



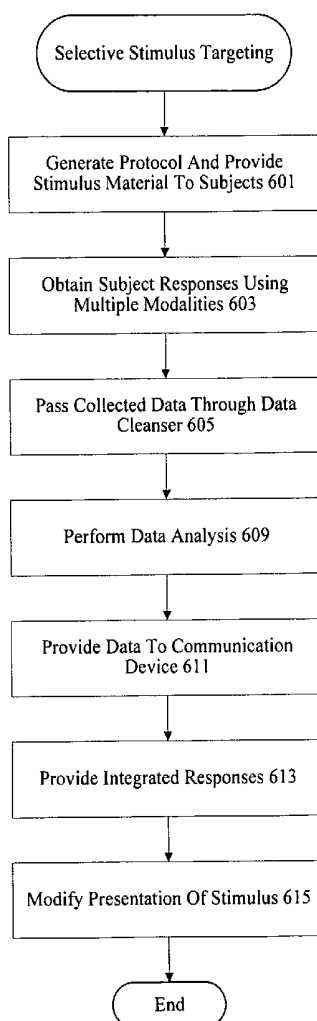
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16, 2007.(57) **ABSTRACT**

A system performs stimulus targeting using neuro-physiological and neuro-behavioral data. Subjects are exposed to stimulus material such as marketing and entertainment materials and data is collected using mechanisms such as Electroencephalography (EEG), Galvanic Skin Response (GSR), Electrocardiograms (EKG), Electrooculography (EOG), eye tracking, and facial emotion encoding. Neuro-physiological and neuro-behavioral data collected is analyzed to select targeted stimulus materials. The targeted stimulus materials are provided to particular subjects for a variety of purposes.



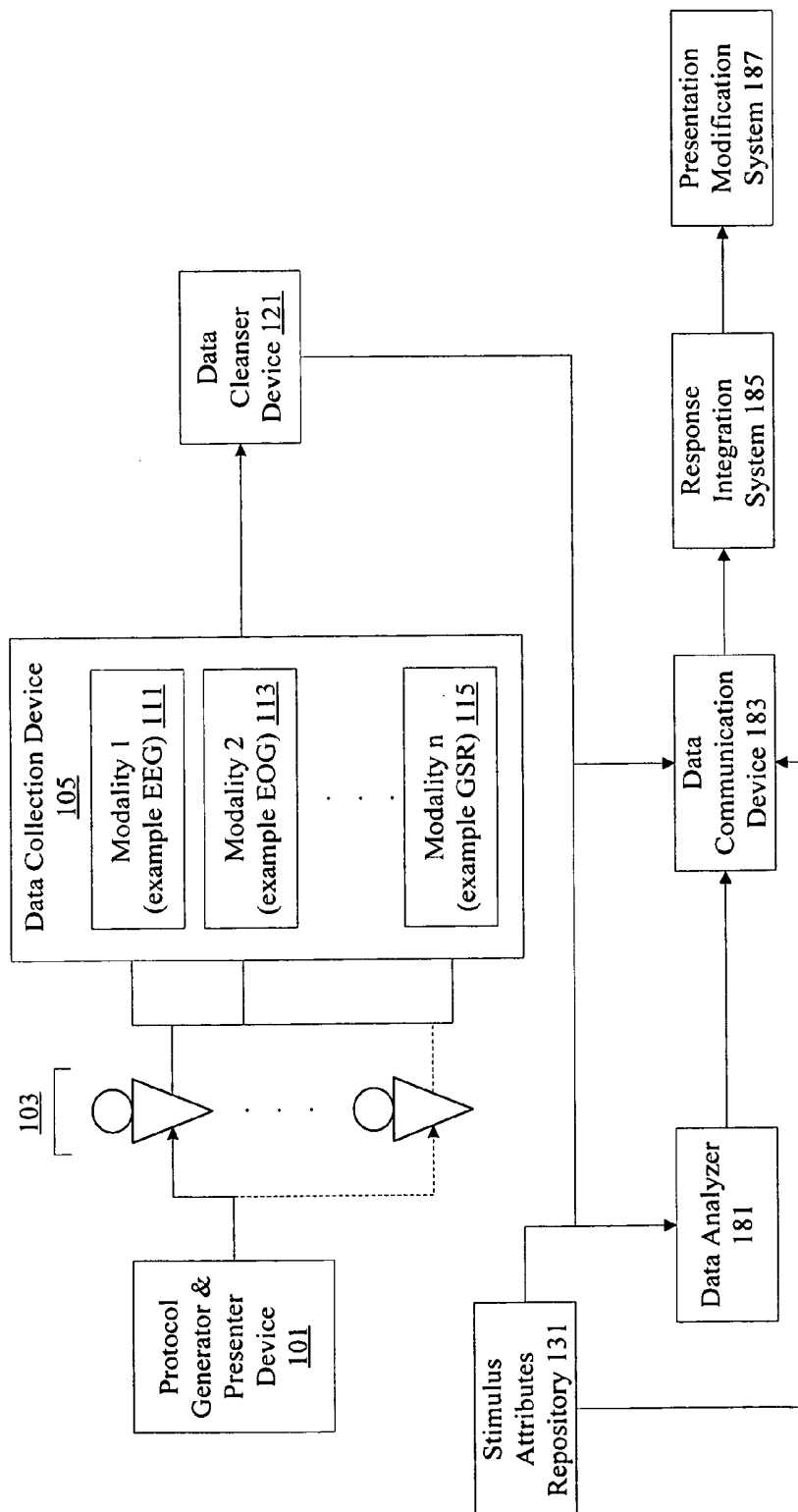


Figure 1

Stimulus Attributes Data Model 201				
Channel 203	Media 205	Time Span 207	Audience 209	Demography 211 ...

Stimulus Purpose Data Model 215	
Intent 217	Objectives 219 ...

Figure 2

Dataset Data Model 301				
Experiment Name 303	Client Attributes 305	Subject Pool 307	Logistics Information 309	Stimulus Material 311 ...

Subject Attributes Data Model 315		
Subject Name 317	Demographic Attributes 319	Contact Information 321 ...

Neuro-Feedback Association Data Model 325		
Experiment Protocols 327	Modalities included 329	Experiment Design Parameters 333 ...

Data Collection Data Model 337			
Recording Attributes 339	Equipment Attributes 341	Modalities Recorded 343	Data Storage Attributes 345 ...

Preset Query Data Model 349			
Query Name 351	Accessed Data Collection 353	Access Security Attributes 355	Refresh Attributes 357 ...

Figure 3

Subject Attributes Queries 415			
Location 417	Demographic Attributes 419	Session Information 421	...

Experimental Design Queries 425			
Experiment Protocols 427	Product Category 429	Surveys Included 431	Stimulus Used 433 ...

