





#### READER ENGAGEMENT

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#### **CONTENT**

- WHAT IS ACTIVE READING
- WHY ACTIVE READING IS IMPORTANT
- PREVIOUS WORK
- BRAIN-COMPUTER INTERFACE (BCI)
- HYPOTHESIS
- CURRENT APPROACH
- VIDEO IMPLEMENTATION
- MEASUREMENT OF ENGAGEMENT
- CURRENT PROCESS
- SYSTEM ARCHITECTURE
- APPLICATION (IN PROGRESS)
- FUTURE WORK



## WHAT IS ACTIVE READING?

Retain the information gained



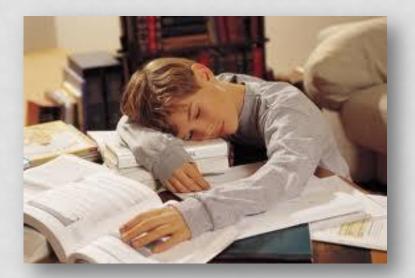


Improve reading skills

# WHY ACTIVE READING IS IMPORTANT?

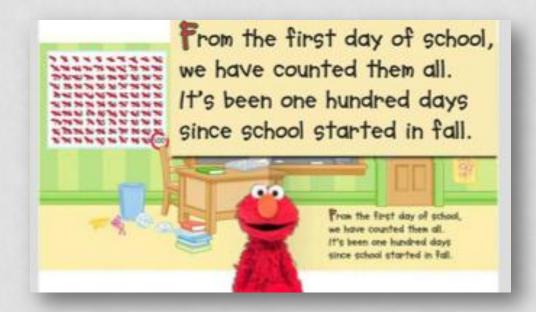


- It gets the reader involved in the material
- Critical thinking skills



## PREVIOUS WORK

- Reading agent
- Interactive Rich Reading



# BRAIN-COMPUTER INTERFACE (BCI)

- Electroencephalograhy (EEG)
- Functional Magnetic Resonance Imaging (fMRI)
- Magnetic Resonance Image (MRI)
- Functional Near-Infrared (fNIRS)
- Among others.

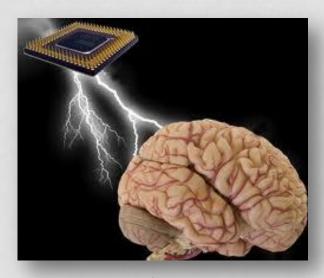
#### WHAT IS EEG?

#### WHY ARE WE USING EEG?

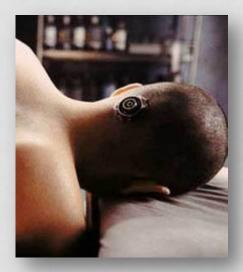
- PORTABILITY
- IT IS NOT BULKY COMPARE TO fMRI AND fNIRS
- POPULAR NON-INVASIVE METHOD
- LOWER COST vs fMRI/fNIRS



## RECORDING BRAIN WAVES



**INVASIVE** 



**PARTIAL** 



**NON-INVASIVE** 

#### **ACTIVE AND PASSIVE BCI**

#### **ACTIVE**



• Use neural signals to interact with software/machines.

#### **PASSIVE**



• Observatory, gather information while performing a task.

## **EMOTIV EPOC HEADSET**

#### **DETECTION SUITES**

- Affective/ Emotional
- Cognitive/ Controlling objects
- Expressive/ Facial expressions

#### **CHARACTERISTICS OF THE DEVICE**

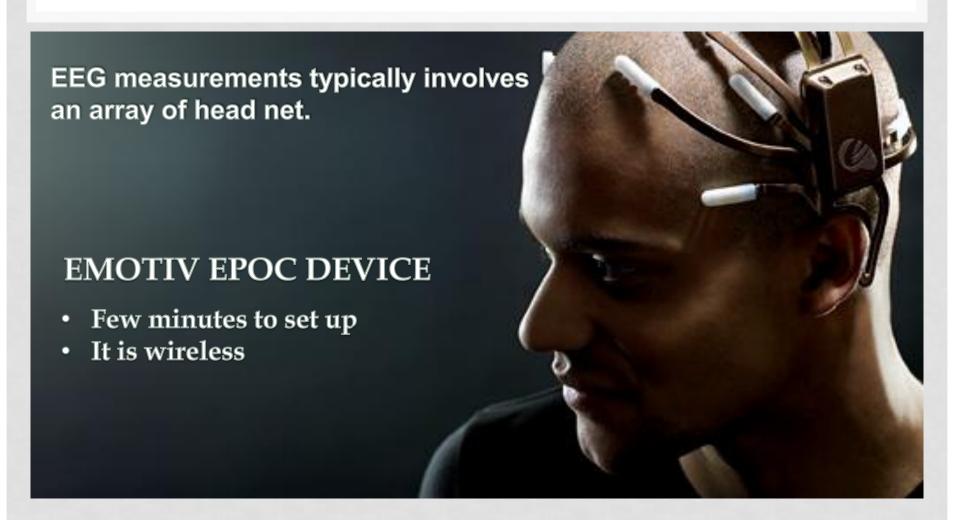
- 16 electrodes and 2 references
- Wireless

