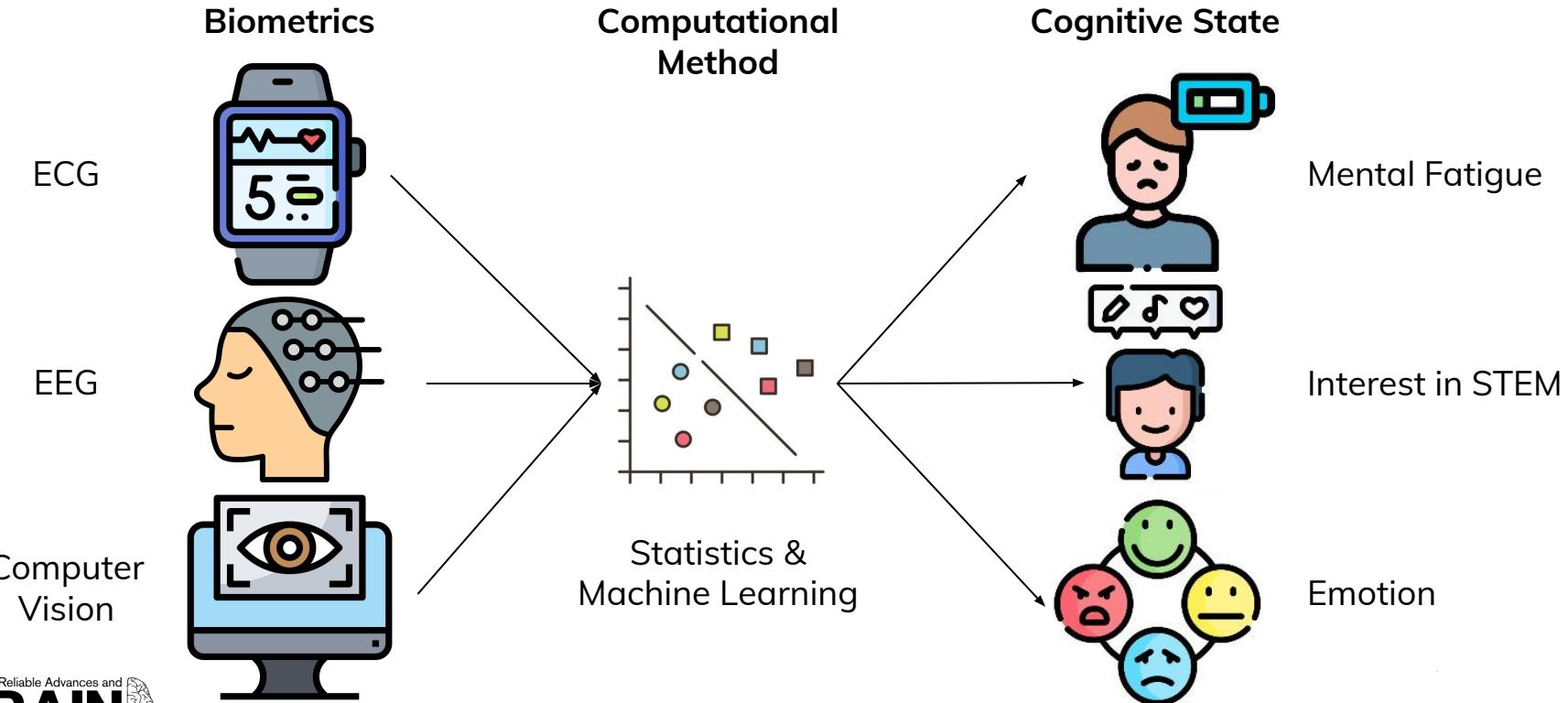
From Chess Puzzles to STEM Classrooms

Cognitive Neuroscience minor - Tecnológico de Monterrey
19 September, 2024

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Overview



Biometric devices

EEG



Enophones (4)



LiveAmp (8)



OpenBCI (8)



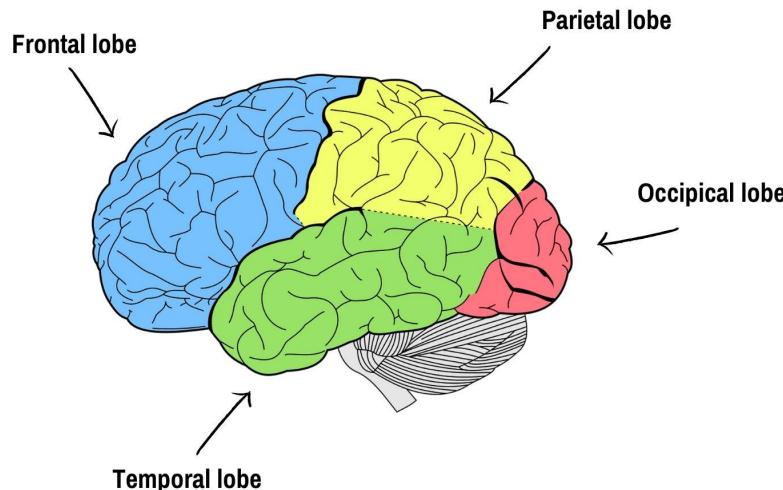
Unicorn (8)



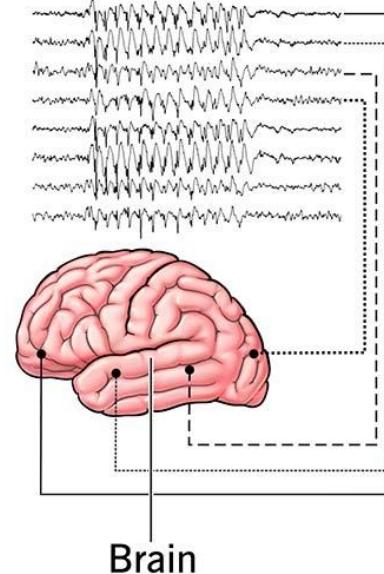
Empatica E4

ECG (BVP, EDA, IBI)

Brain signal?



EEG (scan of brainwaves)