Response Assessment Queries 437			
Attention Score 439	Emotion Score 441	Retention Score 443	Effectiveness Score 445 ...

Figure 4

Client Assessment Summary Reports 501				
Effectiveness 503	Component Assessment 505	Audience Response 507	...	

Client Cumulative Reports 511			
Media Grouped 513	Campaign Grouped 515	Time/Location Grouped 517	...

Industry Cumulative And Syndicated Reports 521				
Aggregate Assessment 523	Top Performers 525	Bottom Performers 527	Outliers 529	Trend 531
...				

Figure 5

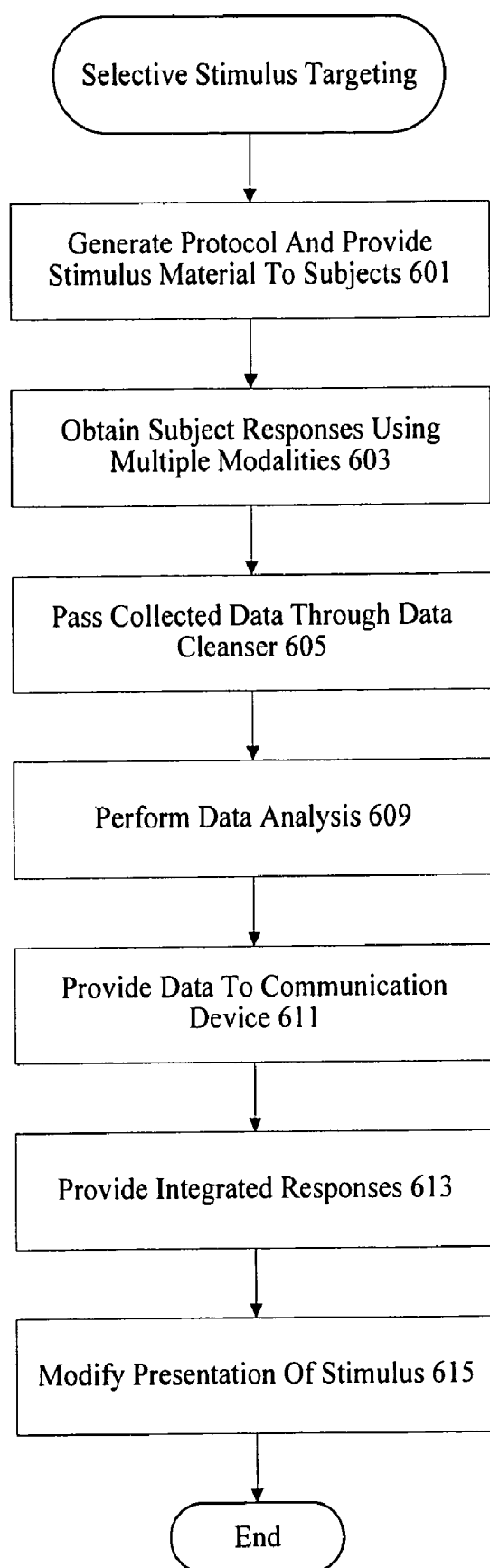


Figure 6

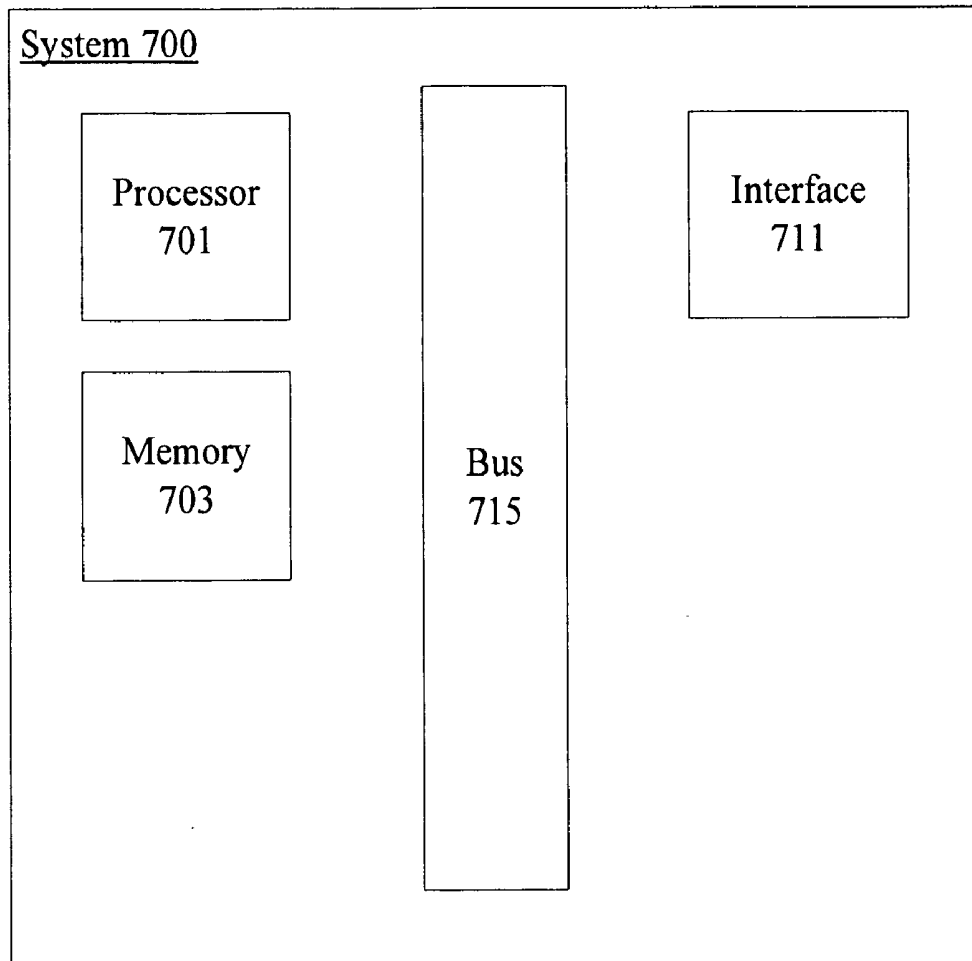


Figure 7

NEURO-PHYSIOLOGY AND NEURO-BEHAVIORAL BASED STIMULUS TARGETING SYSTEM

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application claims priority to Provisional Patent Application 60/938,286 (Docket No. 2007NF6) titled Neuro-Physiology And Neuro-Behavior Based Stimulus Targeting System, by Anantha Pradeep, Robert T. Knight, and Ramachandran Gurumoorthy, and filed on May 16, 2007.

TECHNICAL FIELD

[0002] The present disclosure relates to a neuro-physiology and neuro-behavior based stimulus target system.

