

BRAIN - MACHINE INTERFACES SYSTEMS (BMI)

Introduction:

The aim of this session are offers the possibility of a new generation of multidisciplinary technologies that allow users to directly control devices via the nervous system. Successful realization of such approaches requires seamless interaction of the human and the machine, involving not only the decoding of the (neural) control signals but also efficient means to provide information back to the user (e.g. haptics). Furthermore the use of shared control principles, allowing the cooperation between the adaptive intelligent systems and the user greatly improves the system performance. These topics represent both challenges to the field and a tremendous opportunity for collaborative and multidisciplinary research, involving not only peers with expertise in the field of BMI, but also expertise in systems engineering, human-machine systems, and/or other disciplines. At the core of Brain-Machine-Interface systems is the coordination of sensing, computation, communication, control, and actuation of dynamic systems.

List of topics:

Topics of interest for submission include, but are NOT limited to:

- EEG-based Brain-Computer Interfaces
- Computational Intelligence and Machine Learning for BCI
- BMI and intelligent interaction for automotive applications
- Real world applications of Brain Computer Interface systems
- Neuroscience
- Human-Computer Interaction
- BCI in Games
- Cognitive Engineering and Science
- Neurorehabilitation
- Neuromodulation
- Neuro-Robotics

Information for Authors:

Papers must be prepared using [IEEE templates](#). Papers should be submitted through <http://www.easychair.org/conferences/?conf=icetet15>. Special Session papers will be reviewed with the same criteria as Regular Session papers. Accepted papers will be presented at the conference.

Chair or Co-chairs :

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