



MATH & PHYSICS  
WEEKLY STUDENT SEMINAR

**Friday—Nov. 2, 2012**  
**12:00 to 12:50 p.m.**  
**B650 UHall**

**Chris Sanden, MSc**

*“A Glimpse at Research Projects from the HCI / Visualization Lab*

Human–computer Interaction (HCI) involves the study, planning, and design of interaction between people and computers. This talk will serve as an introduction to the research projects being conducted by the HCI / Visualization lab at the University of Lethbridge. A variety of projects will be discussed including: how to *text with your mind*, authenticating users based on *brain activity*, catching *cheaters* in online video games, and *controlling* non-linear game audio using EEG data. Particular attention will be paid to brain-computer interfaces. We will also discuss new methods of interaction using the Microsoft Kinect. This talk will be accessible to all who are interested.

***SOME REFRESHMENTS! EVERYONE WELCOME!***