DESCRIPTION OF RELATED ART

[0003] Conventional systems for selectively targeting stimulus materials such as advertising often rely on general geographic, demographic, or statistical information. In some instances, conventional system selectively target stimulus materials using survey based response collection. However, these mechanisms for selectively targeting stimulus materials are limited.

[0004] Consequently, it is desirable to provide improved methods and apparatus for providing a stimulus targeting system.

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] The disclosure may best be understood by reference to the following description taken in conjunction with the accompanying drawings, which illustrate particular example embodiments.

[0006] FIG. 1 illustrates one example of a system for performing stimulus targeting.

[0007] FIG. 2 illustrates examples of stimulus attributes that can be included in a stimulus attributes repository.

[0008] FIG. 3 illustrates examples of data models that can be used with the stimulus targeting system.

[0009] FIG. 4 illustrates one example of a query that can be used with the stimulus targeting system.

[0010] FIG. 5 illustrates one example of a report generated using the stimulus targeting system.

[0011] FIG. 6 illustrates one example of a technique for performing stimulus targeting.

[0012] FIG. 7 provides one example of a system that can be used to implement one or more mechanisms.

DESCRIPTION OF PARTICULAR EMBODIMENTS

[0013] Reference will now be made in detail to some specific examples of the invention including the best modes contemplated by the inventors for carrying out the invention. Examples of these specific embodiments are illustrated in the accompanying drawings. While the invention is described in conjunction with these specific embodiments, it will be understood that it is not intended to limit the invention to the described embodiments. On the contrary, it is intended to cover alternatives, modifications, and equivalents as may be included within the spirit and scope of the invention as defined by the appended claims.

[0014] For example, the techniques and mechanisms of the present invention will be described in the context of particular types of neuro-physiological and neuro-behavioral data. However, it should be noted that the techniques and mechanisms of the present invention apply to a variety of different types of data. It should be noted that various mechanisms and techniques can be applied to any type of stimuli. In the following description, numerous specific details are set forth in order to provide a thorough understanding of the present invention. Particular example embodiments of the present invention may be implemented without some or all of these specific details. In other instances, well known process operations have not been described in detail in order not to unnecessarily obscure the present invention.

[0015] Various techniques and mechanisms of the present invention will sometimes be described in singular form for clarity. However, it should be noted that some embodiments include multiple iterations of a technique or multiple instantiations of a mechanism unless noted otherwise. For example, a system uses a processor in a variety of contexts. However, it will be appreciated that a system can use multiple processors while remaining within the scope of the present invention unless otherwise noted. Furthermore, the techniques and mechanisms of the present invention will sometimes describe a connection between two entities. It should be noted that a connection between two entities does not necessarily mean a direct, unimpeded connection, as a variety of other entities may reside between the two entities. For example, a processor may be connected to memory, but it will be appreciated that a variety of bridges and controllers may reside between the processor and memory. Consequently, a connection does not necessarily mean a direct, unimpeded connection unless otherwise noted.

[0016] Overview

[0017] A system performs stimulus targeting using neuro-physiological and neuro-behavioral data. Subjects are exposed to stimulus material such as marketing and entertainment materials and data is collected using mechanisms such as Electroencephalography (EEG), Galvanic Skin Response (GSR), Electrocardiograms (EKG), Electrooculography (EOG), eye tracking, and facial emotion encoding. Neuro-physiological and neuro-behavioral data collected is analyzed to select targeted stimulus materials. The targeted stimulus materials are provided to particular subjects for a variety of purposes.

Example Embodiments

[0018] Conventional stimulus targeting systems typically target general geographic areas and demographic groups and do not have the resolution to target narrow audiences or individuals. Some efforts have been made to selectively target narrow audiences or individuals, but these efforts have been limited because of a variety of reasons.

[0019] For example, subjects are required to complete surveys after initial and subsequent exposures to stimulus material such as an advertisement. The survey responses are analyzed to determine possible patterns. However, survey results often provide only limited information. For example, survey subjects may be unable or unwilling to express their true thoughts and feelings about a topic, or questions may be phrased with built in bias. Articulate subjects may be given more weight than non-expressive ones. Analysis of multiple survey responses and correlation of the responses to stimulus material is also limited. A variety of semantic, syntactic,

metaphorical, cultural, social and interpretive biases and errors prevent accurate and repeatable evaluation.

[0020] Consequently, the techniques and mechanisms of the present invention use neuro-physiological and neuro-behavioral response measurements such as central nervous system, autonomic nervous system, and effector measurements to improve stimulus targeting. Some examples of central nervous system measurement mechanisms include Functional Magnetic Resonance Imaging (fMRI) and Electroencephalography (EEG). fMRI measures blood oxygenation in the brain that correlates with increased neural activity. However, current implementations of fMRI have poor temporal resolution of few seconds. EEG measures electrical activity associated with post synaptic currents occurring in the milliseconds range. Subcranial EEG can measure electrical activity with the most accuracy, as the bone and dermal layers weaken transmission of a wide range of frequencies. Nonetheless, surface EEG provides a wealth of electrophysiological information if analyzed properly.

[0021] Autonomic nervous system measurement mechanisms include Galvanic Skin Response (GSR), Electrocardiograms (EKG), pupillary dilation, etc. Effector measurement mechanisms include Electrooculography (EOG), eye tracking, facial emotion encoding, reaction time etc.

[0022] According to various embodiments, the techniques and mechanisms of the present invention intelligently blend multiple modes and manifestations of precognitive neural signatures with cognitive neural signatures and post cognitive neurophysiological manifestations to more accurately allow selective targeting of stimulus materials. In some examples, autonomic nervous system measures are themselves used to validate central nervous system measures. Effector and behavior responses are blended and combined with other measures. According to various embodiments, central nervous system, autonomic nervous system, and effector system measurements are aggregated into a measurement that allows selective targeting of stimulus materials.

[0023] In particular embodiments, multiple subjects are exposed to stimulus material and data such as neuro-physiological and neuro-behavioral data. According to various embodiments, the multiple subjects may be exposed simultaneously to stimulus material in a large group setting, in multiple small group settings, in relatively isolated settings, etc. The multiple subjects may or may not be allowed to interact directly or indirectly. Response data collected during exposure of the multiple subjects is analyzed and integrated to determine neuro-physiological and neuro-behavioral response data. According to various embodiments, response data is analyzed and enhanced for each subject and further analyzed and enhanced by integrating data across multiple subjects to select stimulus materials to provide to particular subjects.

