

PROPOSITIONS

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Making brain-computer interfaces better:

Improving usability through post-processing

1. Post-processing is a vital part of making any input device usable in the real world. Brain-computer interfaces are no exception.
2. Post-processing operates as an external cerebellum, making control more smooth, adaptive, and accurate.
3. To experience the full power of brain-computer interfaces, we need to stop trying to emulate existing input devices, and to start developing interactions between users and systems that are unique to BCIs.
4. If scientists do not regularly look beyond the borders of their own discipline, every research area will end up with their own version of the wheel.
5. Scientists are one of the few groups of people who collectively give away their copyright to companies for free, and then pay those same companies to read each other's work.
6. The archaic distribution that is offered by journal publishers has already been substituted for better free alternatives.
7. Thanks to Google Scholar, you no longer need to get published to get cited.
8. Many people say that computer science classes in high school are not necessary, because teenagers already get enough exposure to digital technology. Following this line of thought, Dutch high schools should no longer offer Dutch as a subject either.