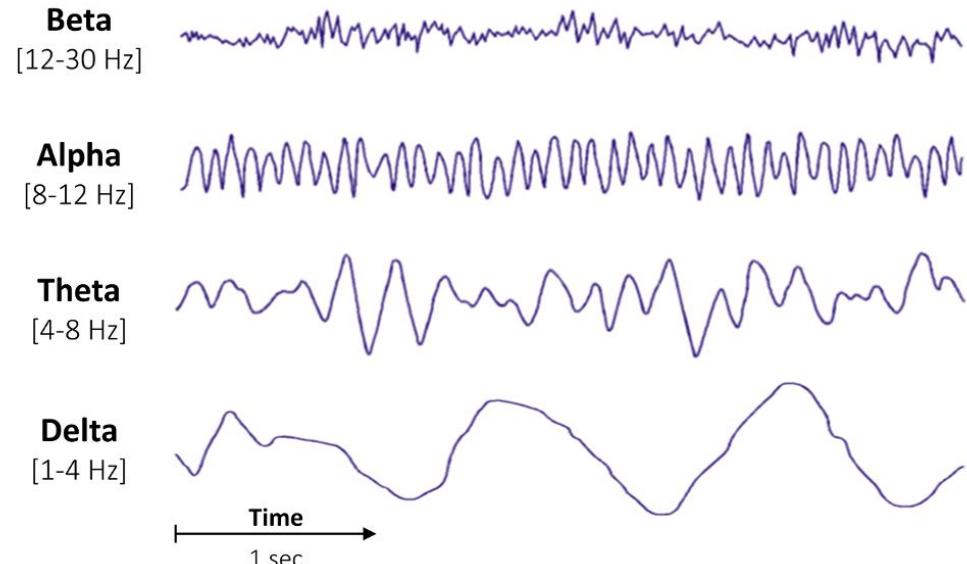
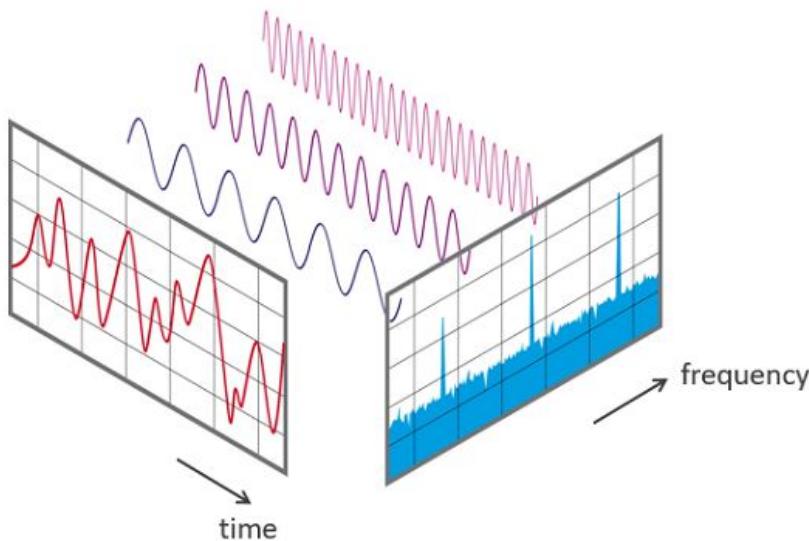


Electrodes
glued to scalp

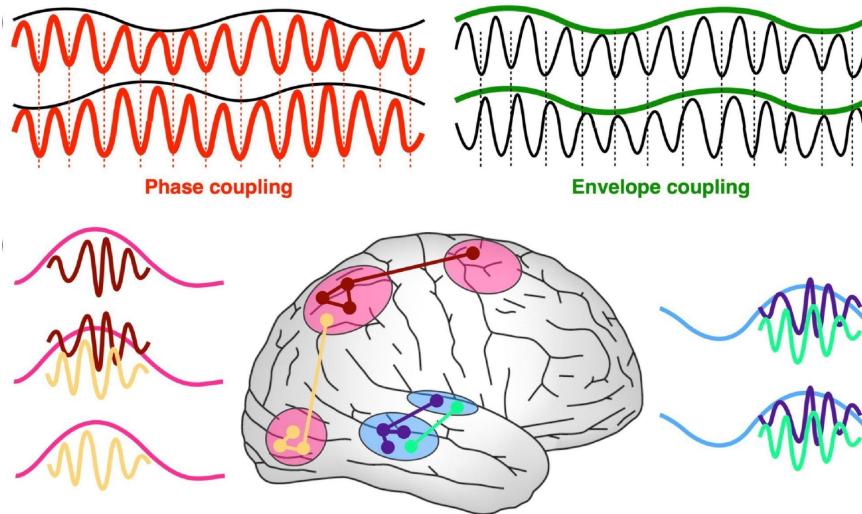




EEG frequency analysis (Fourier)



EEG functional connectivity analysis





Projects

1. Talent and Passion Detection Through Biometrics
 - a. Detecting Change in Engineering Interest in Children 8-12
 - b. Neurocognitive Insights into STEM Learning 13-20
2. Cognitive Load Dynamics in Chess
 - a. Environmental Noise Impact on Cognitive Performance 21-29
 - b. Estimating Task Completion Time at Chess Problem-solving 30-34



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Detecting Change in Engineering Interest in Children

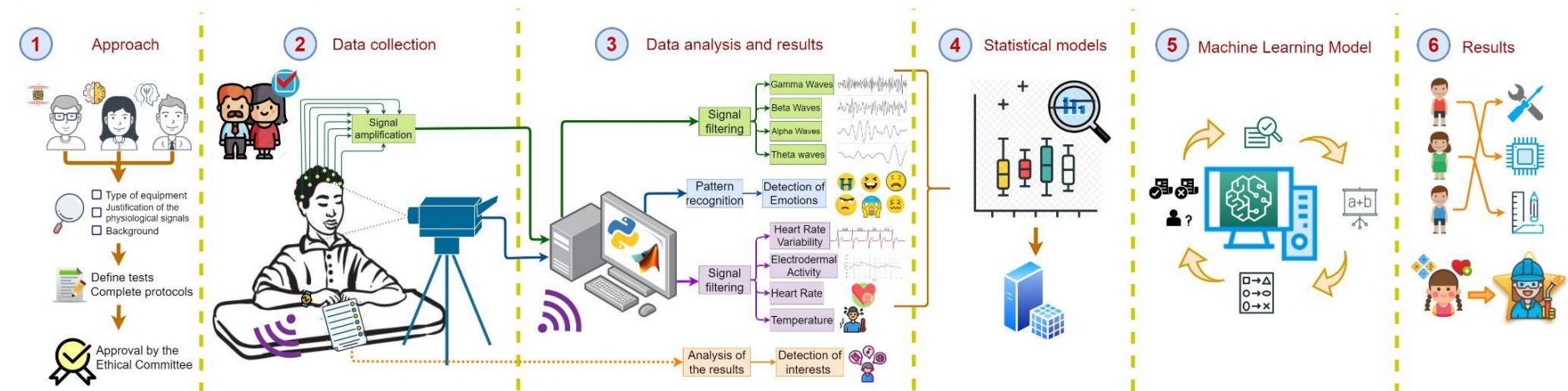
Through Machine Learning using Biometric Signals