[0024] According to various embodiments, neuro-physiological and neuro-behavioral data may show particular effectiveness of stimulus material for a particular subset of individuals. In particular embodiments, neuro-physiological and neuro-behavioral data may show profiles of responses for particular subjects based on attributes of the stimulus material. Targeted stimulus materials may be intelligently selected using neuro-physiological and neuro-behavioral data and known attributes of the stimulus materials. In some examples, survey results and focus group information can also be used to elicit further insights on selecting stimulus materials. The additional stimulus materials selected may be used to obtain

additional neuro-physiological and neuro-behavioral information from particular subjects. The additional stimulus materials may also be selected as materials that would be particularly effective in an advertising campaign or mailing campaign. Stimulus materials may be targeted to narrow audiences, individuals, or even specific subgroups or larger populations.

[0025] A variety of stimulus materials such as entertainment and marketing materials, media streams, billboards, print advertisements, text streams, music, performances, sensory experiences, etc. can be analyzed. According to various embodiments, enhanced neuro-physiological and neuro-behavioral data is generated using a data analyzer that performs both intra-modality measurement enhancements and cross-modality measurement enhancements. According to various embodiments, brain activity is measured not just to determine the regions of activity, but to determine interactions and types of interactions between various regions. The techniques and mechanisms of the present invention recognize that interactions between neural regions support orchestrated and organized behavior. Attention, emotion, memory, and other abilities are not merely based on one part of the brain but instead rely on network interactions between brain regions.

[0026] The techniques and mechanisms of the present invention further recognize that different frequency bands used for multi-regional communication can be indicative of the effectiveness of stimuli. In particular embodiments, evaluations are calibrated to each subject and synchronized across subjects. In particular embodiments, templates are created for subjects to create a baseline for measuring pre and post stimulus differentials. According to various embodiments, stimulus generators are intelligent and adaptively modify specific parameters such as exposure length and duration for each subject being analyzed. An intelligent stimulus generation mechanism intelligently adapts output for particular users and purposes. A variety of modalities can be used including EEG, GSR, EKG, pupillary dilation, EOG, eye tracking, facial emotion encoding, reaction time, etc. Individual modalities such as EEG are enhanced by intelligently recognizing neural region communication pathways.

[0027] Cross modality analysis is enhanced using a synthesis and analytical blending of central nervous system, autonomic nervous system, and effector signatures. Synthesis and analysis by mechanisms such as time and phase shifting, correlating, and validating intra-modal determinations allow generation of a composite output characterizing the significance of various data responses. Responses can be integrated across subjects and additional stimulus material can be targeted to particular subjects and groups using responses and stimulus material attributes.

[0028] FIG. 1 illustrates one example of a system for performing stimulus targeting using central nervous system, autonomic nervous system, and effector measures. According to various embodiments, the stimulus targeting system includes a protocol generator and presenter device **101**. In particular embodiments, the protocol generator and presenter device **101** is merely a presenter device and merely presents stimulus material to a user. The stimulus material may be a media clip, a commercial, pages of text, a brand image, a performance, a magazine advertisement, a movie, an audio presentation, particular tastes, smells, textures and/or sounds. The stimuli can involve a variety of senses and occur with or without human supervision. Continuous and discrete modes are supported. According to various embodiments, the proto-

col generator and presenter device **101** also has protocol generation capability to allow intelligent customization of stimuli provided to multiple subjects.

[0029] According to various embodiments, the subjects are connected to data collection devices **105**. The data collection devices **105** may include a variety of neuro-physiological and neuro-behavioral measurement mechanisms such as EEG, EOG, GSR, EKG, pupillary dilation, eye tracking, facial emotion encoding, and reaction time devices, etc. According to various embodiments, neuro-physiological and neuro-behavioral data includes central nervous system, autonomic nervous system, and effector data. In particular embodiments, the data collection devices **105** include EEG **111**, EOG **113**, and GSR **115**. In some instances, only a single data collection device is used. Data collection may proceed with or without human supervision.

[0030] The data collection device **105** collects neuro-physiological and neuro-behavioral data from multiple sources. This includes a combination of devices such as central nervous system sources (EEG), autonomic nervous system sources (GSR, EKG, pupillary dilation), and effector sources (EOG, eye tracking, facial emotion encoding, reaction time). In particular embodiments, data collected is digitally sampled and stored for later analysis. In particular embodiments, the data collected could be analyzed in real-time. According to particular embodiments, the digital sampling rates are adaptively chosen based on the neurophysiological and neurological data being measured.

[0031] In one particular embodiment, the stimulus targeting system includes EEG **111** measurements made using scalp level electrodes, EOG **113** measurements made using shielded electrodes to track eye data, GSR **115** measurements performed using a differential measurement system, a facial muscular measurement through shielded electrodes placed at specific locations on the face, and a facial affect graphic and video analyzer adaptively derived for each individual.

[0032] In particular embodiments, the data collection devices are clock synchronized with a protocol generator and presenter device **101**. The data collection system **105** can collect data from individual subjects (1 system), or can be modified to collect synchronized data from multiple subjects (N+1 system). The N+1 system may include multiple individuals synchronously tested in isolation or in a group setting. In particular embodiments, the subjects are placed in a large group setting and are allowed to interact while being exposed to the stimulus material. In other examples, subjects are placed in a group setting but are allowed only non-verbal interaction. In still other examples, subjects are not allowed to interact during exposure to stimulus materials. A variety of arrangements are possible. In particular embodiments, the data collection devices also include a condition evaluation subsystem that provides auto triggers, alerts and status monitoring and visualization components that continuously monitor the status of the subject, data being collected, and the data collection instruments. The condition evaluation subsystem may also present visual alerts and automatically trigger remedial actions.

[0033] According to various embodiments, the stimulus targeting system also includes a data cleanser device **121**. In particular embodiments, the data cleanser device **121** filters the collected data to remove noise, artifacts, and other irrelevant data using fixed and adaptive filtering, weighted averaging, advanced component extraction (like PCA, ICA), vector and component separation methods, etc. This device

cleanses the data by removing both exogenous noise (where the source is outside the physiology of the subject) and endogenous artifacts (where the source could be neurophysiological like muscle movement, eye blinks, etc.).

[0034] The artifact removal subsystem includes mechanisms to selectively isolate and review the response data and identify epochs with time domain and/or frequency domain attributes that correspond to artifacts such as line frequency, eye blinks, and muscle movements. The artifact removal subsystem then cleanses the artifacts by either omitting these epochs, or by replacing these epoch data with an estimate based on the other clean data (for example, an EEG nearest neighbor weighted averaging approach).

[0035] According to various embodiments, the data cleanser device **121** is implemented using hardware, firmware, and/or software. It should be noted that although a data cleanser device **121** is shown located after a data collection device **105** and before data analyzer **181**, the data cleanser device **121** like other components may have a location and functionality that varies based on system implementation. For example, some systems may not use any automated data cleanser device whatsoever while in other systems, data cleanser devices may be integrated into individual data collection devices.

