



Tecnológico de Monterrey
Escuela de Ingeniería y Ciencias

Decoding Cognitive Performance

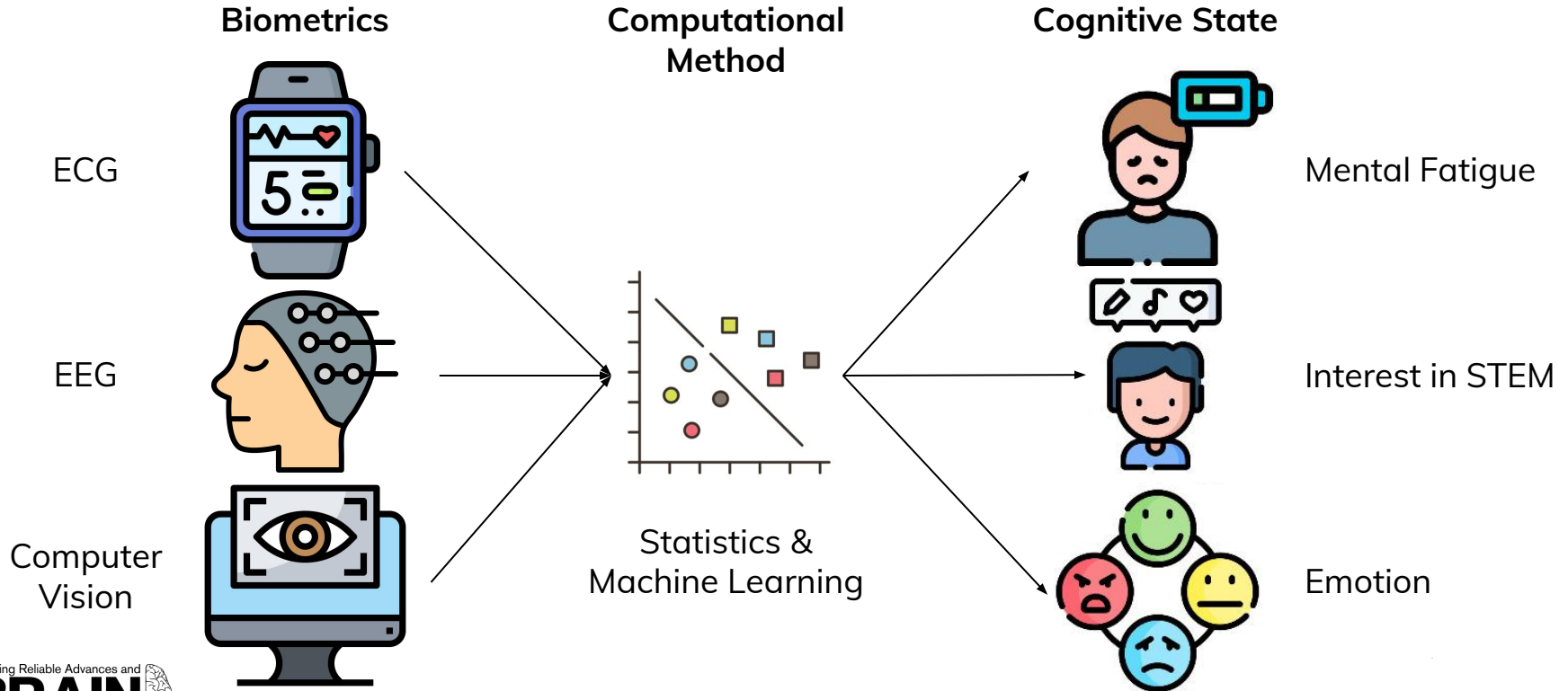
From Chess Puzzles to STEM Classrooms

Cognitive Neuroscience minor - Tecnológico de Monterrey
19 September, 2024

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Overview



Biometric devices

EEG

ECG (BVP, EDA, IBI)



Enophones (4)

ALAS



LiveAmp (8)

Talent Detection



OpenBCI (8)

Neurohumanities



Unicorn (8)

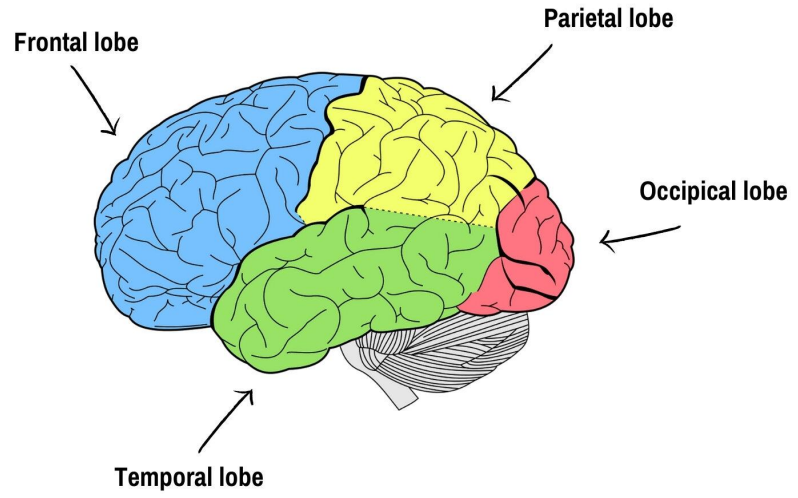
Chess Load



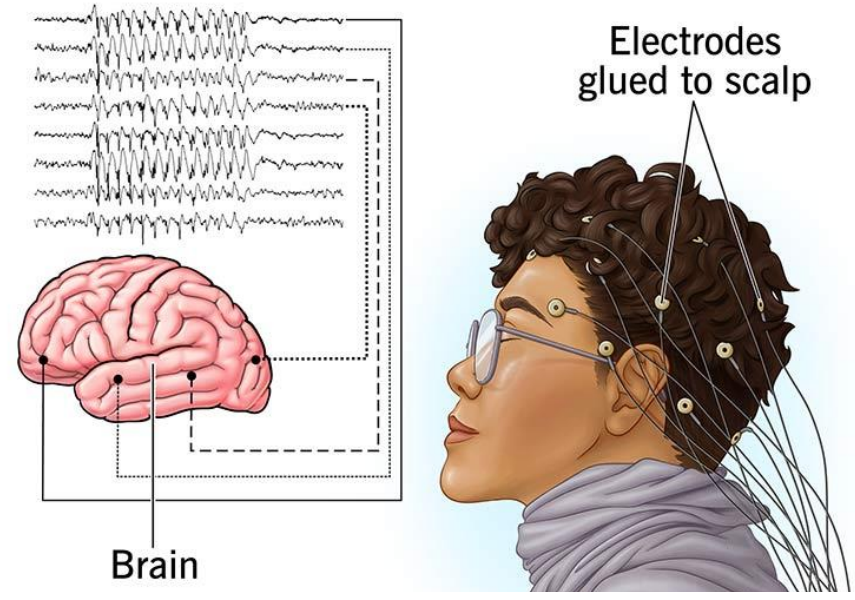
Empatica E4

ALAS, Talent Detection,
Neurohumanities

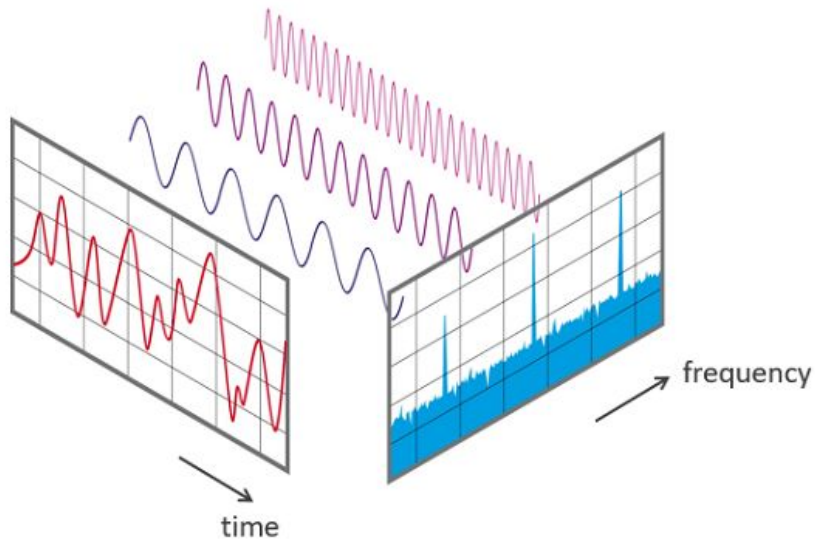
Brain signal?