Motivation



Methodology



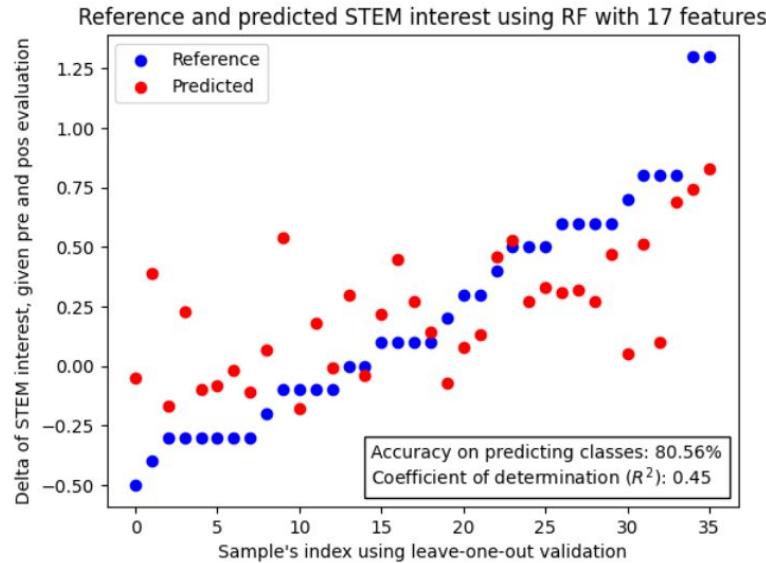
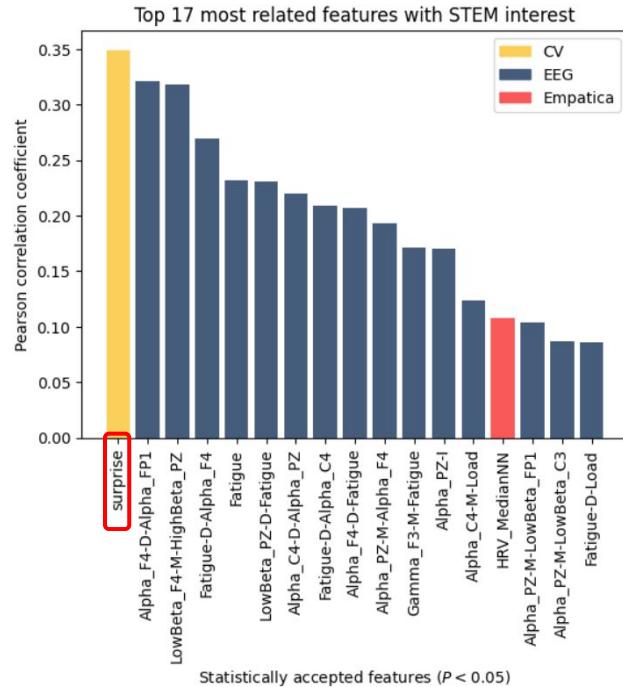
The Development of the STEM Career Interest Survey (STEM-CIS)

Meredith W. Kier • Margaret R. Blanchard •
Jason W. Osborne • Jennifer L. Albert

Data collection



ML analysis



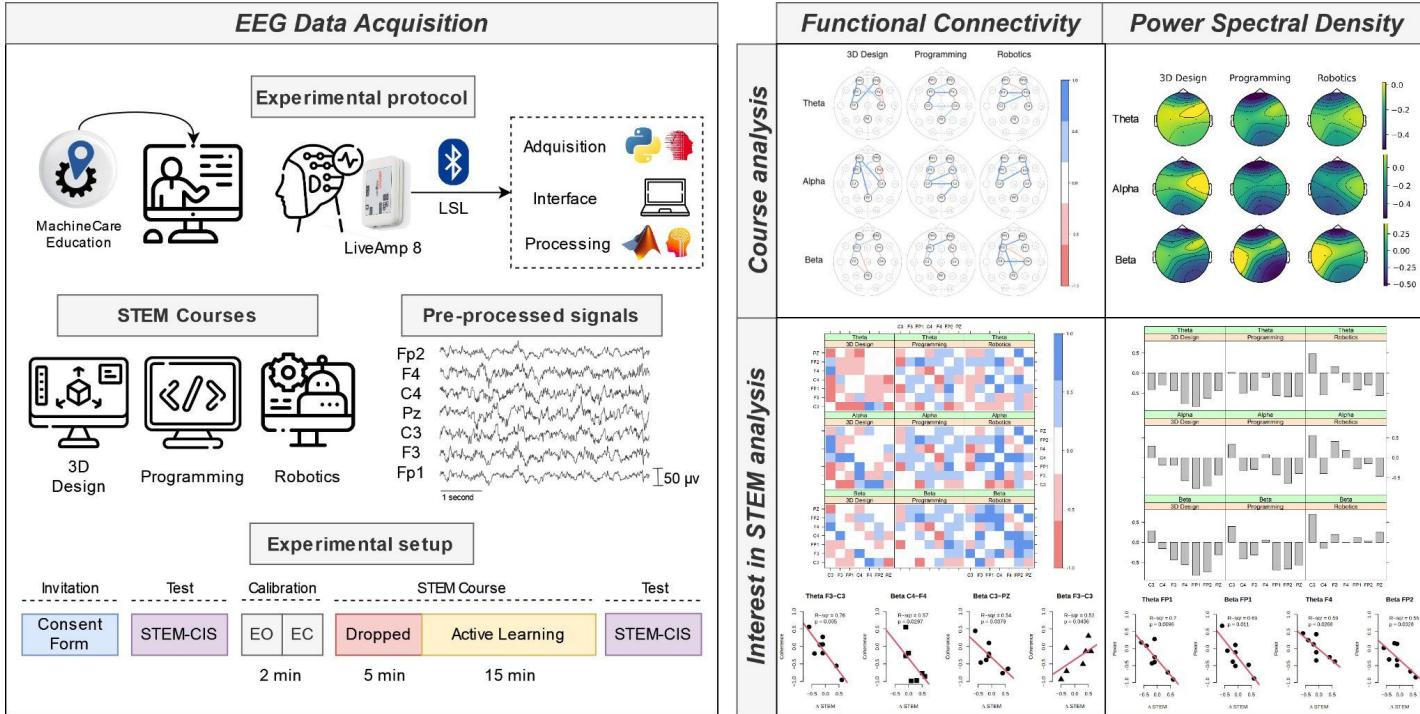


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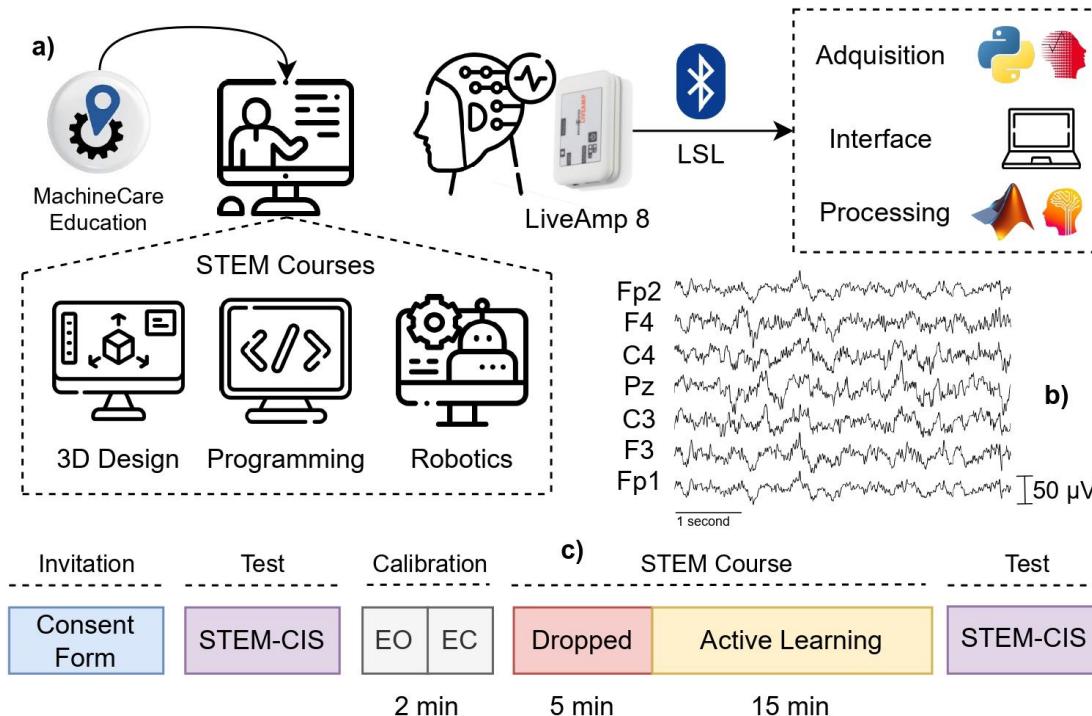
Neurocognitive Insights into STEM Learning