[0036] A stimulus attributes repository **131** provides information on the stimulus material being presented to the multiple subjects. According to various embodiments, stimulus attributes include properties of the stimulus materials as well as purposes, presentation attributes, report generation attributes, etc. In particular embodiments, stimulus attributes include time span, channel, rating, media, type, etc. Purpose attributes include aspiration and objects of the stimulus including excitement, memory retention, associations, etc. Presentation attributes include audio, video, imagery, and message needed for enhancement or avoidance. Other attributes may or may not also be included in the stimulus attributes repository or some other repository.

[0037] The data cleanser device **121** and the stimulus attributes repository **131** pass data to the data analyzer **181**. The data analyzer **181** uses a variety of mechanisms to analyze underlying data in the system to determine neuro-physiological and neuro-behavioral characteristics of stimulus material. According to various embodiments, the data analyzer customizes and extracts the independent neurological and neuro-physiological parameters for each individual in each modality, and blends the estimates within a modality as well as across modalities to elicit an enhanced response to the presented stimulus material. In particular embodiments, the data analyzer **181** aggregates the response measures across subjects in a dataset.

[0038] According to various embodiments, neuro-physiological and neuro-behavioral signatures are measured using time domain analyses and frequency domain analyses. Such analyses use parameters that are common across individuals as well as parameters that are unique to each individual. The analyses could also include statistical parameter extraction and fuzzy logic based attribute estimation from both the time and frequency components of the synthesized response.

[0039] In some examples, statistical parameters used in a blended effectiveness estimate include evaluations of skew, peaks, first and second moments, population distribution, as well as fuzzy estimates of attention, emotional engagement and memory retention responses.

[0040] According to various embodiments, the data analyzer **181** may include an intra-modality response synthesizer and a cross-modality response synthesizer. In particular embodiments, the intra-modality response synthesizer is configured to customize and extract the independent neuro-physiological and neuro-behavioral parameters for each individual in each modality and blend the estimates within a modality analytically to elicit an enhanced response to the presented stimuli. In particular embodiments, the intra-modality response synthesizer also aggregates data from different subjects in a dataset.

[0041] According to various embodiments, the cross-modality response synthesizer or fusion device blends different intra-modality responses, including raw signals and signals output. The combination of signals enhances the measures of effectiveness within a modality. The cross-modality response fusion device can also aggregate data from different subjects in a dataset.

[0042] According to various embodiments, the data analyzer **181** also includes a composite enhanced effectiveness estimator (CEEE) that combines the enhanced responses and estimates from each modality to provide a blended estimate of the effectiveness. In particular embodiments, blended estimates are provided for each exposure of a subject to stimulus materials. The blended estimates are evaluated over time to determine neuro-physiological and neuro-behavioral characteristics. According to various embodiments, numerical values are assigned to each blended estimate. The numerical values may correspond to the intensity of neuro-physiological and neuro-behavioral measurements, the significance of peaks, the change between peaks, etc. Higher numerical values may correspond to higher significance in neuro-physiological and neuro-behavioral intensity. Lower numerical values may correspond to lower significance or even insignificance neuro-physiological and neuro-behavioral activity. In other examples, multiple values are assigned to each blended estimate. In still other examples, blended estimates of neuro-physiological and neuro-behavioral significance are graphically represented to show effectiveness for different individuals or groups.

[0043] According to various embodiments, the data analyzer **181** provides analyzed and enhanced response data to a data communication system **183**. According to various embodiments, the data communication system **183** provides raw and/or analyzed data and insights to the response integration system. In particular embodiments, the data communication system **183** may include mechanisms for the compression and encryption of data for secure storage and communication.

[0044] According to various embodiments, the data communication system **183** transmits data to the response integration using protocols such as the File Transfer Protocol (FTP), Hypertext Transfer Protocol (HTTP) along with a variety of conventional, bus, wired network, wireless network, satellite, and proprietary communication protocols. The data transmitted can include the data in its entirety, excerpts of data, converted data, and/or elicited response measures.

[0045] In particular embodiments, the data communication system **183** sends data to response integration system **185**. According to various embodiments, the response integration system **185** combines analyzed and enhanced responses to the stimulus material while using information about stimulus material attributes. In particular embodiments, the response

integration system **185** also collects and integrates user behavioral and survey responses with the analyzed and enhanced response data to more effectively determine neuro-physiological and neuro-behavioral response to stimulus materials.

[0046] According to various embodiments, the response integration system **185** obtains attributes such as requirements and purposes of the stimulus material presented. Some of these requirements and purposes may be obtained from a stimulus attribute repository **131**. Others may be obtained from other sources. In particular embodiments, the requirements collected include attributes of the stimulus material including channel, media, time span, audience, demographic target. Other purposes may involve the target objectives of the stimulus material, such as memory retention of a brand name, association of a product with a particular feeling, etc. Still other attributes may include views and presentation specific attributes such as audio, video, imagery and messages needed, media for enhanced, media for avoidance, etc.

[0047] According to various embodiments, the response integration system **185** also includes mechanisms for the collection and storage of demographic, statistical and/or survey based responses to different entertainment, marketing, advertising and other audio/visual/tactile/olfactory material. If this information is stored externally, the response integration system **185** can include a mechanism for the push and/or pull integration of the data, such as querying, extraction, recording, modification, and/or updating.

[0048] According to various embodiments, the response integration system **185** integrates the requirements for the presented material, the assessed neuro-physiological and neuro-behavioral response measures, and the additional stimulus attributes such as demographic/statistical/survey based responses into a synthesized measure for the neuro-physiological and neuro-behavioral response to the stimuli for the selection of targeted stimulus material for presentation to particular individuals or groups.

[0049] The response integration system **185** can further include an adaptive learning component that refines user or group profiles and tracks variations in the neuro-physiological and neuro-behavioral response to particular stimuli or series of stimuli over time. This information can be made available for other purposes, such as use of the information for presentation attribute decision making. According to various embodiments, the response integration system **185** integrates analyzed responses to stimuli and uses stimuli attributes to generate information for the selection of selectively targeted additional stimulus material.

[0050] As with a variety of the components in the stimulus targeting system, the response integration system **185** and the presentation modification system **187** can be co-located with the rest of the system and the user, or could be implemented in a remote location. It could also be optionally separated into an assessment repository system that could be centralized or distributed at the provider or providers of the stimulus material. In other examples, the response integration system is housed at the facilities of a third party service provider accessible by stimulus material providers and/or users.