EEG (scan of brainwaves)



EEG frequency analysis (Fourier)



Beta
[12-30 Hz]



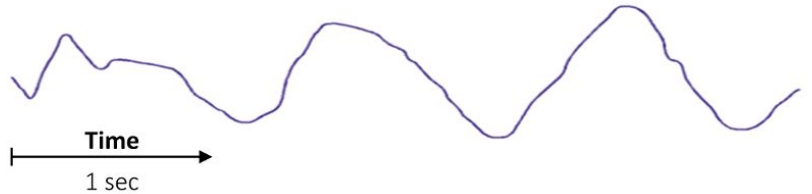
Alpha
[8-12 Hz]



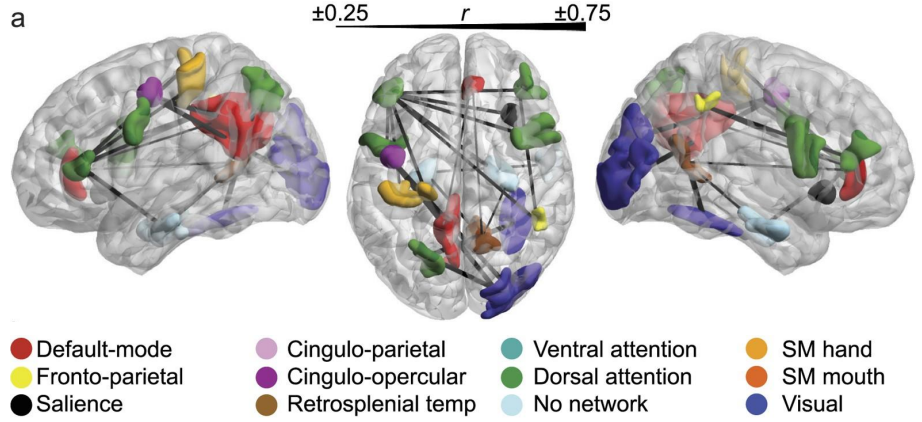
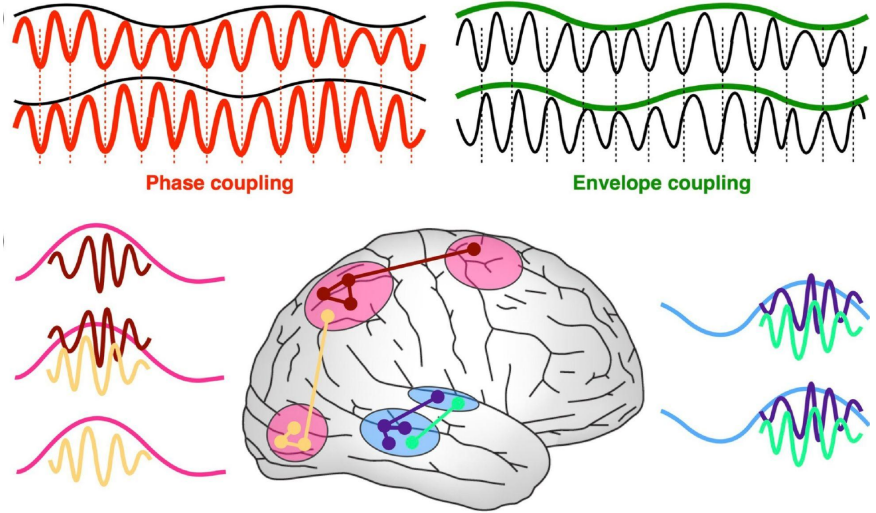
Theta
[4-8 Hz]



Delta
[1-4 Hz]



EEG functional connectivity analysis



Projects

1. Talent and Passion Detection Through Biometrics
 - a. Detecting Change in Engineering Interest in Children 8-12
 - b. Neurocognitive Insights into STEM Learning 13-20
2. Cognitive Load Dynamics in Chess
 - a. Environmental Noise Impact on Cognitive Performance 21-29
 - b. Estimating Task Completion Time at Chess Problem-solving 30-34

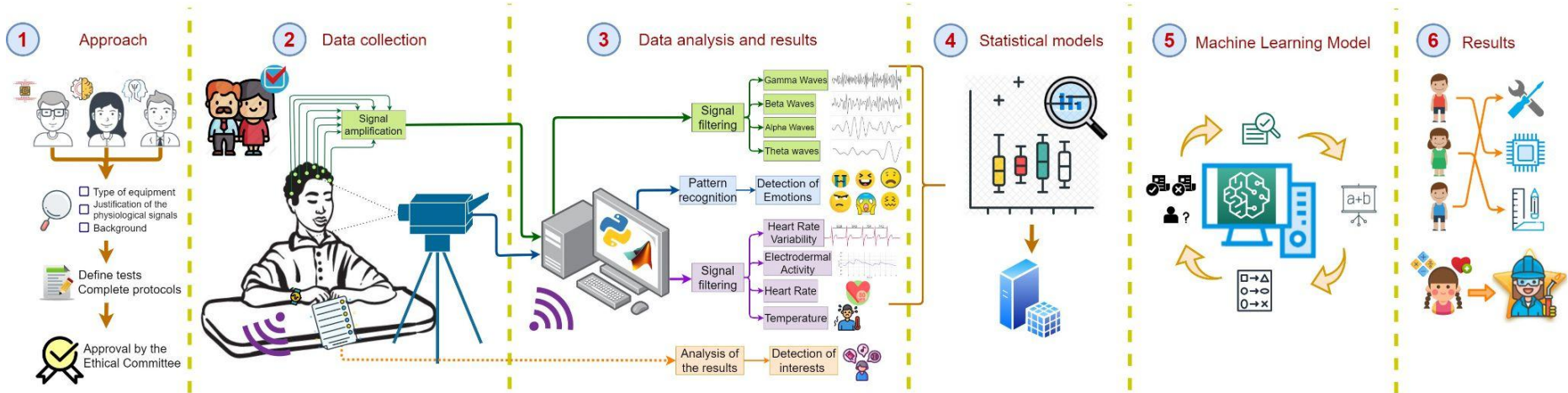
Detecting Change in Engineering Interest in Children

