Usability of brain-machine devices for communication

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Review

- Articles on clinical/engineering feasibility
- Articles of usability for people with the disease

Results

- Anxiety & fatigue: Speller app flickering 300 selection per minute

- Texting ability needed between caregivers and patients

Design recommendations

- Research the users needs and task they need to perform

- Recognize environments they use their device in

- Work with engineers to accomplish users end goal

Concerns

- Experimental design

- How would I find this user population?

- How would I find people who use this app?

- Would these people be able to fill out the anxiety survey?