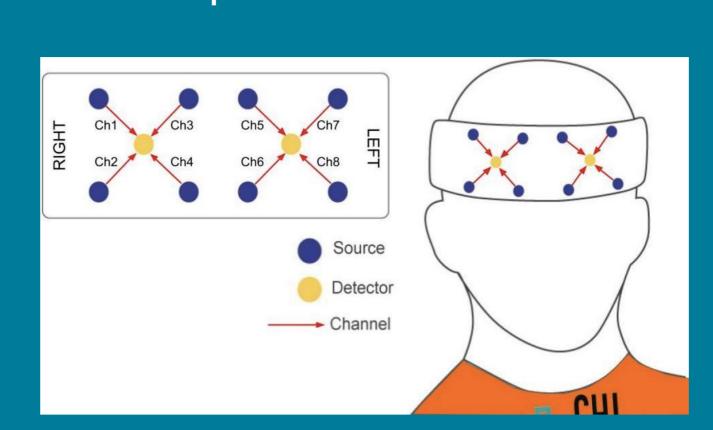


## fNIRS and Neurocinematics

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### **Benefits from Artinis Octamon sensor**

- 1. Fully wireless, portable, and comfortable -> suitable for in-cinema experience
- 2. Eight-locational channels of Data (See Figure here)
- 3. Pre-processing:
  - a. CBSI filter for signal improvement
  - b. normalising the data -> allowing for between participants comparisons



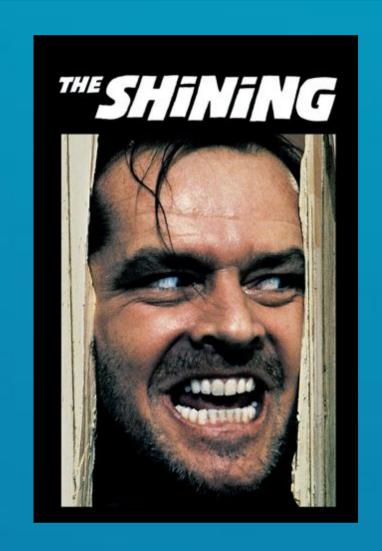


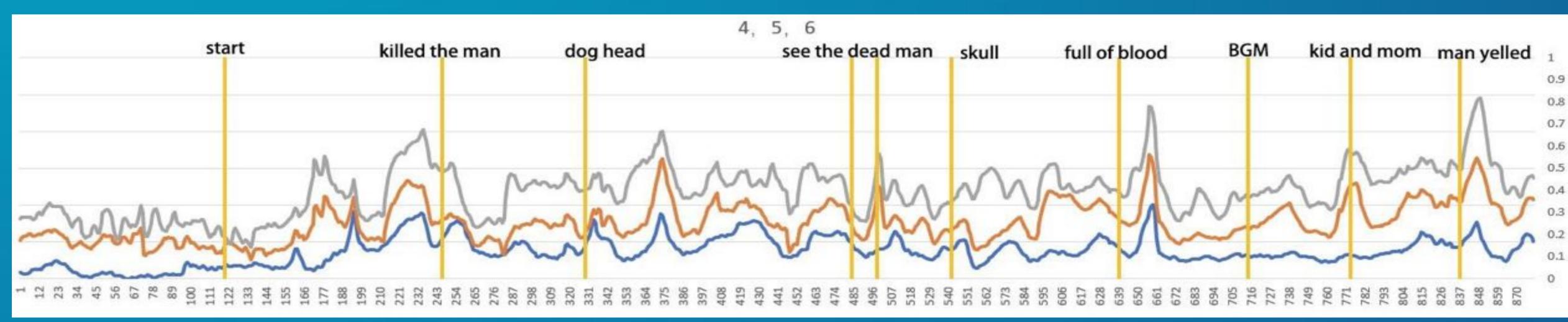
### **Research Questions**

- 1. How is fNIRS data affected by different cinematics techniques?
- 2. Is it possible to find inter-subject correlations with fNIRS while subjects are watching well understood cinematic vignettes?
- 3. How can we use features in fNIRS data in order to control an adaptive cinematic experience?