An Integrated EEG Analysis of Bandpower
and Functional Connectivity among Youth

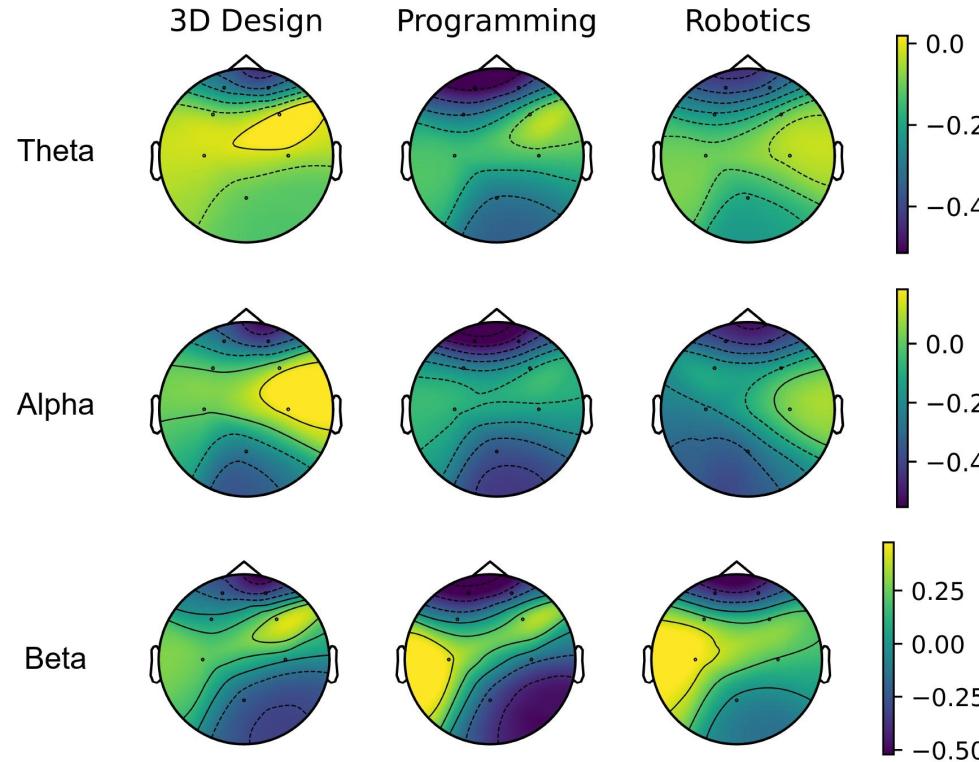
Graphical Abstract



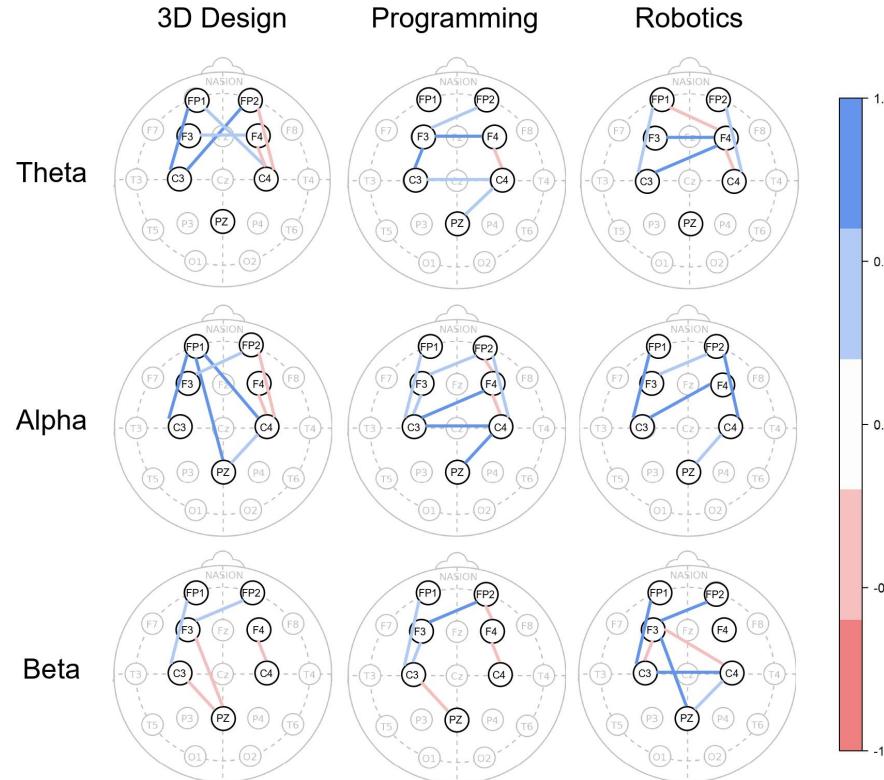
Methodology



Brain activation patterns



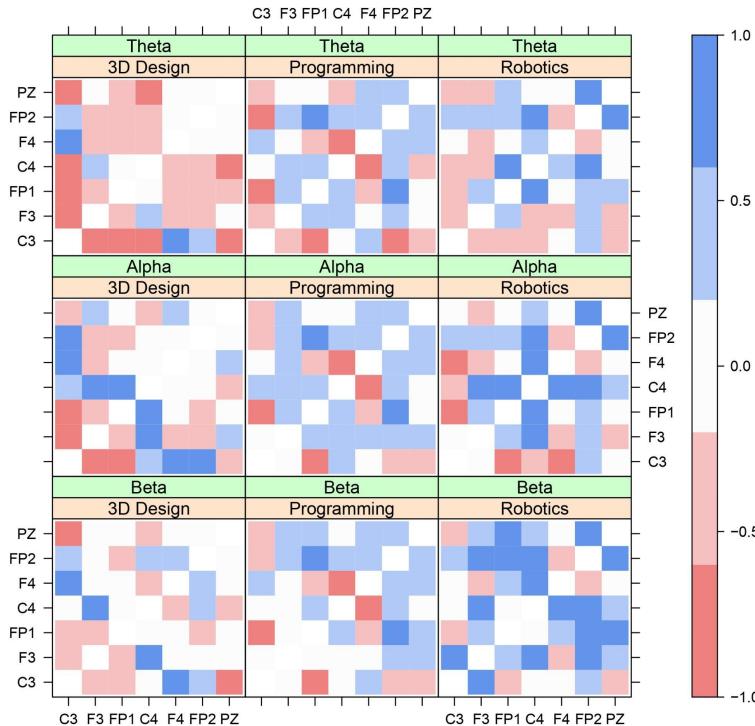
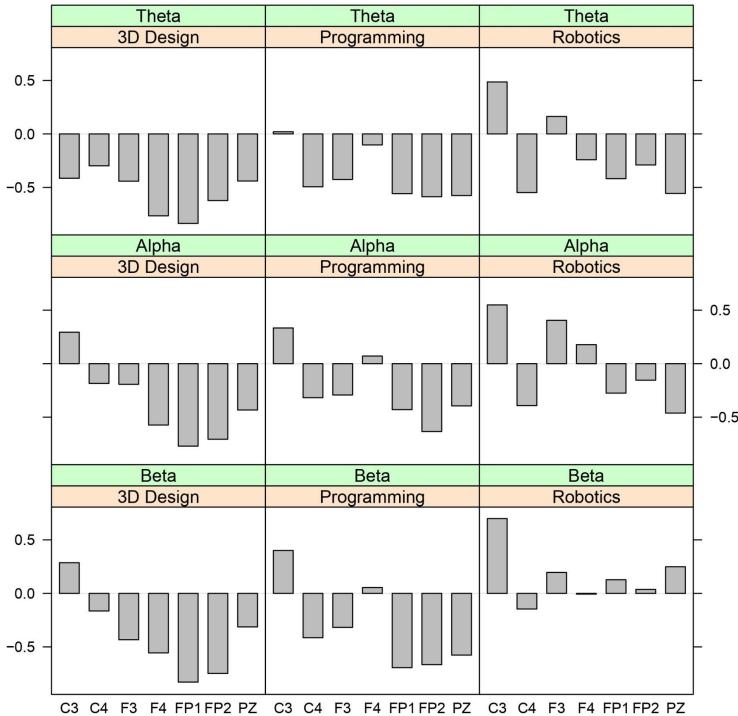
Functional connectivity analysis



