Camp QMIND 2024

EEG - Emotion Recognition NLP Node





Our Team



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Daryan & Noah

Not here today :(

Problem & Motivation

EEG signals are **noisy**

Limited signal resolution

Difficult to **infer** from signals alone

Temporal **AND** spatial data

Transfer learning of EEG signal classification can be widely applied

Use cases in healthcare, gaming, psychological research, etc.

Dealing with low resolution data can make applications more **accessible**

Existing Solutions



Convolutional Neural Networks (CNN)

Strong in image classification and leveraged for use in EEG



Support Vector Machines

Classifies EEG data into emotional states through finding the optimal plane to separate results



Long Short-Term Memory Networks (LSTM)

Finds temporal dependencies in data for effectiveness in tracking changes in emotional states overtime



Domain Knowledge

Doctors can analyze results based on medical knowledge



Proposed Solution



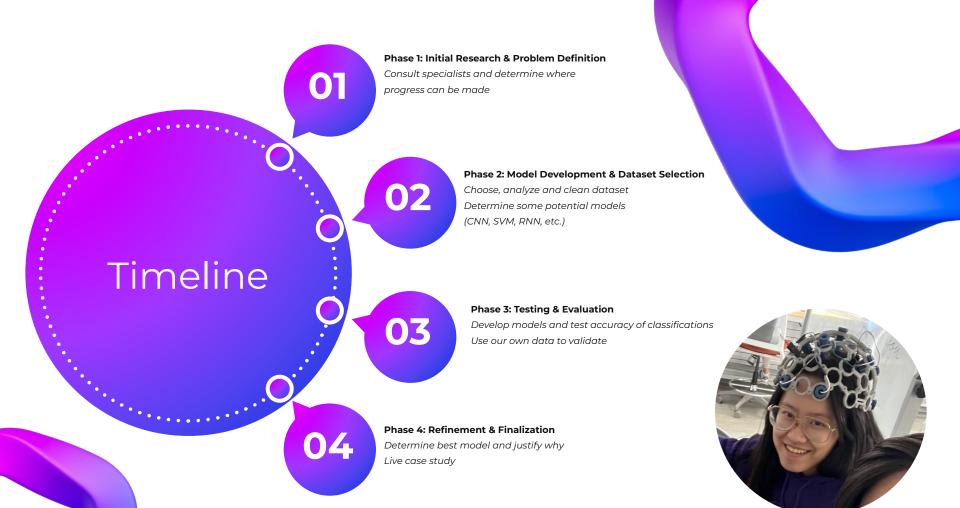
- Emotion Recognition using EEG and computer games
- 28 Subjects gathering Raw/Preprocessed EEG data from Emotiv Epoc+(14 channel device)
- 20 minutes of four emotionally diverse games measuring boring, calm, horror, funny.
- Recognize emotions while wearing an EEG

Algorithm

- Preprocessing data, cleaning, visualizing, etc...
- Use **CNN's** to capture localized patterns in EEG channels
- **SVM's** for emotional classification

Approach

- Filtering noise/remove unwanted behaviour such as blinking
- Optimize model on training dataset
- Use our EEG on ourselves to **validate** model with original dataset as a benchmark
- Capture data **quickly** after use to determine emotions throughout playthroughs



Impact

Understanding and achieving accurate EEG classification is not only applicable to life-saving areas, but also paves the way for a new era of tech - the future of communication.







Electroencephalogram (EEG)