Through Machine Learning using Biometric Signals

Motivation



Methodology



Res Sci Educ
DOI 10.1007/s11165-013-9389-3

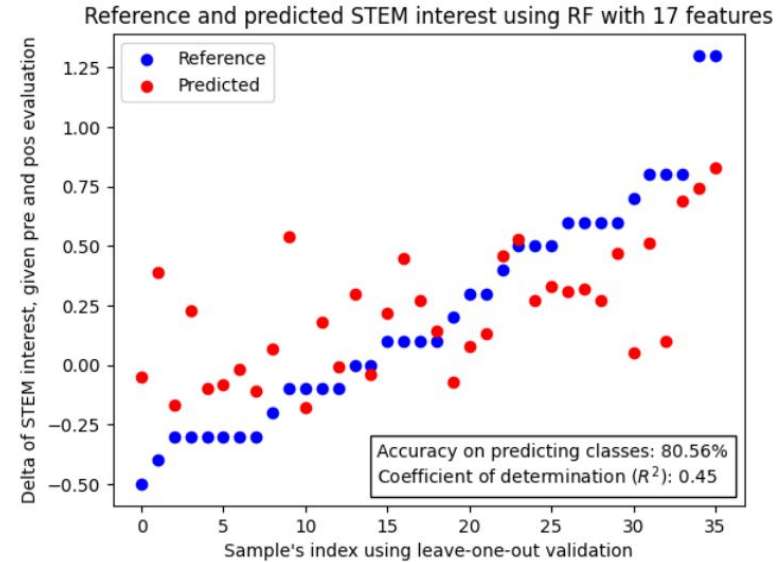
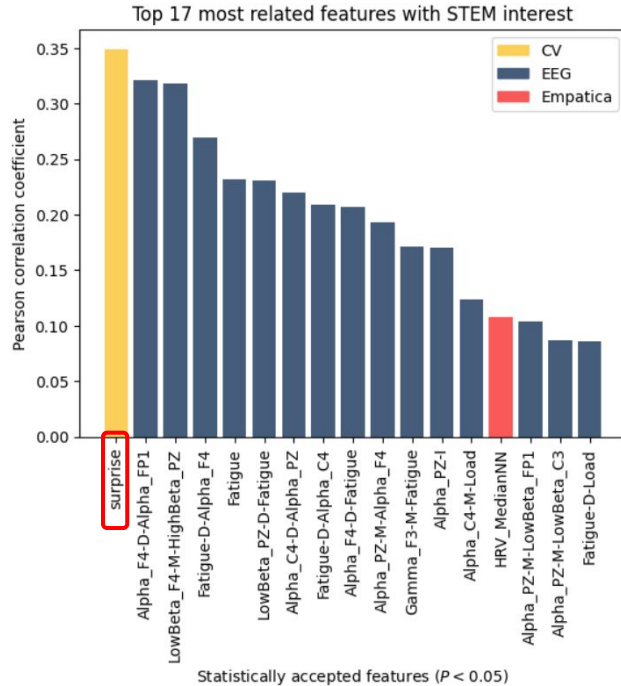
The Development of the STEM Career Interest Survey (STEM-CIS)

Meredith W. Kier · Margaret R. Blanchard ·
Jason W. Osborne · Jennifer L. Albert

Data collection



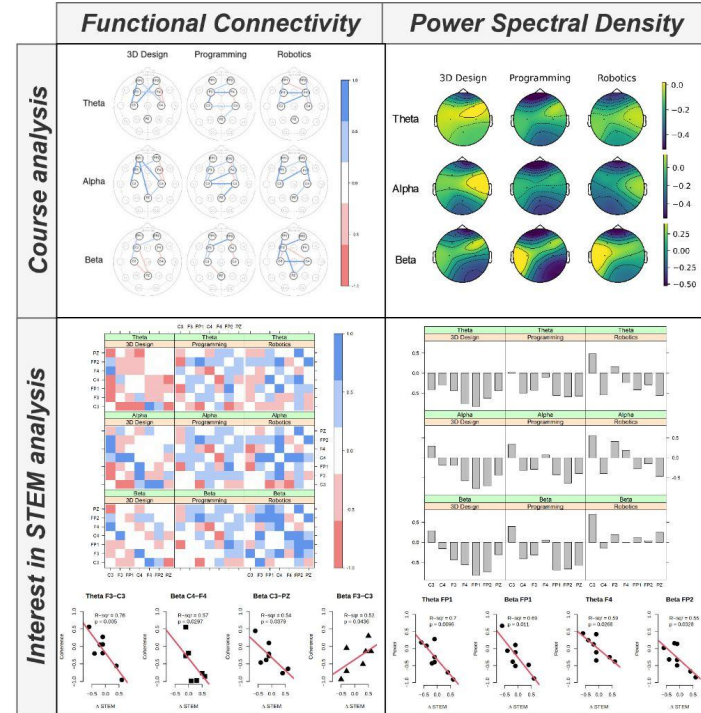
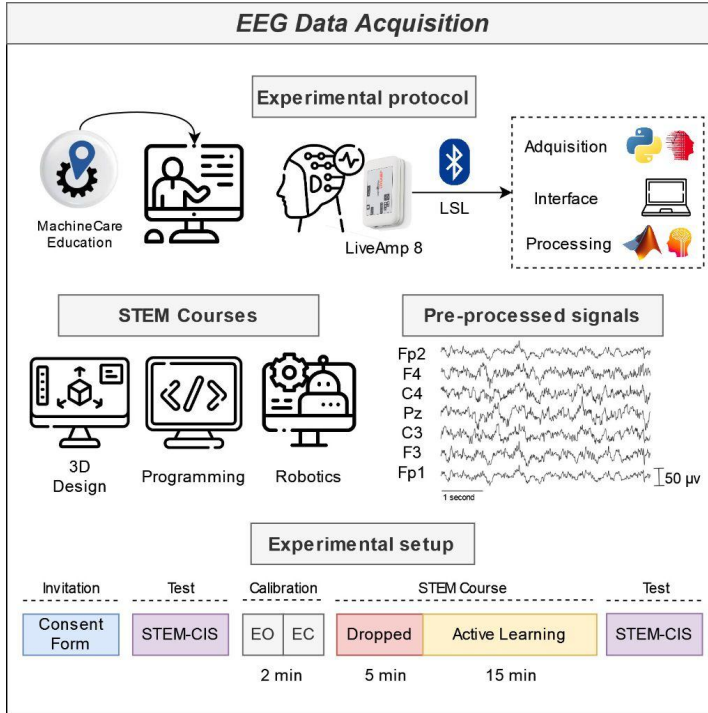
ML analysis



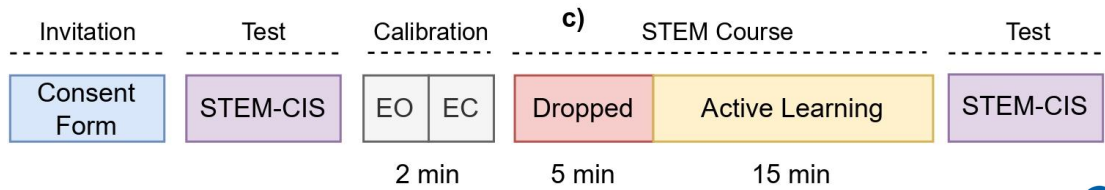
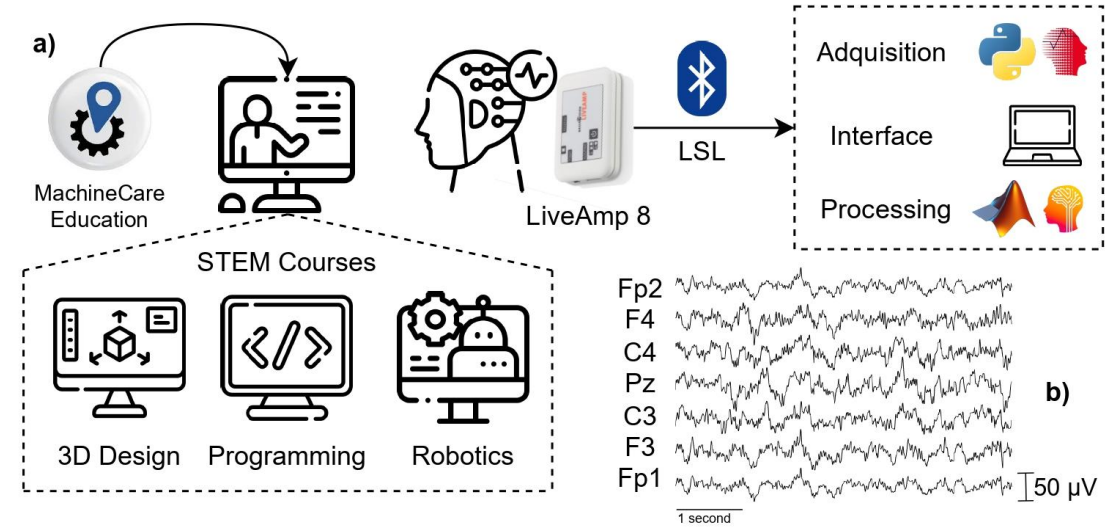
Neurocognitive Insights into **STEM** Learning