[0051] According to various embodiments, the presentation modification system **187** also includes mechanisms for modification of the presentation of stimulus materials in a manner appropriate for different presentation devices. For example, the presentation modification system **187** can include an automated channel selection device that can be

controlled based on the outputs of the response integration system. In other examples, the presentation modification system **187** can include software/hardware calls into an electronic game or gaming consoles for modifying levels and choices in the game. In still other examples, the presentation modification system **187** can modify the actual images and messages displayed in entertainment materials based on data from the response integration system **185**.

[0052] In particular embodiments, the presentation modification system **187** modifies portions of a video stream such as a billboard displayed in images in the video stream in order to customize messages or images shown on the billboard. A billboard in a video stream may default to a particular advertisement but may be modified to target a particular subject or group of subjects. Messages, audio sequences, and/or any other type of stimulus material may be modified or adjusted to selectively target stimulus material. In other examples, a product in an image can be dynamically modified to show different brand names based on neuro-physiological and neuro-behavioral responses.

[0053] FIG. 2 illustrates examples of data models that may be provided with a stimulus attributes repository. According to various embodiments, a stimulus attributes data model **201** includes a channel **203**, media type **205**, time span **207**, audience **209**, and demographic information **211**. A stimulus purpose data model **215** may include intents **217** and objectives **219**.

[0054] According to various embodiments, intents and objectives may include memory retention of a brand name, association of a product with a particular feeling, excitement level for a particular service, etc. The attributes may be useful in providing targeted stimulus materials to multiple subjects and tracking and evaluating the effectiveness of the stimulus materials.

[0055] FIG. 3 illustrates examples of data models that can be used for storage of information associated with tracking and measurement of neuro-physiological and neuro-behavioral response. According to various embodiments, a dataset data model **301** includes an experiment name **303** and/or identifier, client attributes **305**, a subject pool **307**, logistics information **309** such as the location, date, and time of testing, and stimulus material **311** including stimulus material attributes.

[0056] In particular embodiments, a subject attribute data model **315** includes a subject name **317** and/or identifier, contact information **321**, and demographic attributes **319** that may be useful for review of neurological and neuro-physiological data. Some examples of pertinent demographic attributes include marriage status, employment status, occupation, household income, household size and composition, ethnicity, geographic location, sex, race. Other fields that may be included in data model **315** include shopping preferences, entertainment preferences, and financial preferences. Shopping preferences include favorite stores, shopping frequency, categories shopped, favorite brands. Entertainment preferences include network/cable/satellite access capabilities, favorite shows, favorite genres, and favorite actors. Financial preferences include favorite insurance companies, preferred investment practices, banking preferences, and favorite online financial instruments. A variety of subject attributes may be included in a subject attributes data model **315** and data models may be preset or custom generated to suit particular purposes.

[0057] According to various embodiments, data models for neuro-feedback association **325** identify experimental protocols **327**, modalities included **329** such as EEG, EOG, GSR, surveys conducted, and experiment design parameters **333** such as segments and segment attributes. Other fields may include experiment presentation scripts, segment length, segment details like stimulus material used, inter-subject variations, intra-subject variations, instructions, presentation order, survey questions used, etc. Other data models may include a data collection data model **337**. According to various embodiments, the data collection data model **337** includes recording attributes **339** such as station and location identifiers, the data and time of recording, and operator details. In particular embodiments, equipment attributes **341** include an amplifier identifier and a sensor identifier.

[0058] Modalities recorded **343** may include modality specific attributes like EEG cap layout, active channels, sampling frequency, and filters used. EOG specific attributes include the number and type of sensors used, location of sensors applied, etc. Eye tracking specific attributes include the type of tracker used, data recording frequency, data being recorded, recording format, etc. According to various embodiments, data storage attributes **345** include file storage conventions (format, naming convention, dating convention), storage location, archival attributes, expiry attributes, etc.

[0059] A preset query data model **349** includes a query name **351** and/or identifier, an accessed data collection **353** such as data segments involved (models, databases/cubes, tables, etc.), access security attributes **355** including who has what type of access, and refresh attributes **357** such as the expiry of the query, refresh frequency, etc. Other fields such as push-pull preferences can also be included to identify an auto push reporting driver or a user driven report retrieval system.

[0060] FIG. 4 illustrates examples of queries that can be performed to obtain data associated with stimulus targeting. According to various embodiments, queries are defined from general or customized scripting languages and constructs, visual mechanisms, a library of preset queries, diagnostic querying including drill-down diagnostics, and eliciting what if scenarios. According to various embodiments, subject attributes queries **415** may be configured to obtain data from a neuro-informatics repository using a location **417** or geographic information, session information **421** such as testing times and dates, and demographic attributes **419**. Demographics attributes include household income, household size and status, education level, age of kids, etc.

[0061] Other queries may retrieve stimulus material based on shopping preferences of subject participants, countenance, physiological assessment, completion status. For example, a user may query for data associated with product categories, products shopped, shops frequented, subject eye correction status, color blindness, subject state, signal strength of measured responses, alpha frequency band ringers, muscle movement assessments, segments completed, etc. Experimental design based queries may obtain data from a neuro-informatics repository based on experiment protocols **427**, product category **429**, surveys included **431**, and stimulus provided **433**. Other fields that may be used include the number of protocol repetitions used, combination of protocols used, and usage configuration of surveys.

[0062] Client and industry based queries may obtain data based on the types of industries included in testing, specific categories tested, client companies involved, and brands

being tested. Response assessment based queries **437** may include attention scores **439**, emotion scores, **441**, retention scores **443**, and effectiveness scores **445**. Such queries may obtain materials that elicited particular scores.

[0063] Response measure profile based queries may use mean measure thresholds, variance measures, number of peaks detected, etc. Group response queries may include group statistics like mean, variance, kurtosis, p-value, etc., group size, and outlier assessment measures. Still other queries may involve testing attributes like test location, time period, test repetition count, test station, and test operator fields. A variety of types and combinations of types of queries can be used to efficiently extract data.

[0064] FIG. 5 illustrates examples of reports that can be generated. According to various embodiments, client assessment summary reports **501** include effectiveness measures **503**, component assessment measures **505**, and neuro-physiological and neuro-behavioral measures **507**. Effectiveness assessment measures include composite assessment measure (s), industry/category/client specific placement (percentile, ranking, . . .), actionable grouping assessment such as removing material, modifying segments, or fine tuning specific elements, etc, and the evolution of the effectiveness profile over time. In particular embodiments, component assessment reports include component assessment measures like attention, emotional engagement scores, percentile placement, ranking, etc. Component profile measures include time based evolution of the component measures and profile statistical assessments. According to various embodiments, reports include the number of times material is assessed, attributes of the multiple presentations used, evolution of the response assessment measures over the multiple presentations, and usage recommendations.

