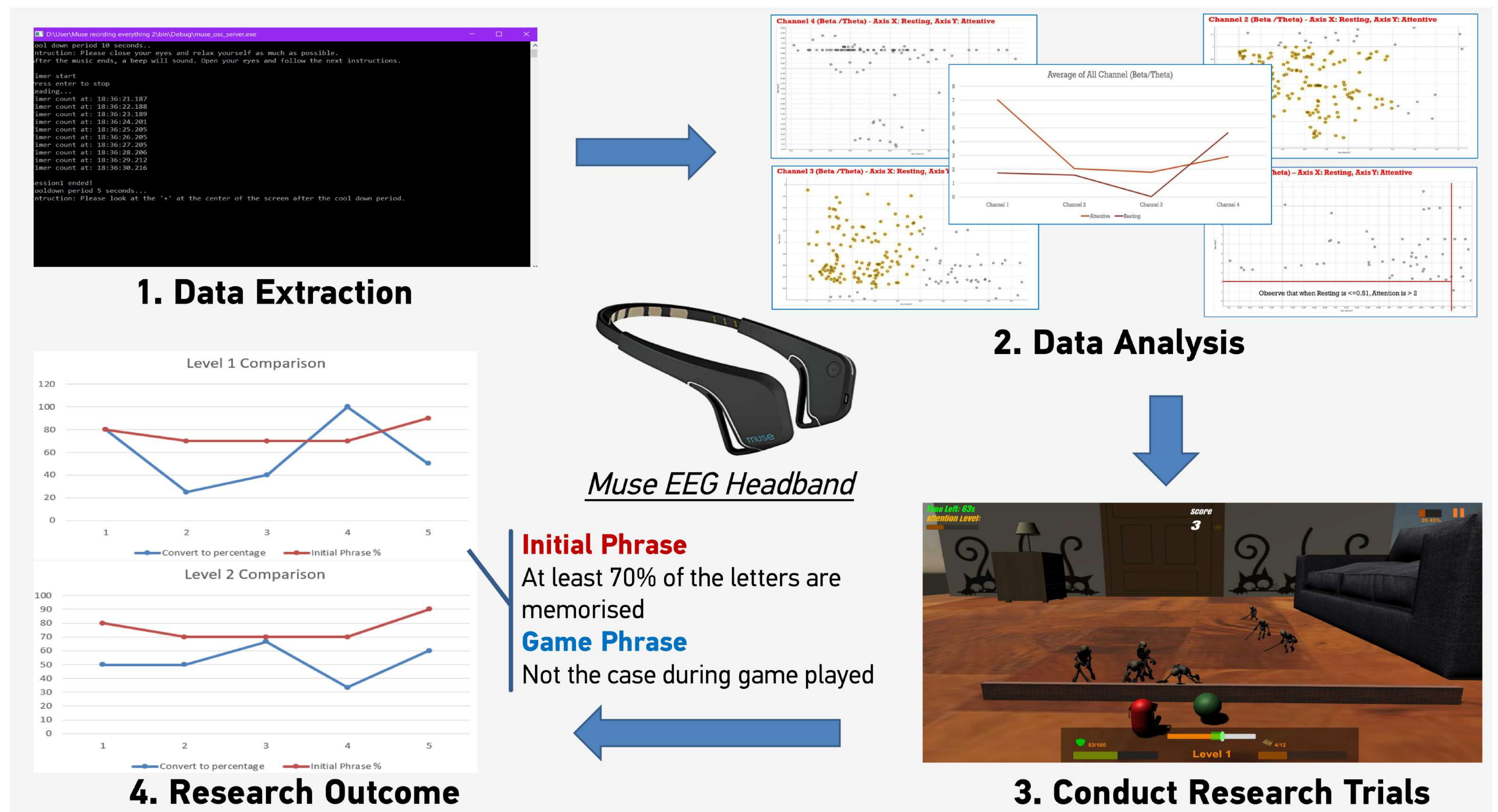


Relationship Between Working Memory and Attention Level Using Intensive Game Design

Project Background

Many research has found that both attention level and working memory can be enhanced through cognitive training using brain-teaser games. However, little research were done to find out the impact of intensive game design. Therefore, the objective of this project is to design and develop an intensive game that uses Electroencephalography (EEG) signals to control the game.



After series of data extraction and analysis, the outcome of the research trial shows that attention level high does not ensure optimal working memory and playing intensive game will affect working memories negatively. This project opens a new way of exploring the relationship between human working memory and attention level using intensive designed game.