An Integrated EEG Analysis of Bandpower
and Functional Connectivity among Youth

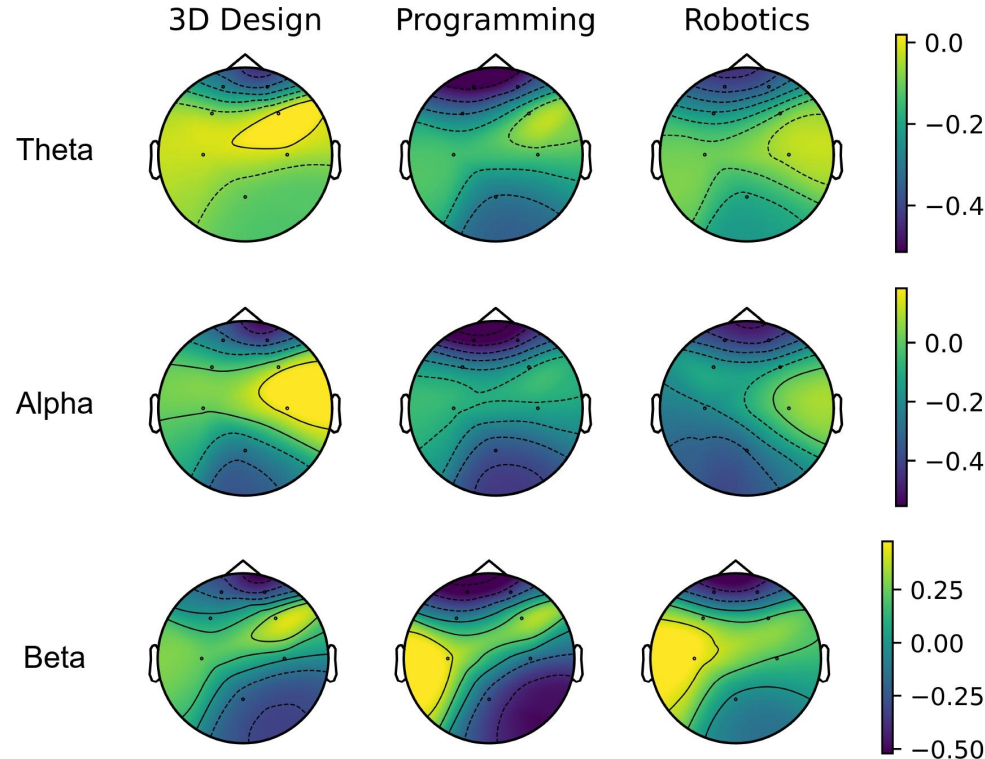
Graphical Abstract



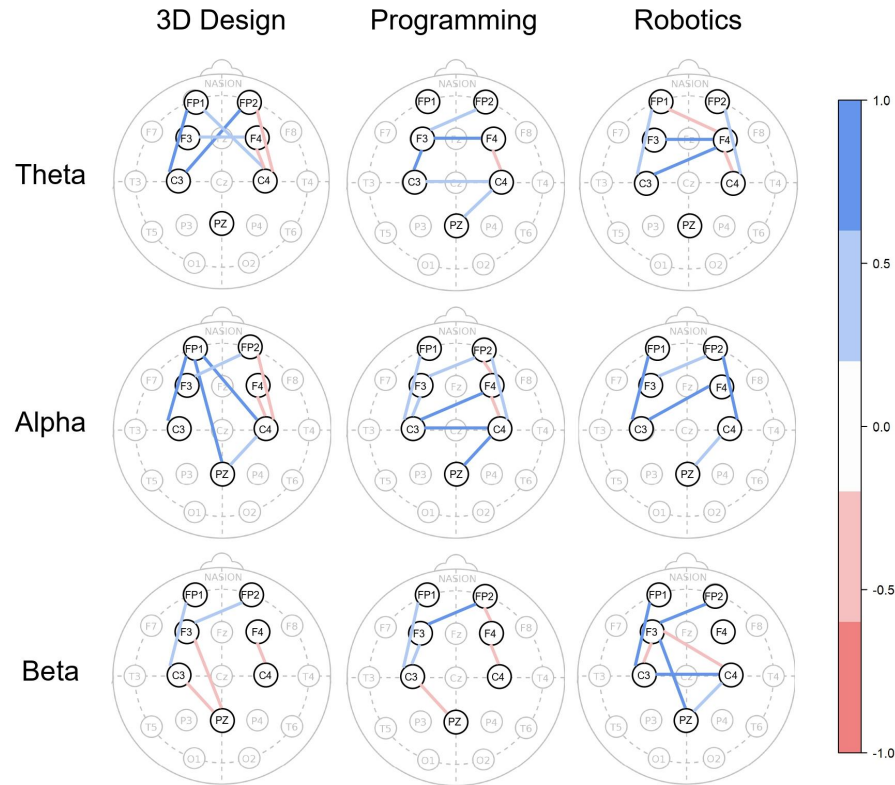
Methodology



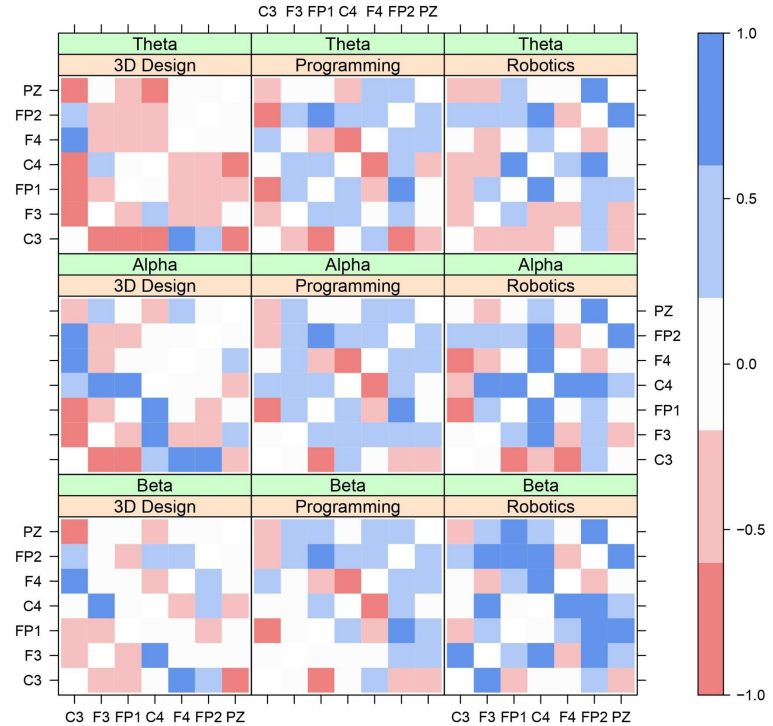
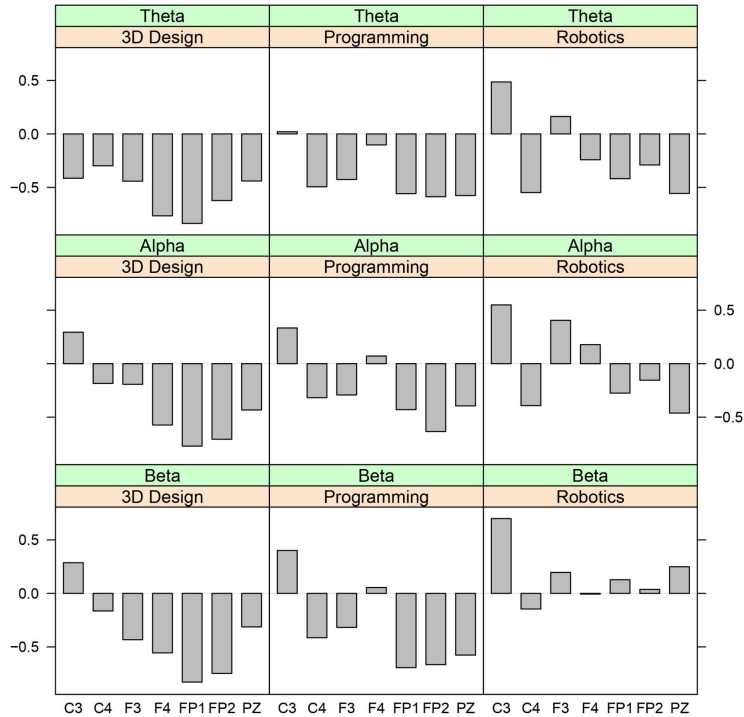
Brain activation patterns



