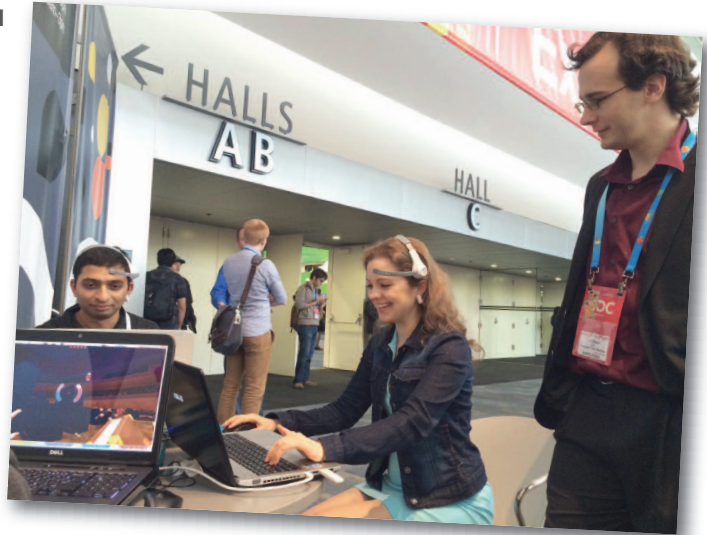


# QUIZ

## GAME MAKERS EAGER TO PICK YOUR BRAIN WITH NEUROGAMING

1. In the demo, Justin, the reporter, is wearing a device which ...
- a) helps him concentrate.
  - b) records his eye/hand coordination.
  - c) reads his brainwaves.

2. Which one of these statements is true?
- a) he measurement of calmness is the same for everybody.
  - b) The frequency and amplitude of alpha waves should be varied to get good results.
  - c) he top left bar will extend to the right if you focus better.



3. What does Justin concentrate on the second time he tries the game?
- a) background noise
  - b) a dot on the screen
  - c) nothing in particular

4. Lat, the developer, chose to use the Neurosky electroencephalograph because it was ...
- a) extremely accurate.
  - b) the best on the market.
  - c) cheap and simple.

5. How long will it take most people to become reasonably efficient at the game?
- a) 30 minutes
  - b) 1 hour
  - c) a day

6. How will the game probably develop?
- a) There will be a greater element of fun and fantasy.
  - b) It will become much more realistic.
  - c) It will be an extension of the present demo.

1.	.....
2.	.....
3.	.....
4.	.....
5.	.....
6.	.....

Answers : 1. c - 2. c - 3. a - 4. c - 5. b - 6. a.