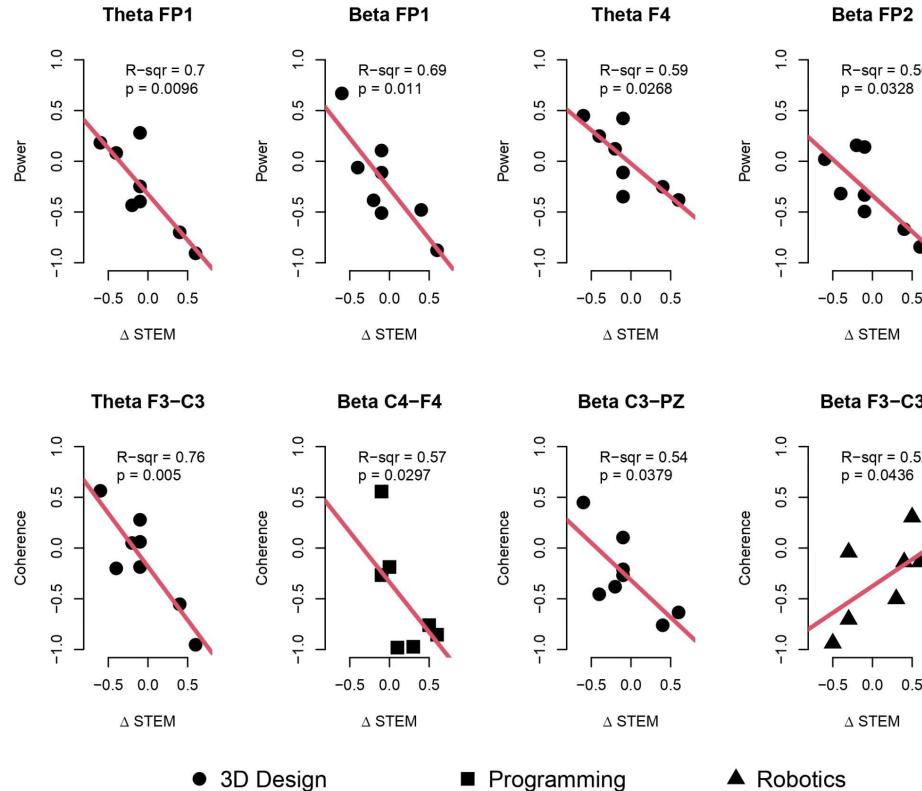
Correlations with interest in STEM



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Regression analysis





Conclusion

- Despite rising STEM interest, not all courses had the same impact
 - Course-specific differences regarding PSD and FC
 - Could improve learning by eliciting creativity or executive function
- **Adaptive teaching strategies are essential for optimizing learning**

Part. #	3D Design	Programming	Robotics	\bar{x}
01	-0.1	0.1	0.6	0.20
03	-0.6	-0.1	-0.5	-0.40
04	-0.1	0.3	0	0.06
06	-0.1	-0.9	-0.3	-0.43
09	0.6	0.5	0.4	0.50
10	-0.2	-0.1	0.5	0.06
11	0.4	0.6	1.3	0.76
13	-0.4	0.3	-0.3	-0.13
Σ	-0.5	0.7	1.7	0.62



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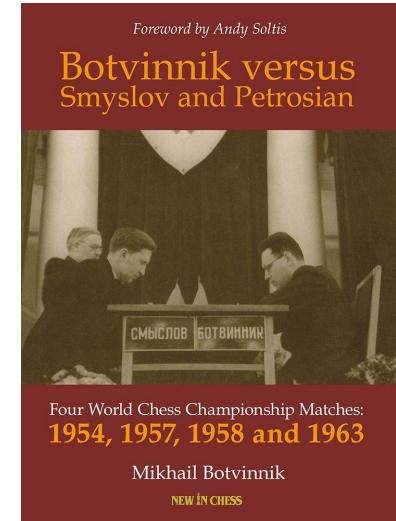
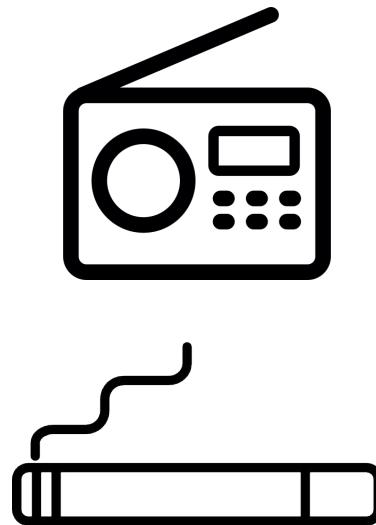
Environmental Noise Impact on Cognitive Performance

A Chess EEG Study



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Motivation



Chess + EEG findings

(a) Low level problem: L



White to move: two moves
Solution: **Qxg7+, Kxg7, Nf5+**

(b) Medium level problem: M

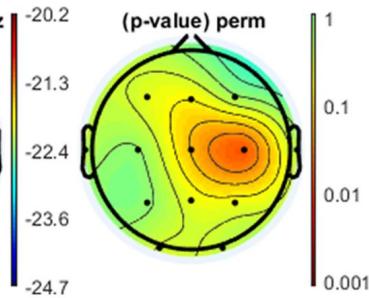
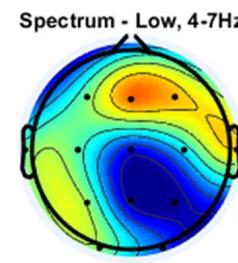
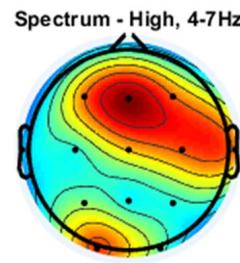


