



师杨钊伟担任企业导师，共同指导项目推进。

本次命题主题为“脑机接口的应用场景创新设计”。随着脑机接口技术日趋成熟，其在抑郁症干预、智能假肢、认知训练、智能交互控制等多个领域展现出广泛潜力。课程鼓励学生围绕“医疗科研”“智能假肢”“智造生活”三大方向，探索脑机技术的硬件优化、交互创新与场景适配，致力于突破设备在舒适性、依从性、可用性方面的技术瓶颈。



课程实践任务涵盖智能体感知知识学习、智能体构建探索、脑电交互体验系统设计等多个方向  
合大模型平台、非侵入式信号采集技术与交互可视化设计等多学科内容。课程鼓励学生在实践  
胆尝试、跨界融合，注重设计方案的完整性与体验创新，同时强调成果的可实现性与技术转  
力，力求在创新表达与工程落地之间取得平衡。

A group of people are gathered around a light-colored wooden pegboard mounted on a wall. The pegboard is organized into two main sections by vertical dividers. Numerous tools are hanging from the pegs, including hammers, pliers, wrenches, and screwdrivers. Some tools are mounted on small metal shelves. In the foreground, several individuals are visible from the side or back, looking towards the pegboard. One person in a dark jacket is reaching towards the bottom left of the board. Another person in a pink jacket is holding a small object, possibly a tool or a piece of hardware, and appears to be speaking or explaining something. The setting suggests a workshop or a DIY project environment.



A woman with glasses and a denim jacket is standing behind a white podium, looking down at her laptop. The podium has the Zhejiang University logo on it. Behind her is a large black screen displaying a presentation titled "星球形象设计" (Planetary Image Design). The screen shows a grid of four columns and five rows of icons representing different planetary designs. The first row has one icon labeled "匹配并解锁专属星球" (Match and unlock exclusive planet). The second row has two icons labeled "选择活动设计" (Select activity design). The third row has three icons. The fourth row has four icons. The fifth row has five icons. The icons include various stylized planets and celestial bodies.

A view of the audience seating area. The seating consists of wooden bleachers. In the foreground, there is a dark wall with a red, branching graphic element resembling a tree or a network. The Zhejiang University logo is visible in the bottom right corner of the wall. The overall atmosphere is that of a lecture hall or conference room.



A woman stands at a white podium with a green circular logo, speaking into a microphone. To her right is a large projection screen displaying a diagram of a NFC interaction system. The diagram shows a smartphone with three colored dots (red, green, blue) on its screen, connected by arrows to a small interactive device labeled '情感交互装置' (Emotional Interaction Device). This device is shown in two views: one where it's part of a larger green landscape scene, and another where it's a small green cube with a tree-like interface. The text '情绪小动物 [NFC]' and '衍生产品与情感连接' is visible above the phone.

The image consists of two photographs. The top photograph shows several people from behind, sitting at desks in a modern office environment. They are looking at laptops and papers. The bottom photograph shows a larger group of people, mostly young adults, working on laptops and looking at screens. The office has a modern design with white walls, track lighting, and large windows.

