



CHALLENGE #19

UH-NART-02

Aesthetic NeuroArt Prescriptions
Meet the expectations of this US Node
through the technology challenge
described below



GOALS

AI and closed-loop brain-computer interfaces present a unique opportunity to study creativity while characterizing the brain response to aesthetic stimuli and the effects of art on health and disease. This challenge will integrate deep learning and neuro-engineering tools to develop new forms of closed-loop (user-in-the-loop) multimedia interactive art installations that can potentially be used for 1) therapeutics and diagnostics of mental illness or neurological disease, 2) advancing understanding and promoting creativity, and 3) providing new tools for self-expression in the humanities.

DETAILS

Deliverables can have various forms depending on the research focus of the applicant/team. It could be an interactive neuroart installation, new fundamental knowledge, a new set of neuroimaging tools, etc.

SKILLS REQUIRED

The challenge requires expertise across two or more of the fields of neuro-engineering, art, AI, neuroscience, computer science, etc.