White to move: two moves
Solution: **Ra5, Rf1+, Kxf1 or Nxfl**

(c) High level problem: H

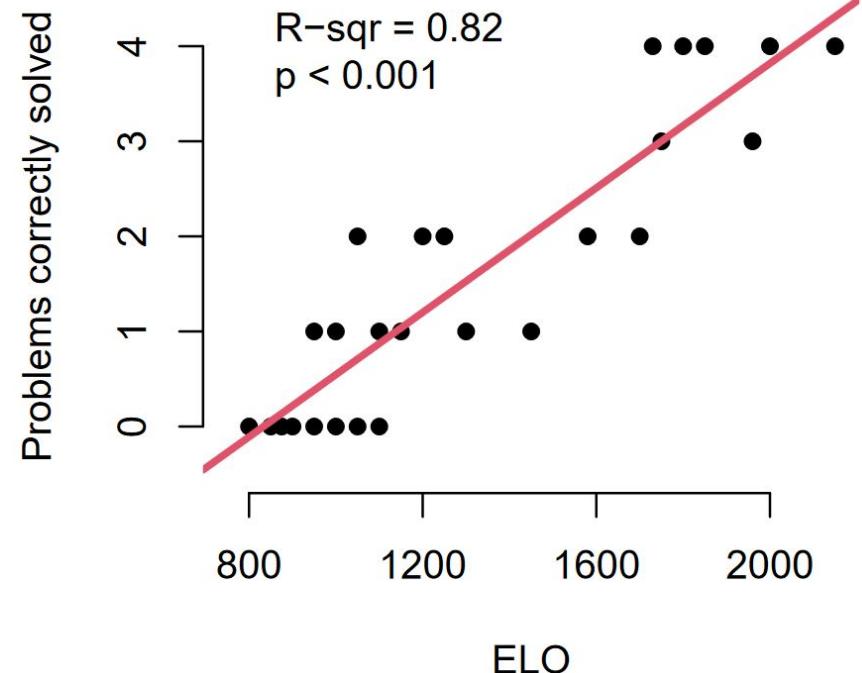


White to move: two moves
H Solution: **Ngf7+, Rxf7, Bd8.**



ELO

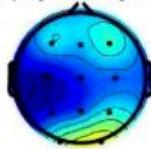
- Chess level quantitatively through the ELO rating system
 - Developed by Arpad ELO [1] and used by FIDE
- Estimates the relative skill in competitor-versus-competitor games [2] (higher is better).



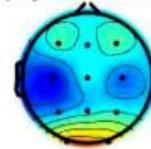
- [1] Elo, A & Sloan, S. *Ishi Press International* (2008)
[2] Di Fatta, G. et al. *IEEE CIDM* (2009)

Chess + EEG findings

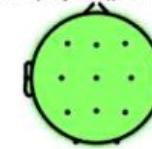
Low level chess players, Easy endgames, 8-12Hz



Low level chess players, Difficult endgames, 8-12Hz



Low level chess players (p-value) perm with fdr



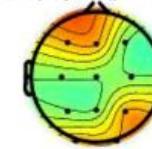
High level chess players, Easy endgames, 8-12Hz



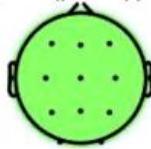
High level chess players, Difficult endgames, 8-12Hz



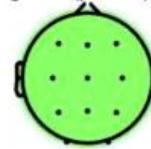
High level chess players (p-value) perm with fdr



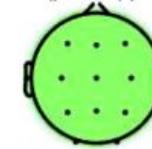
Easy endgames (p-value) perm with fdr



Difficult endgames (p-value) perm with fdr

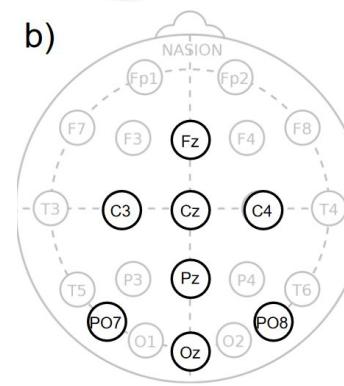


Interaction (p-value) perm with fdr



Data collection

- a) 8-electrode Unicorn Hybrid Black
- b) Channels employed
 - o Frontal: Fz
 - o Central: C3, Cz, C4
 - o Parietal: Pz
 - o Parieto-occipital: PO7, PO8
 - o Occipital: Oz
- c) Experimental setup
 - Ambient Noise (AN) = 40 dB
 - White Noise (WN) = 65 dB





Chess puzzles

Low-level problems: L1 and L2



High-level problems: H1 and H2



White to move: Two moves

L1 Solution: **Rxe5**, **Rxe5**, **Kf7+**

White to move: Two moves

L2 Solution: **Qxg7+**, **Kxg7**, **Nf5+**

White to move: Two moves

H1 Solution: **Rxh3+**, **Kxh3**, **Qh1+**

White to move: Two moves

H2 Solution: **Ra5**, **Rf1+**, **Nxf1**

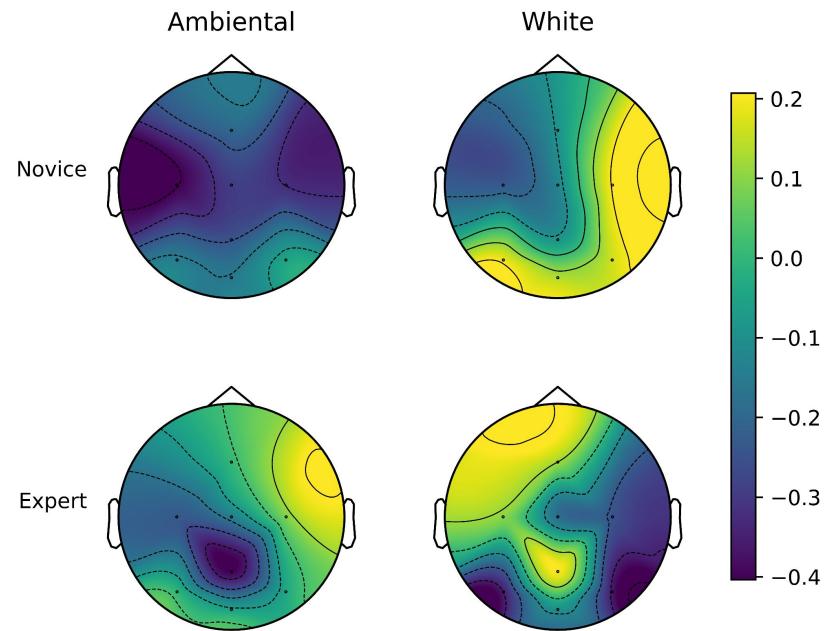
Brain activation patterns (Theta)

