# Ear-EEG for Detecting Inter-brain Synchronisation in Continuous Cooperative Multi-person Scenarios

#### 1. Hyperscanning Method

- Simultaneous acquisition of cerebral data from multiple brains.
- Theta (3–7 Hz) and alpha (7–13 Hz) bands of electroencephalography (EEG) signals have been shown to synchronise between the brains most during social interaction, and they can be recorded over the right hemispheres of participants, dominating in the right centroparietal regions.
- Suppression in power (power desynchronisation) in the lower theta and alpha bands is believed to be associated with attention.
- Increased coherence in the theta band, particularly the upper portion, between hippocampal and rhinal cortices is correlated with successful encoding of new information into episodic (working) memory.

#### 2. Ear-EEG Recording Concept

- The acquisition of EEG signals from inside the ear canal.
- Enables the recordings of: (i) alpha activity of EEG (alpha attenuation) [1], (ii) auditory steady-state response (ASSR) [2], (iii) steady-state visual evoked potential (SSVEP) [2], and (iv) P300 response [3].
- Its capability as an alternative, practical data acquisition approach to the hyperscanning technique has not been explored.



## 3. Intrinsic Synchrosqueezing Coherence (ISC)

- A highly localised time-frequency data association measure [4].
- The combination of noise-assisted multivariate empirical mode decomposition (NA-MEMD) & short-time Fourier transform (STFT)-based synchrosqueezing transform (FSST) and multivariate synchrosqueezing transform (F-MSST).

### 4. Aim of the Study

To employ the enhanced discrimination capability of the ISC data association metric, in order to evaluate the performance of ear-EEG against on-scalp EEG as an alternative for practical data acquisition approach for the hyperscanning method in the task of identifying the most robust EEG subbands for interindividual neuronal synchrony detection for cooperative multi-player gaming.

For a full control over the experiment, we have developed our own cooperative multi-player game – Bar Balancing – which was designed to encourage the participants to highly collaborate.

#### Selected works

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