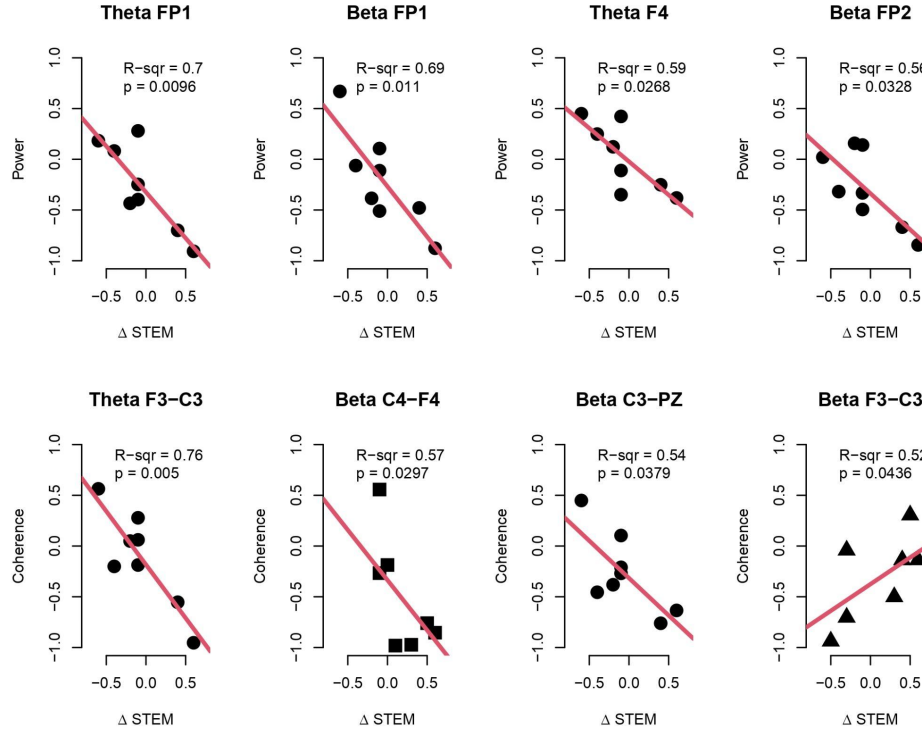
Functional connectivity analysis



Correlations with interest in STEM



Regression analysis



● 3D Design

■ Programming

▲ Robotics

Conclusion

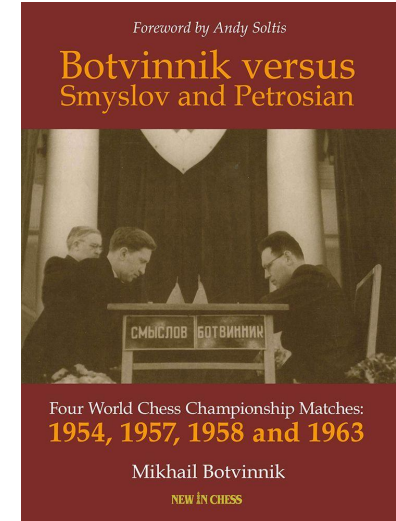
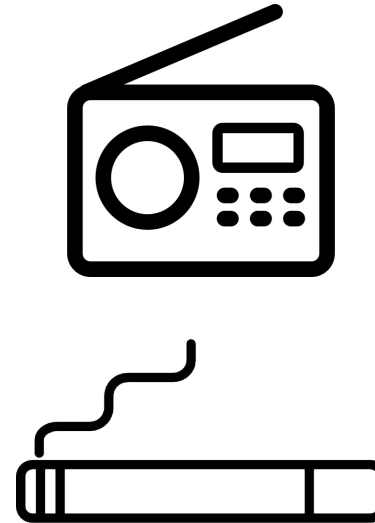
- Despite rising STEM interest, not all courses had the same impact
 - Course-specific differences regarding PSD and FC
 - Could improve learning by eliciting creativity or executive function
- **Adaptive teaching strategies are essential for optimizing learning**

Part. #	3D Design	Programming	Robotics	\bar{x}
01	-0.1	0.1	0.6	0.20
03	-0.6	-0.1	-0.5	-0.40
04	-0.1	0.3	0	0.06
06	-0.1	-0.9	-0.3	-0.43
09	0.6	0.5	0.4	0.50
10	-0.2	-0.1	0.5	0.06
11	0.4	0.6	1.3	0.76
13	-0.4	0.3	-0.3	-0.13
Σ	-0.5	0.7	1.7	0.62

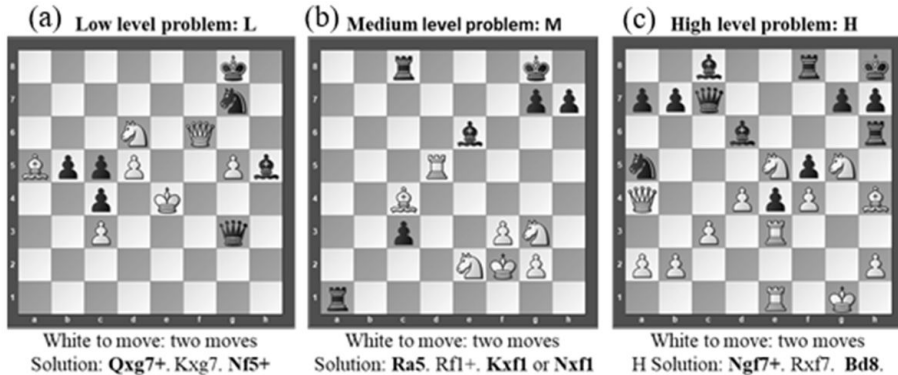
Environmental Noise Impact on **Cognitive** Performance

A Chess EEG Study

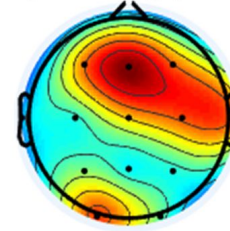
Motivation



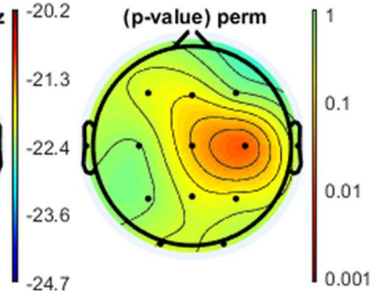
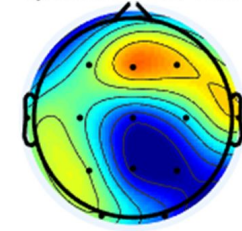
Chess + EEG findings