#### **LIMITATIONS**

- Signal depends of the Connectivity
- Type of hair



# WHY ARE WE USING THE EMOTIV EPOC HEADSET?

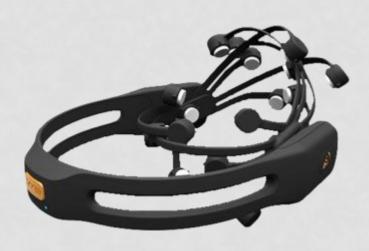


## **HYPOTHESIS**

- While the readers are reading something that is not interesting for them, they do not obtain as much information as they can.
- Incrementing the level of engagement.

### **CURRENT APPROACH**

- The Emotiv EPOC device will be used to measure the participant's level of engagement physiologically.
- If the participant's engagement level is under the baseline 0.549 the video will pop out.





#### **VIDEO IMPLEMENTATION**

The videos will be chosen from YouTube according to the article topic. The "interesting" scale of the videos will be based on the video's ratings.



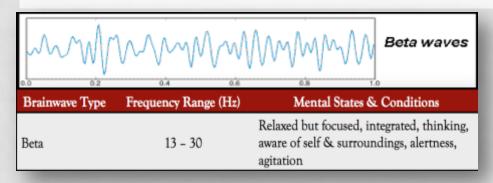
# MEASUREMENT OF ENGAGEMENT

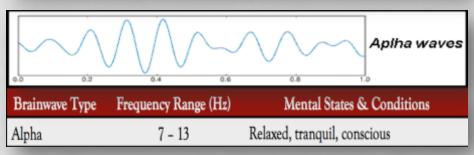
- EMOTIV ENGAGEMENT (0 1)
- PARTICIPANTS ENGAGEMENT.
- ENGAGEMENT FORMULA

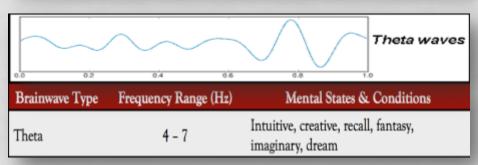
$$E = \frac{\beta}{(\alpha + \theta)} \; .$$



#### **BRAIN WAVES**









### **CURRENT PROCESS**



- Demographics
- Mood
- Hair type/ length
- Learning style

STEP 0

### STEP 1

- READING
- •Subject reads for 3 minutes.
- •Recording engagement levels
- Engagement average

#### QUESTIONAIRE

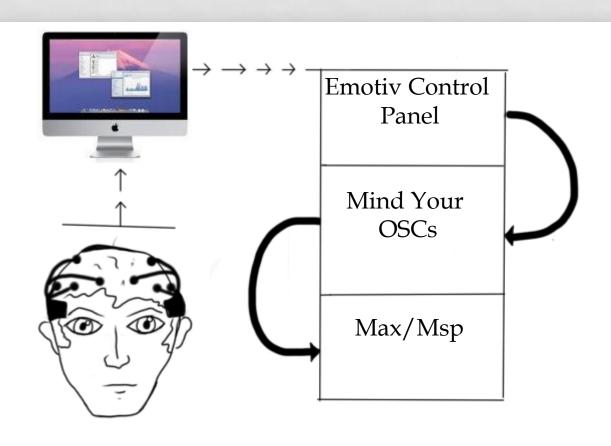
• Retention Level

STEP 2

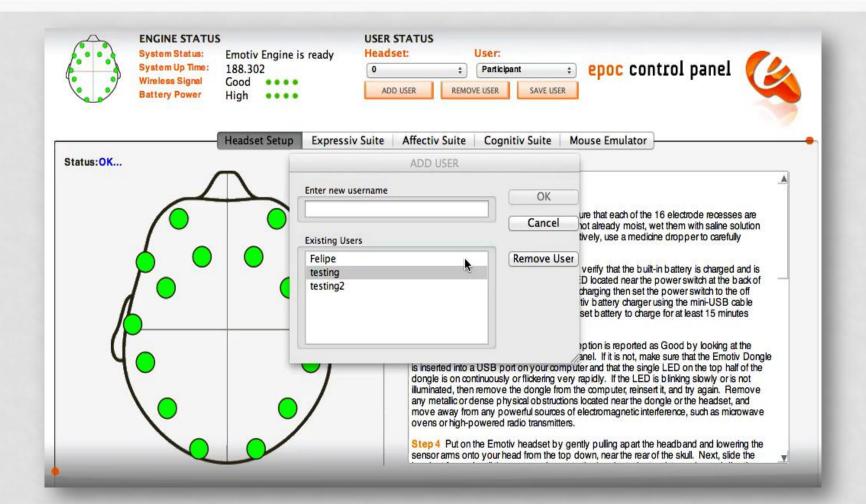
#### STEP 3

- POST-ASSESSMENT
- Mood
- Video helpfulness
- How interesting
- Video/ Reading engagement