[0065] According to various embodiments, client cumulative reports **511** include media grouped reporting **513** of all stimulus assessed, campaign grouped reporting **515** of stimulus assessed, and time/location grouped reporting **517** of stimulus assessed. According to various embodiments, industry cumulative and syndicated reports **521** include aggregate assessment responses measures **523**, top performer lists **525**, bottom performer lists **527**, outliers **529**, and trend reporting **531**. In particular embodiments, tracking and reporting includes specific products, categories, companies, brands.

[0066] FIG. 6 illustrates one example of stimulus targeting. At **601**, a protocol is generated and stimulus material is provided to one or more subjects. According to various embodiments, stimulus includes streaming video, media clips, printed materials, presentations, performances, games, etc. The protocol determines the parameters surrounding the presentation of stimulus, such as the number of times shown, the duration of the exposure, sequence of exposure, segments of the stimulus to be shown, etc. Subjects may be isolated during exposure or may be presented materials in a group environment with or without supervision. At **603**, subject responses are collected using a variety of modalities, such as EEG, ERP, EOG, GSR, etc. In some examples, verbal and written responses can also be collected and correlated with neurological and neurophysiological responses. At **605**, data is passed through a data cleanser to remove noise and artifacts that may make data more difficult to interpret. According to various embodiments, the data cleanser removes EEG electrical activity associated with blinking and other endogenous/exogenous artifacts.

[0067] At **609**, data analysis is performed. Data analysis may include intra-modality response synthesis and cross-modality response synthesis to enhance effectiveness measures. It should be noted that in some particular instances, one type of synthesis may be performed without performing other types of synthesis. For example, cross-modality response synthesis may be performed with or without intra-modality synthesis.

[0068] A variety of mechanisms can be used to perform data analysis **609**. In particular embodiments, a stimulus attributes repository **131** is accessed to obtain attributes and characteristics of the stimulus materials, along with purposes, intents, objectives, etc. In particular embodiments, EEG response data is synthesized to provide an enhanced assessment of effectiveness. According to various embodiments, EEG measures electrical activity resulting from thousands of simultaneous neural processes associated with different portions of the brain. EEG data can be classified in various bands. According to various embodiments, brainwave frequencies include delta, theta, alpha, beta, and gamma frequency ranges. Delta waves are classified as those less than 4 Hz and are prominent during deep sleep. Theta waves have frequencies between 3.5 to 7.5 Hz and are associated with memories, attention, emotions, and sensations. Theta waves are typically prominent during states of internal focus.

[0069] Alpha frequencies reside between 7.5 and 13 Hz and typically peak around 10 Hz. Alpha waves are prominent during states of relaxation. Beta waves have a frequency range between 14 and 30 Hz. Beta waves are prominent during states of motor control, long range synchronization between brain areas, analytical problem solving, judgment, and decision making. Gamma waves occur between 30 and 60 Hz and are involved in binding of different populations of neurons together into a network for the purpose of carrying out a certain cognitive or motor function, as well as in attention and memory. Because the skull and dermal layers attenuate waves in this frequency range, brain waves above 75-80 Hz are difficult to detect and are often not used for stimuli response assessment.

[0070] However, the techniques and mechanisms of the present invention recognize that analyzing high gamma band (kappa-band: Above 60 Hz) measurements, in addition to theta, alpha, beta, and low gamma band measurements, enhances neurological attention, emotional engagement and retention component estimates. In particular embodiments, EEG measurements including difficult to detect high gamma or kappa band measurements are obtained, enhanced, and evaluated. Subject and task specific signature sub-bands in the theta, alpha, beta, gamma and kappa bands are identified to provide enhanced response estimates. According to various embodiments, high gamma waves (kappa-band) above 80 Hz (typically detectable with sub-cranial EEG and/or magnetoencephalography) can be used in inverse model-based enhancement of the frequency responses to the stimuli.

[0071] Various embodiments of the present invention recognize that particular sub-bands within each frequency range have particular prominence during certain activities. A subset of the frequencies in a particular band is referred to herein as a sub-band. For example, a sub-band may include the 40-45 Hz range within the gamma band. In particular embodiments, multiple sub-bands within the different bands are selected while remaining frequencies are band pass filtered. In par-

ticular embodiments, multiple sub-band responses may be enhanced, while the remaining frequency responses may be attenuated.

[0072] An information theory based band-weighting model is used for adaptive extraction of selective dataset specific, subject specific, task specific bands to enhance the effectiveness measure. Adaptive extraction may be performed using fuzzy scaling. Stimuli can be presented and enhanced measurements determined multiple times to determine the variation profiles across multiple presentations. Determining various profiles provides an enhanced assessment of the primary responses as well as the longevity (wear-out) of the marketing and entertainment stimuli. The synchronous response of multiple individuals to stimuli presented in concert is measured to determine an enhanced across subject synchrony measure of effectiveness. According to various embodiments, the synchronous response may be determined for multiple subjects residing in separate locations or for multiple subjects residing in the same location.

[0073] Although a variety of synthesis mechanisms are described, it should be recognized that any number of mechanisms can be applied—in sequence or in parallel with or without interaction between the mechanisms.

[0074] Although intra-modality synthesis mechanisms provide enhanced significance data, additional cross-modality synthesis mechanisms can also be applied. A variety of mechanisms such as EEG, Eye Tracking, GSR, EOG, and facial emotion encoding are connected to a cross-modality synthesis mechanism. Other mechanisms as well as variations and enhancements on existing mechanisms may also be included. According to various embodiments, data from a specific modality can be enhanced using data from one or more other modalities. In particular embodiments, EEG typically makes frequency measurements in different bands like alpha, beta and gamma to provide estimates of significance. However, the techniques of the present invention recognize that significance measures can be enhanced further using information from other modalities.

[0075] For example, facial emotion encoding measures can be used to enhance the valence of the EEG emotional engagement measure. EOG and eye tracking saccadic measures of object entities can be used to enhance the EEG estimates of significance including but not limited to attention, emotional engagement, and memory retention. According to various embodiments, a cross-modality synthesis mechanism performs time and phase shifting of data to allow data from different modalities to align. In some examples, it is recognized that an EEG response will often occur hundreds of milliseconds before a facial emotion measurement changes. Correlations can be drawn and time and phase shifts made on an individual as well as a group basis. In other examples, saccadic eye movements may be determined as occurring before and after particular EEG responses. According to various embodiments, time corrected GSR measures are used to scale and enhance the EEG estimates of significance including attention, emotional engagement and memory retention measures.

[0076] Evidence of the occurrence or non-occurrence of specific time domain difference event-related potential components (like the DERP) in specific regions correlates with subject responsiveness to specific stimulus. According to various embodiments, ERP measures are enhanced using EEG time-frequency measures (ERPSP) in response to the presentation of the marketing and entertainment stimuli. Spe-

cific portions are extracted and isolated to identify ERP, DERP and ERPSP analyses to perform. In particular embodiments, an EEG frequency estimation of attention, emotion and memory retention (ERPSP) is used as a co-factor in enhancing the ERP, DERP and time-domain response analysis.