Novices

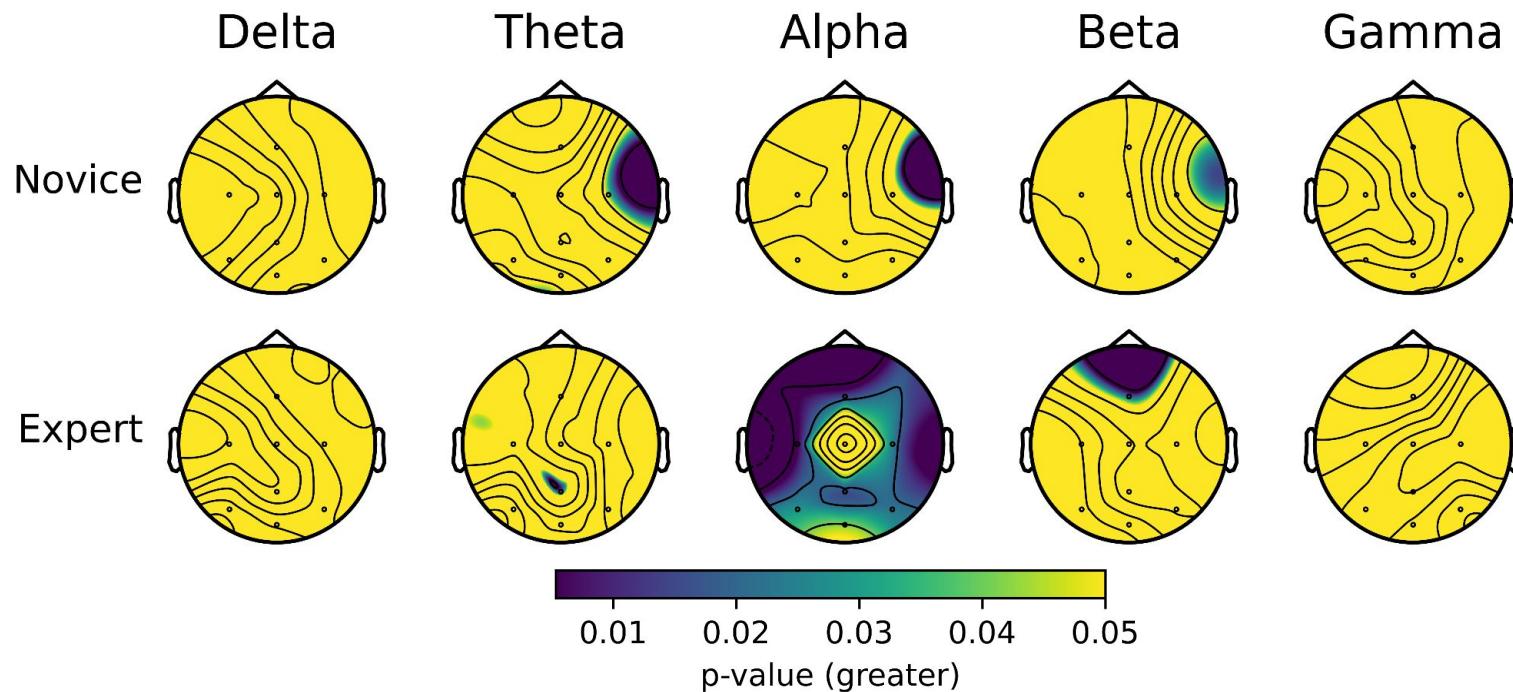
- Fatigue-related band
 - Barely activated in AN
 - Greatly activated in WN at the right-hemisphere (C4)

Experts

- Weak differences between AN-WN
 - Except for parietal lobe (Pz)



Spatial differences with WN

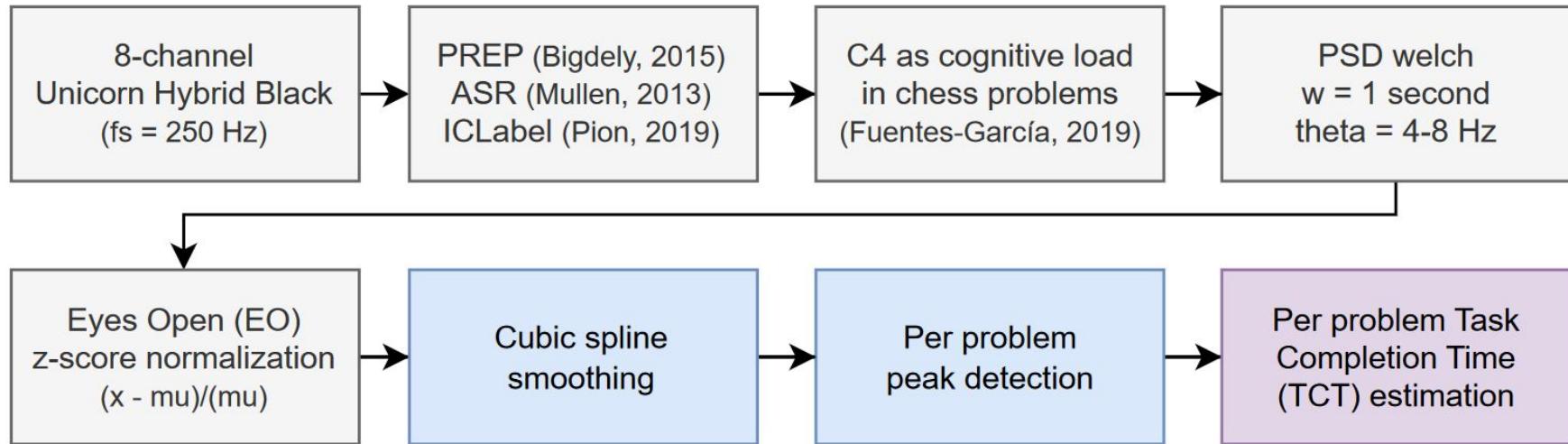




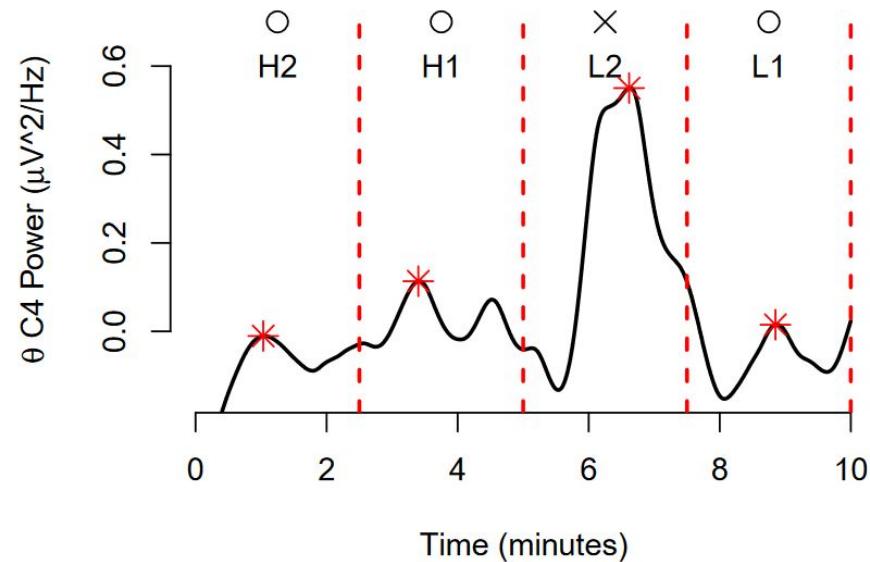
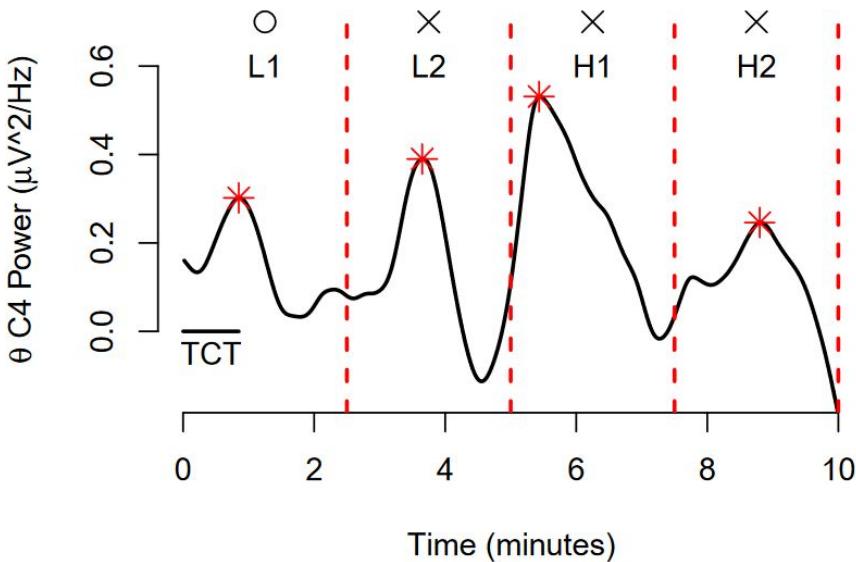
Estimating Task Completion Time at Chess Problem-solving

