# this text is copy-pasted from your report – ELA411 ht21

Hi Hans, I’ve copy-pasted your section from the report. I want to state that your text was pretty good compared to the average writing in the article. The big drawback is that you have not written enough. If you maintain or increase this quality of text then you will pass on your report. Here are my comments for you text.

H. Component 1B - Hans

The first step to creating this BCI was to acquire data from

subjects in real time. This can be done using either invasive

or non-invasive methods.

Invasive methods such as Electrocorticography (ECoG) require

implants beneath the skull directly on the surface of the

brain to receive information and record the electrical activity

from the brain. [23]

Non-invasive methods include Electroencephalogram (EEG)

or MEG. The EEG method makes use of a headpiece which

contains several electrodes that will be placed directly on your

sculp to measure the potentials between each electrode placed

on the head and one reference electrode which is ideally placed

on the earlobe of the subject. [24]

The method of streaming the data in real time is important

and can vary depending on the function of the BCI. The

biggest two Internet Protocols (IP) to choose from are Transmission

Control Protocol (TCP) and User Datagram Protocol

(UDP). UDP is known for being faster and would be a great

choice for BCIs that require instantaneous reaction time such

as prosthetic arms. TCP is connection orientated, which means

that once it has been connected to a BCI, it will be able to

receive feedback from the computer to the microcontroller on

the headpiece. The main disadvantage to TCP is that it is

slower than UDP. [25]