Spectrum - High, 4-7Hz

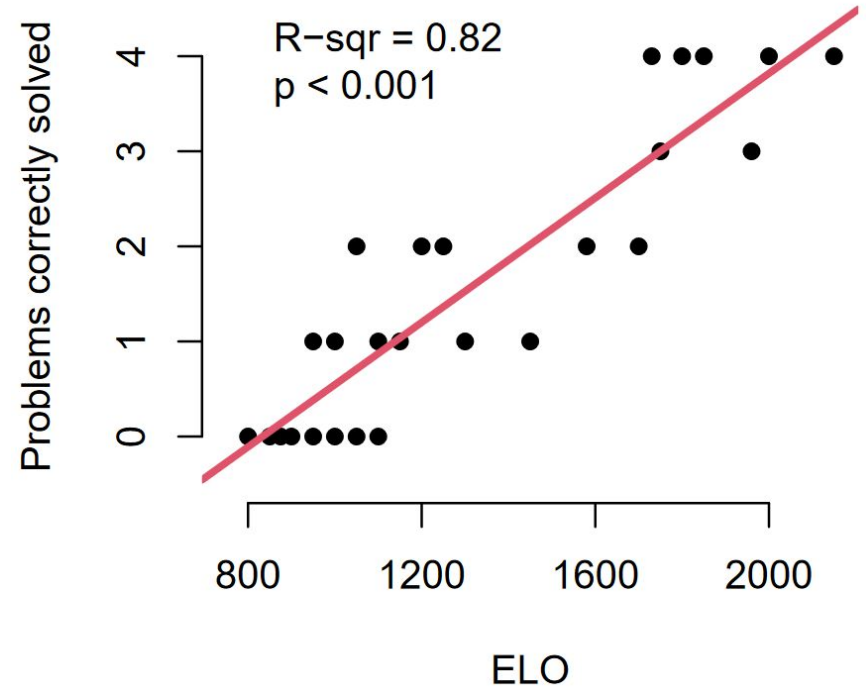


Spectrum - Low, 4-7Hz



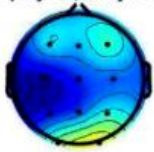
ELO

- Chess level quantitatively through the ELO rating system
 - Developed by Arpad ELO [1] and used by FIDE
- Estimates the relative skill in competitor-versus-competitor games [2] (higher is better).

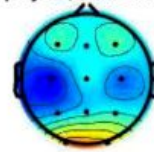


Chess + EEG findings

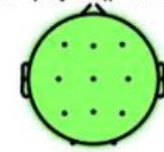
Low level chess players, Easy endgames, 8-12Hz



Low level chess players, Difficult endgames, 8-12Hz



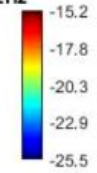
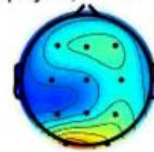
Low level chess players (p-value) perm with fdr



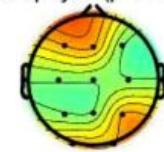
High level chess players, Easy endgames, 8-12Hz



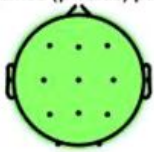
High level chess players, Difficult endgames, 8-12Hz



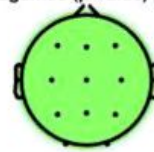
High level chess players (p-value) perm with fdr



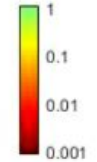
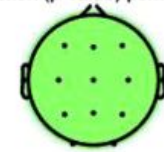
Easy endgames (p-value) perm with fdr



Difficult endgames (p-value) perm with fdr

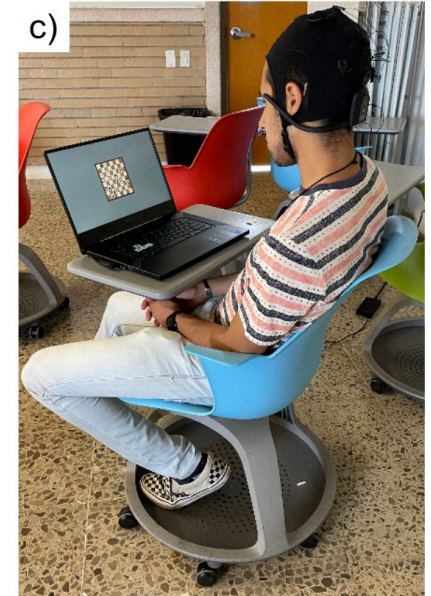
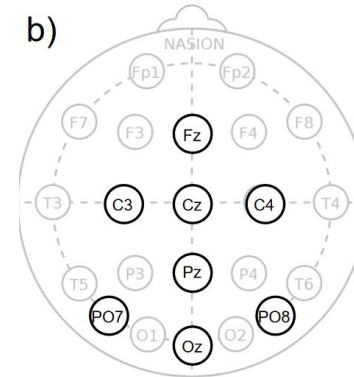


Interaction (p-value) perm with fdr

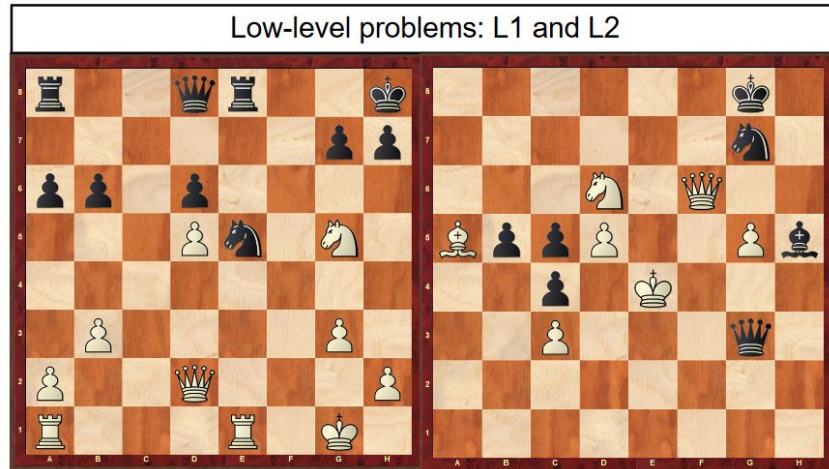


Data collection

- a) 8-electrode Unicorn Hybrid Black
- b) Channels employed
 - Frontal: Fz
 - Central: C3, Cz, C4
 - Parietal: Pz
 - Parieto-occipital: PO7, PO8
 - Occipital: Oz
- c) Experimental setup
 - Ambient Noise (AN) = 40 dB
 - White Noise (WN) = 65 dB

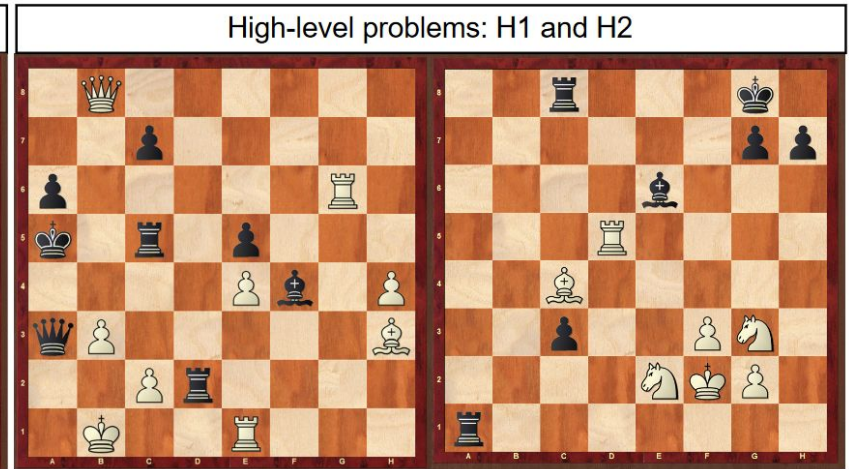


Chess puzzles



White to move: Two moves
L1 Solution: **Rxe5**, Rxe5, **Kf7+**

White to move: Two moves
L2 Solution: **Qxg7+**, Kxg7, **Nf5+**



White to move: Two moves
H1 Solution: **Rxh3+**, Kxh3, **Qh1+**

White to move: Two moves
H2 Solution: **Ra5**, Rf1+, **Nxf1**

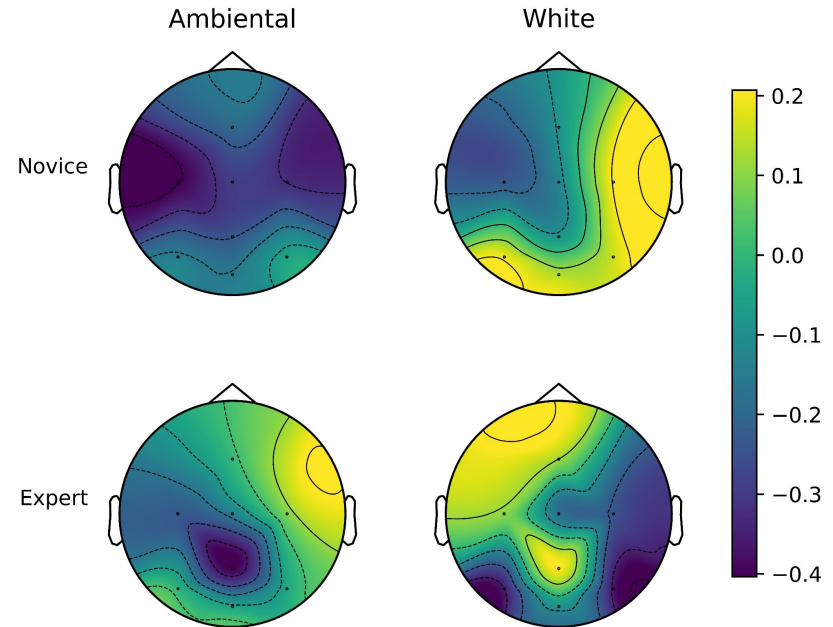
Brain activation patterns (Theta)