Using Single-channel EEG

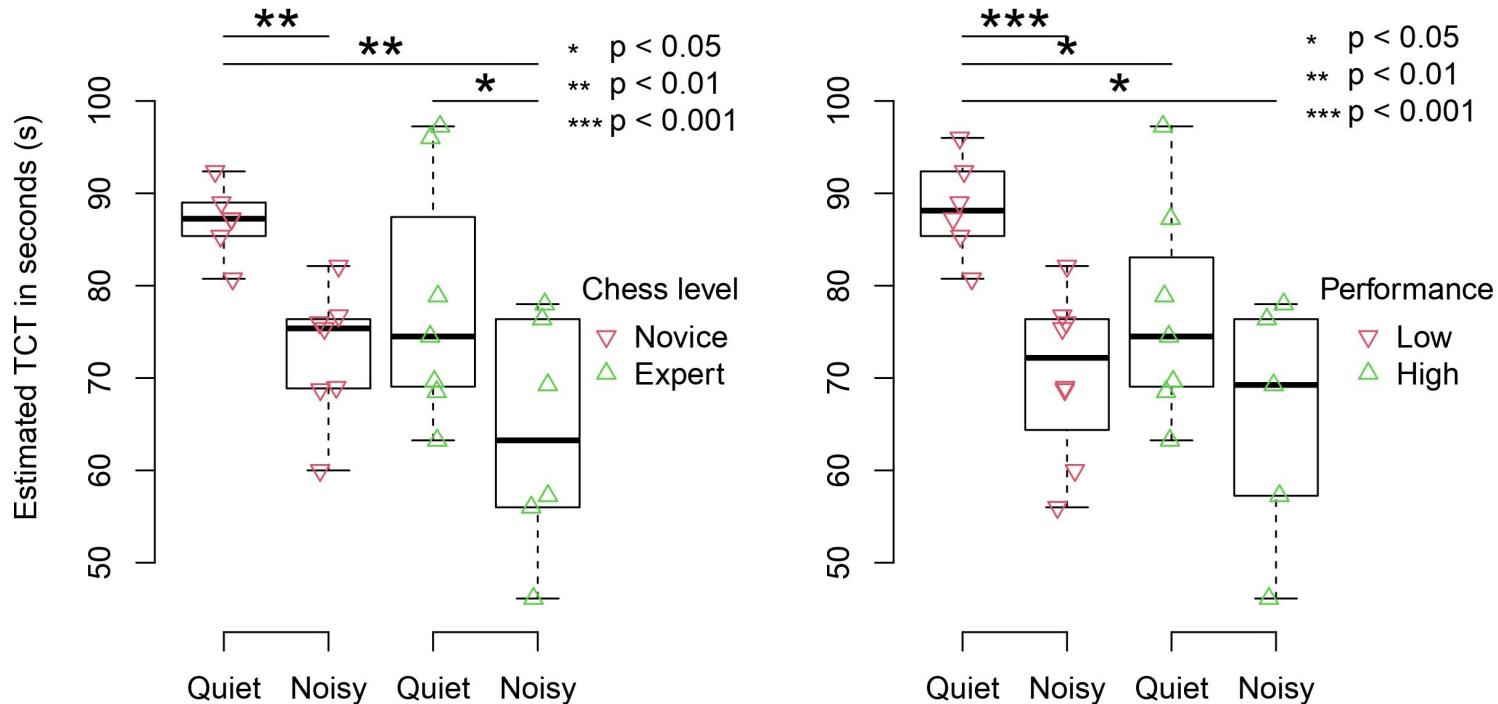
Methodology



What if we plot theta C4? → TCT

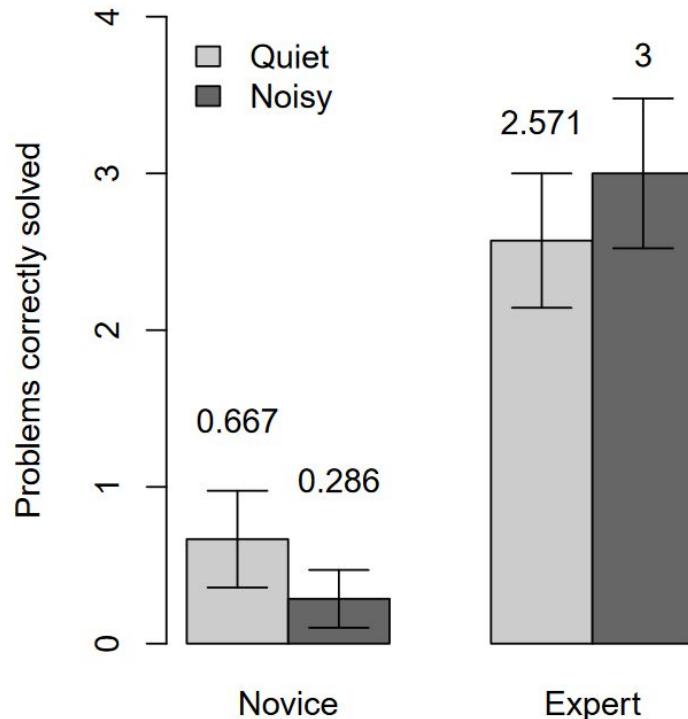


Novices' TCT affected by WN



Conclusion

- Even though performance between AN and WN were not as different
 - Task Completion Time and theta (fatigue) was increased
 - With greater extent in novices and low performing players
- **Challenging environments hinder learning in the absence of mastery**



Concluding remarks

- Cognitive states like interest in STEM, load, and engagement can be measured using EEG
- Both environmental conditions and educational content impact learning outcomes
- Personalized learning environments could optimize student performance and interest

Future directions:

- Explore EEG in other learning environments
- Add real-time biofeedback to educational tools



Thanks

Any questions?

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