

"Well, up until recently, QEEG brain maps and biofeedback were where the process ended. But since then, other artificial intelligence algorithms have made it possible to take the digitized output of computers and link it back to the brain. This Brain Computer Interface or BCI technology sends and receives signals between the neurons in the brain and an external device. So, rather than just outputting to a computer, digitized brainwave frequencies interconnect and communicate back and forth between the neurons in the brain and such devices as a prosthetic, a wheelchair, an iPad or a neurofeedback learning machine."

Tom sits forward, elbows on his knees. "BCI technology, in essence, evens out the playing field for everyone. It recognizes the intent of the user through brain signals, decodes neural activity and translates it into output commands that accomplish the user's goal. Like Daniel's prosthetic hand. The difference being, that not only is it activated by the client's thoughts, but the hand itself can be programmed to impart certain skills to Daniel's brain that he did not have before. Let's say that he regains his ability to draw, but not to write his name. With BCI, we could program the prosthetic hand to send signals to his left Temporal cortex where handwriting is coded."

"Remarkable," Dan Senior comments.
"So, if I understand you right, you're saying that this BCI enables the user to control the neuron activation of their brain to improve the function of their body."

"Yes, or to improve the function of their brain." Tom nods.