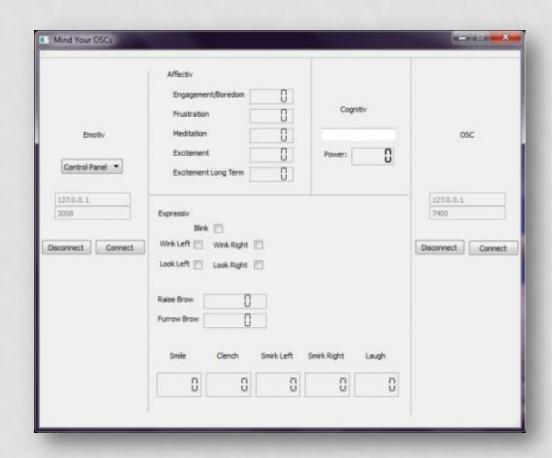
## **SYSTEM ARCHITECTURE**



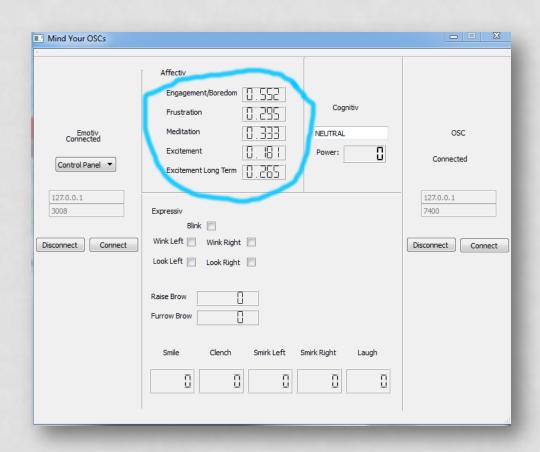
#### **EMOTIV CONTROL PANEL**



## MIND YOUR OSCS



## MIND YOUR OSCS

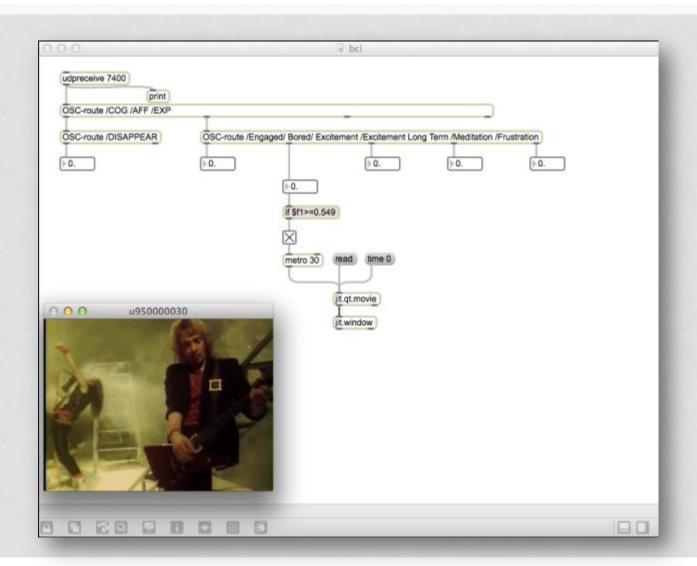


# MAX/MSP

- It is a visual programming platform for music and multimedia.
- Why Max/Msp?

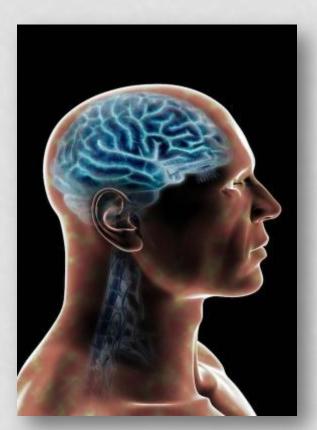


# **APPLICATION (IN PROGRESS)**



#### **FUTURE WORK**

- FINISH THE SYSTEM ARCHITECHTURE
- IMPLEMENTING THE ENGAGEMENT FORMULA
- DESIGN STUDIES
- CONDUCT STUDIES



#### KNOWLEDGE GAINED IN REU

- Adobe Flex
- Emotiv Control Panel
- Max/Msp
- HTML5
- Brain Computer Interface



# **QUESTIONS?**