Novices

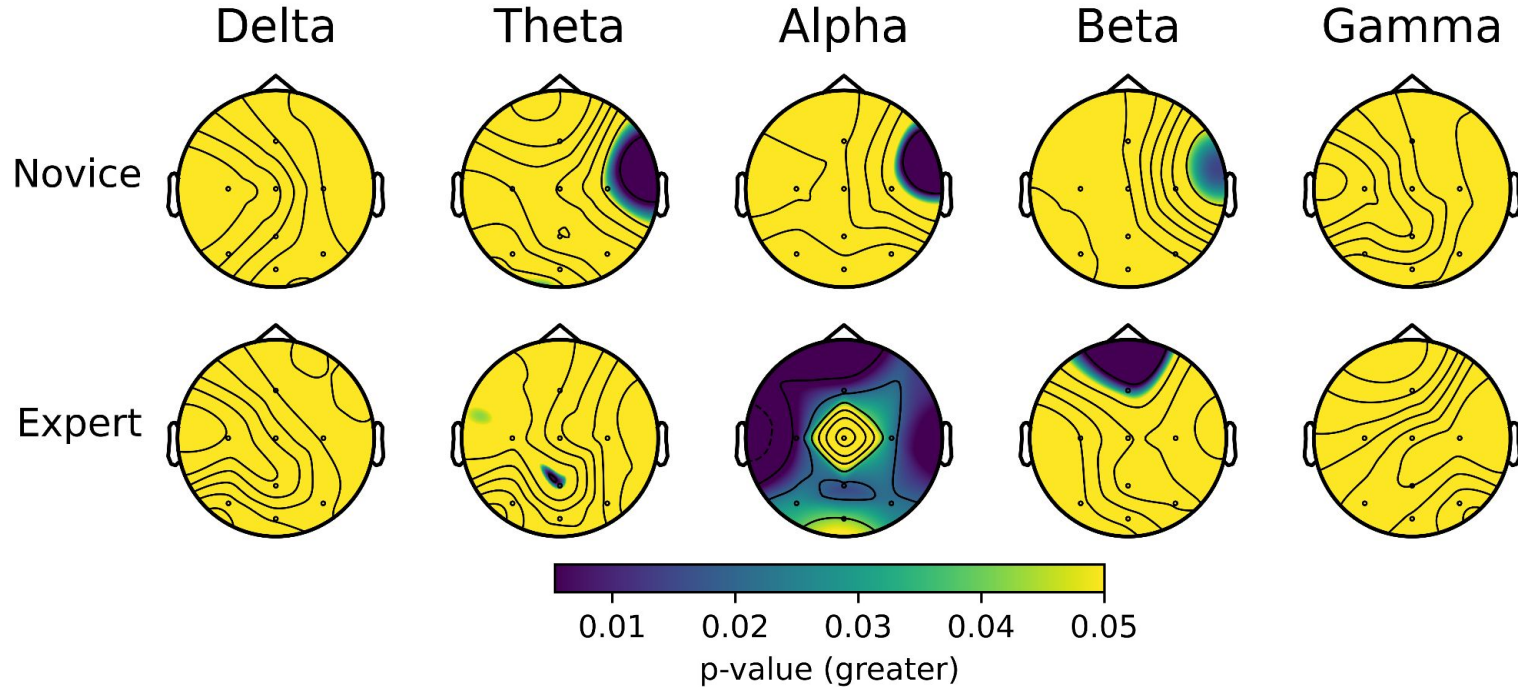
- Fatigue-related band
 - Barely activated in AN
 - Greatly activated in WN at the right-hemisphere (C4)

Experts

- Weak differences between AN-WN
 - Except for parietal lobe (Pz)