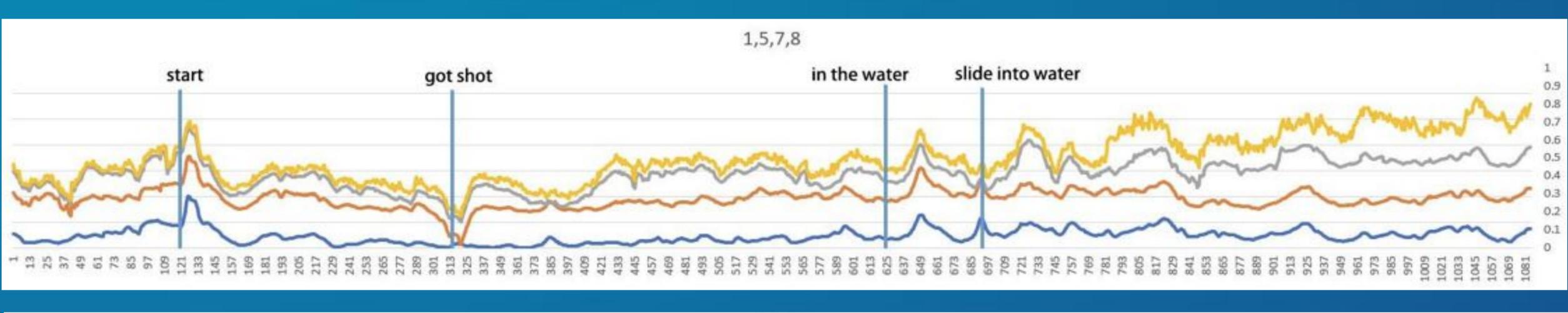
# Findings (8 subjects):

- 1. Strong positive and negative correlations between participants
- 2. Confirmed previous findings with fMRI
- 3. Violence and Horror is different than Comedy.
- 4. Some locational channels contain stronger correlations between participants.

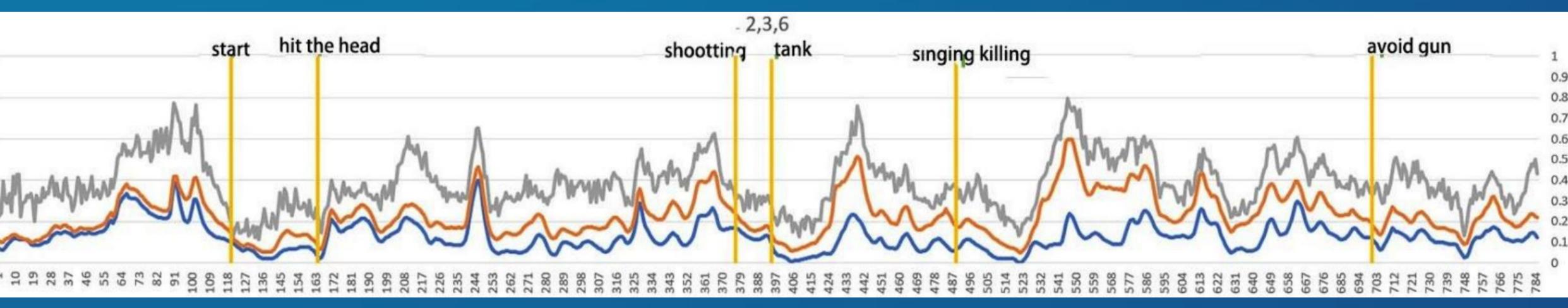












### Challenges and Future Work

- 1. In the analysis of the movie and fNIRS data we used 3 approaches:
  - a. Label certain events in the movie, then study the fNIRS data near these events.
  - b. Build a list of events and experiences based on participants' movie experience, then check corresponding fNIRS data near these events.
  - c. Inspect the fNIRS data in order to identify patterns, peaks and dips, then check the corresponding events in the movie in order to understand the triggers in the movie..
- 2. Correlations exist but what do they mean?
- 3. Response in fNIRS data is delayed, can we still use fNIRS to drive an interactive movie similar to EEG [1]?
- 4. Previous work using fMRI found the inter-subject correlations in the PFC area during different movies [2].

#### References

[1] Pike, M., Ramchurn, R., Benford, S., & Wilson, M. L. (2016, May). # scanners: Exploring the control of adaptive films using brain-computer interaction. In Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (pp. 5385-5396). ACM. [2] Hasson, U., Landesman, O., Knappmeyer, B., Vallines, I., Rubin, N., & Heeger, D. J. (2008). Neurocinematics: The neuroscience of film. Projections, 2(1), 1-26.