

# The MindSee Project

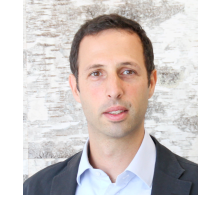
## Symbiotic Mind Computer Interaction for Information Seeking

### General Objective

The MindSee project aims to develop an information seeking application that exemplifies the fruitful symbiosis of modern Brain Computer Interface technology with real-world Human Computer Interaction.

The result will be a cutting-edge information retrieval system that outperforms state-of-the-art tools by more than doubling the performance of information seeking in realistic tasks.

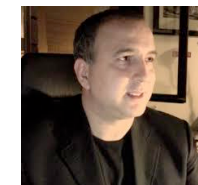
### Consortium



**Prof Giulio Jacucci**, University of Helsinki  
HCI, surface computing, exploratory search, peripheral physiology



**Prof Samuel Kaski**, Aalto University  
Probabilistic modeling, machine learning, reinforcement learning



**Prof Luciano Gamberini**, University of Padova  
Cognitive ergonomics, user evaluation, eye tracking

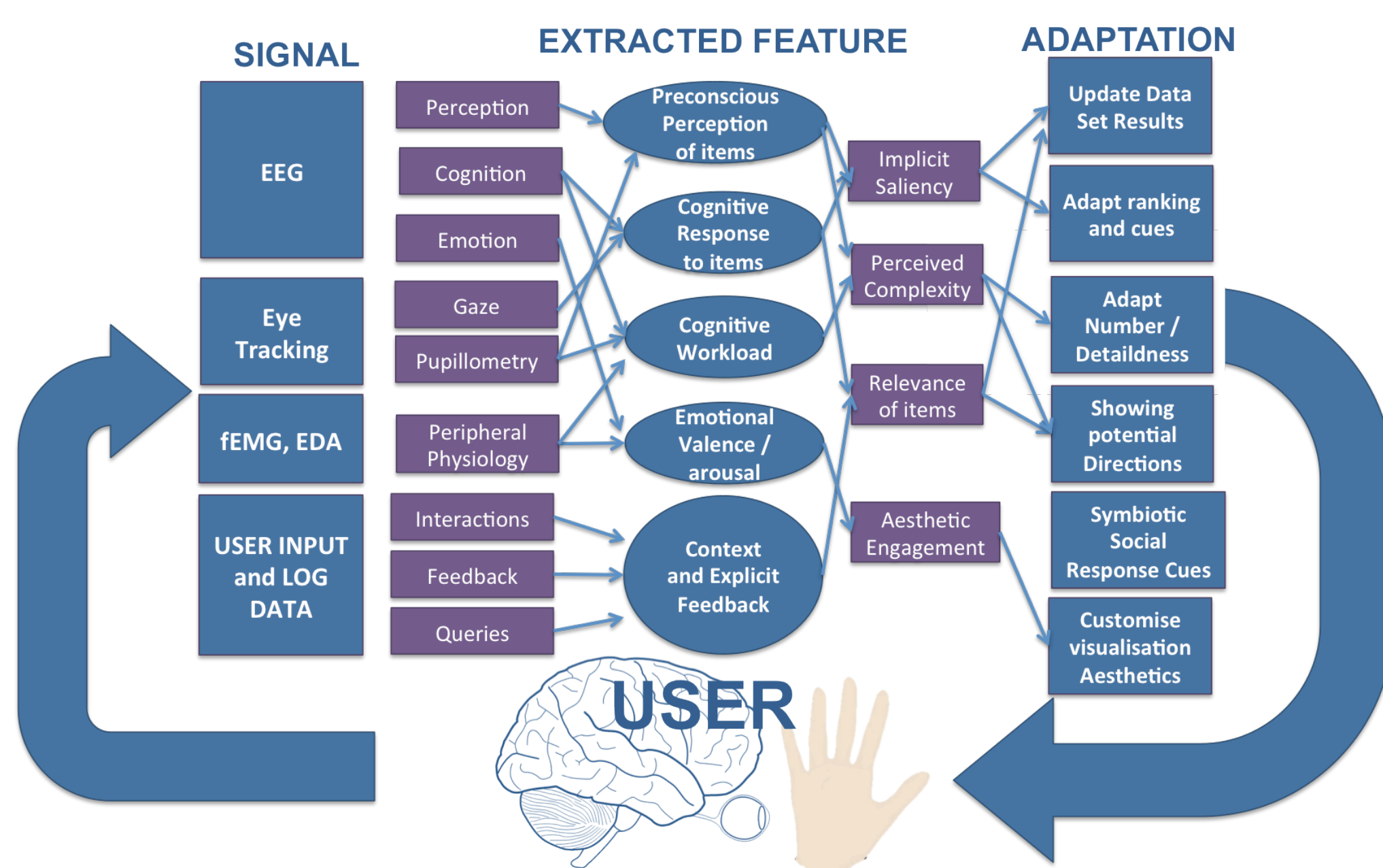


**Prof Benjamin Blankertz**, TU Berlin  
Brain-Computer Interfaces, EEG, machine learning



**Dr Jonathan Freeman**, i2 media  
Digital consumer research, media and user experience

### Concept



### Key parts

1. Brain-Computer Interfaces  
EEG for real-time detection of perception, cognition and emotions
2. Physiological data for user modeling in adaptive systems  
Other sensors beyond EEG from physiology to model the user and adapt the system
3. Probabilistic Machine Learning for Multisource Data  
Modeling techniques that allow fusion of multi-source data for the different signals
4. Interactive Retrieval, relevance feedback and visualization in information exploration  
Application view of relevance feedback in information retrieval

### Summary

**“MindSee is Information retrieval, BCI, machine learning, neuroscience, affective computing and more...”**

—from the MindSee Blog

As a novel solution, MindSee proposes to fuse Electroencephalography (EEG), as the main sensor, with peripheral physiological sensors (EDA, fEMG, eye gaze, and pupillometry) and contextual information for unobtrusive acquisition of implicit measures of perception, cognition and emotion.

### Contact

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