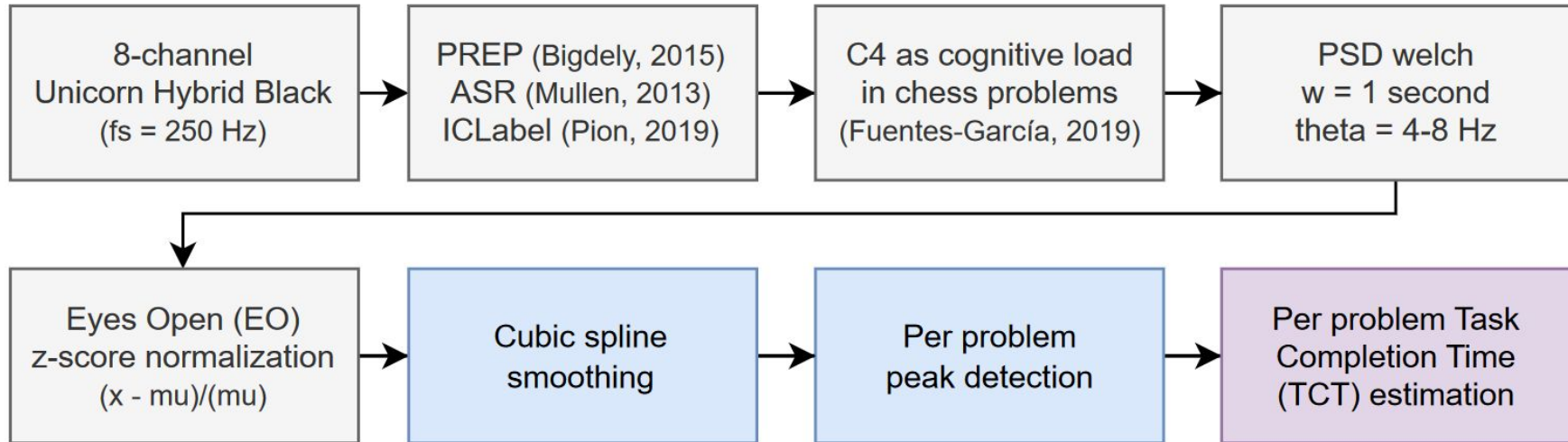
Spatial differences with WN



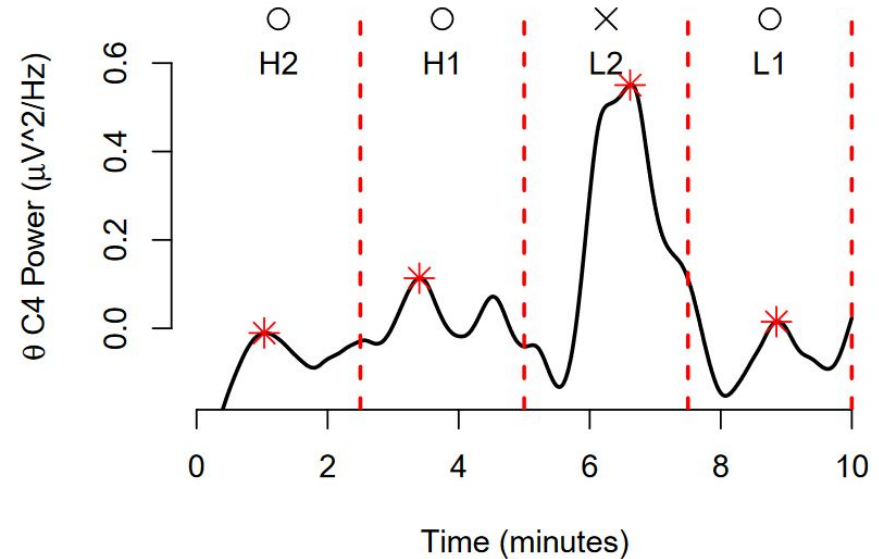
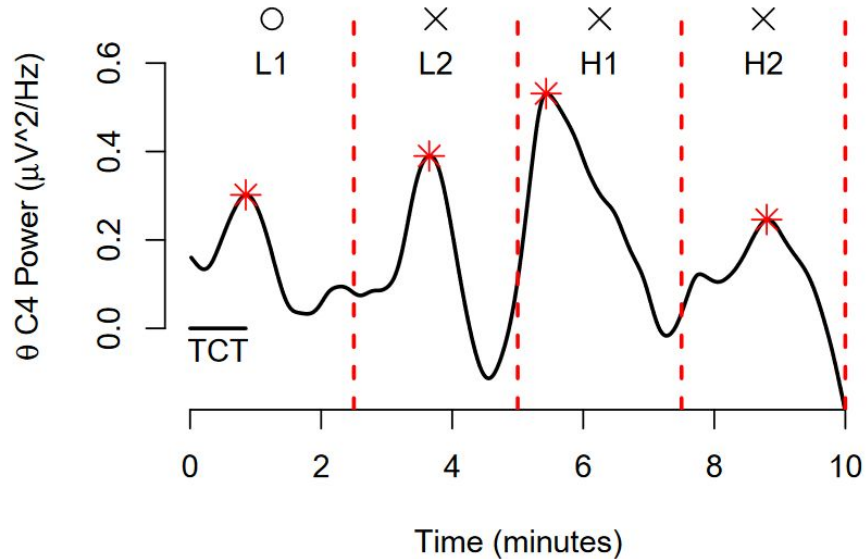
Estimating **Task** **Completion** Time at Chess Problem-solving

Using Single-channel EEG

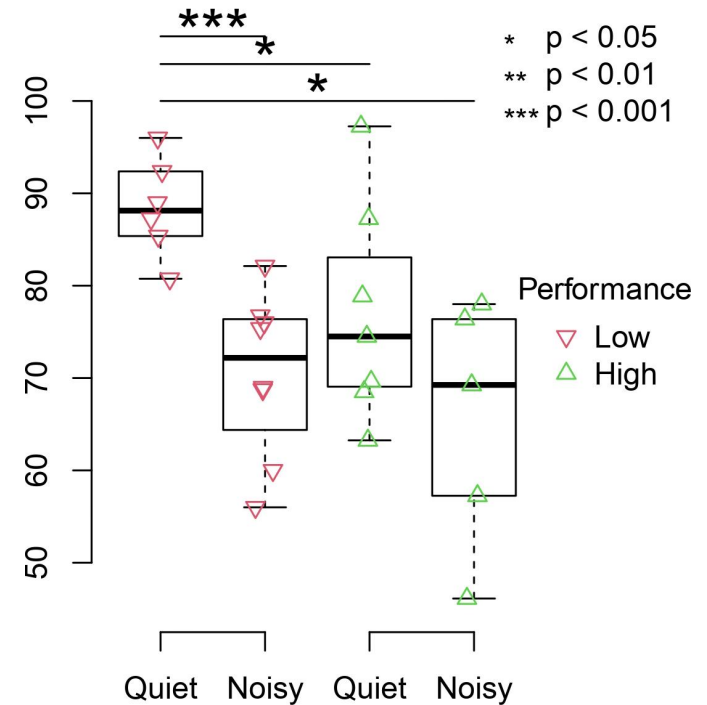
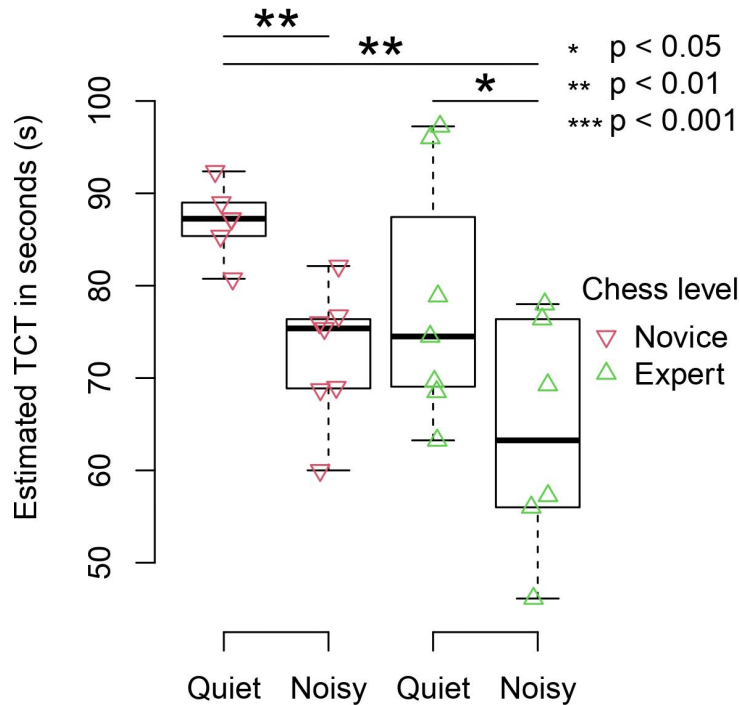
Methodology



What if we plot theta C4? -> TCT

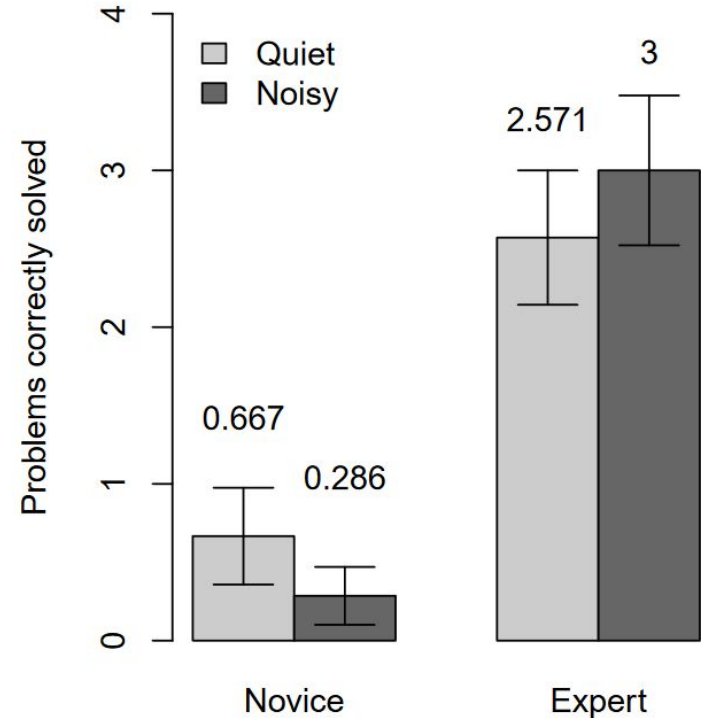


Novices' TCT affected by WN



Conclusion

- Even though performance between AN and WN were not as different
 - Task Completion Time and theta (fatigue) was increased
 - With greater extent in novices and low performing players
- **Challenging environments hinder learning in the absence of mastery**



Concluding remarks

- Cognitive states like interest in STEM, load, and engagement can be measured using EEG
- Both environmental conditions and educational content impact learning outcomes
- Personalized learning environments could optimize student performance and interest

Future directions:

- Explore EEG in other learning environments
- Add real-time biofeedback to educational tools





Thanks

Any questions?

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