[0077] EOG measures saccades to determine the presence of attention to specific objects of stimulus. Eye tracking measures the subject's gaze path, location and dwell on specific objects of stimulus. According to various embodiments, EOG and eye tracking is enhanced by measuring the presence of lambda waves (a neurophysiological index of saccade effectiveness) in the ongoing EEG in the occipital and extra striate regions, triggered by the slope of saccade-onset to estimate the significance of the EOG and eye tracking measures. In particular embodiments, specific EEG signatures of activity such as slow potential shifts and measures of coherence in time-frequency responses at the Frontal Eye Field (FEF) regions that preceded saccade-onset are measured to enhance the effectiveness of the saccadic activity data.

[0078] GSR typically measures the change in general arousal in response to stimulus presented. According to various embodiments, GSR is enhanced by correlating EEG/ERP responses and the GSR measurement to get an enhanced estimate of subject engagement. The GSR latency baselines are used in constructing a time-corrected GSR response to the stimulus. The time-corrected GSR response is co-factored with the EEG measures to enhance GSR significance measures.

[0079] According to various embodiments, facial emotion encoding uses templates generated by measuring facial muscle positions and movements of individuals expressing various emotions prior to the testing session. These individual specific facial emotion encoding templates are matched with the individual responses to identify subject emotional response. In particular embodiments, these facial emotion encoding measurements are enhanced by evaluating inter-hemispherical asymmetries in EEG responses in specific frequency bands and measuring frequency band interactions. The techniques of the present invention recognize that not only are particular frequency bands significant in EEG responses, but particular frequency bands used for communication between particular areas of the brain are significant. Consequently, these EEG responses enhance the EMG, graphic and video based facial emotion identification.

[0080] At 611, processed data is provided to a data communication device. Integrated responses are generated at 613. According to various embodiments, the data communication system data to the response integration using protocols such as the File Transfer Protocol (FTP), Hypertext Transfer Protocol (HTTP) along with a variety of conventional, bus, wired network, wireless network, satellite, and proprietary communication protocols. The data transmitted can include the data in its entirety, excerpts of data, converted data, and/or elicited response measures.

[0081] In particular embodiments, the data communication system sends data to the response integration system. According to various embodiments, the response integration system combines analyzed and enhanced responses to the stimulus material while using information about stimulus material attributes. In particular embodiments, the response integration system also collects and integrates user behavioral and survey responses with the analyzed and enhanced response data to more effectively measure and track neuro-physiologi-

cal and neuro-behavioral response to stimulus materials. According to various embodiments, the response integration system obtains attributes such as requirements and purposes of the stimulus material presented.

[0082] Some of these requirements and purposes may be obtained from a variety of databases. According to various embodiments, the response integration system also includes mechanisms for the collection and storage of demographic, statistical and/or survey based responses to different entertainment, marketing, advertising and other audio/visual/tactile/olfactory material. If this information is stored externally, the response integration system can include a mechanism for the push and/or pull integration of the data, such as querying, extraction, recording, modification, and/or updating.

[0083] The response integration system can further include an adaptive learning component that refines user or group profiles and tracks variations in the neuro-physiological and neuro-behavioral response to particular stimuli or series of stimuli over time. This information can be made available for other purposes, such as use of the information for presentation attribute decision making. According to various embodiments, the response integration system builds and uses responses of users having similar profiles and demographics to provide integrated responses at **613**. At **615**, presentation of stimulus is modified to allow selective targeting of stimulus materials. According to various embodiments, additional stimulus materials for presentation to a particular subject or group of subjects are automatically selected based on integrated responses. In particular embodiments, a channel is automatically changed.

[0084] According to various embodiments, the targeted stimulus material is selected to elicit an as effective or more effective integrated response from the subject than the stimulus material originally presented to the subject. According to various embodiments, additional stimulus material is selected based on attribute similarities with the original stimulus material. In particular embodiments, various neurological and neurophysiological measurements and combinations including attention, emotion, and memory retention are used to determine the significance of neuro-physiological and neuro-behavioral responses.

[0085] According to various embodiments, various mechanisms such as the data collection mechanisms, the intra-modality synthesis mechanisms, cross-modality synthesis mechanisms, etc. are implemented on multiple devices. However, it is also possible that the various mechanisms be implemented in hardware, firmware, and/or software in a single system. FIG. 7 provides one example of a system that can be used to implement one or more mechanisms. For example, the system shown in FIG. 7 may be used to implement a data analyzer.

[0086] According to particular example embodiments, a system **700** suitable for implementing particular embodiments of the present invention includes a processor **701**, a memory **703**, an interface **711**, and a bus **715** (e.g., a PCI bus). When acting under the control of appropriate software or firmware, the processor **701** is responsible for such tasks such as pattern generation. Various specially configured devices can also be used in place of a processor **701** or in addition to processor **701**. The complete implementation can also be done in custom hardware. The interface **711** is typically configured to send and receive data packets or data segments over a network. Particular examples of interfaces the device supports include host bus adapter (HBA) interfaces, Ethernet

interfaces, frame relay interfaces, cable interfaces, DSL interfaces, token ring interfaces, and the like.

[0087] In addition, various very high-speed interfaces may be provided such as fast Ethernet interfaces, Gigabit Ethernet interfaces, ATM interfaces, HSSI interfaces, POS interfaces, FDDI interfaces and the like. Generally, these interfaces may include ports appropriate for communication with the appropriate media. In some cases, they may also include an independent processor and, in some instances, volatile RAM. The independent processors may control such communications intensive tasks as data synthesis.

[0088] According to particular example embodiments, the system **700** uses memory **703** to store data, algorithms and program instructions. The program instructions may control the operation of an operating system and/or one or more applications, for example. The memory or memories may also be configured to store received data and process received data.

[0089] Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to tangible, machine readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks and DVDs; magneto-optical media such as optical disks; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). Examples of program instructions include both machine code, such as produced by a compiler, and files containing higher level code that may be executed by the computer using an interpreter.

[0090] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. Therefore, the present embodiments are to be considered as illustrative and not restrictive and the invention is not to be limited to the details given herein, but may be modified within the scope and equivalents of the appended claims.

What is claimed is:

1. A system, comprising:

a plurality of modalities operable to obtain neuro-physiological and neuro-behavioral data from a subject exposed to stimulus material;

a processor operable to analyze the neuro-physiological and neuro-behavioral data from the subject exposed to stimulus material to determine an integrated response to the stimulus material, wherein the targeted stimulus material is automatically identified using stimulus material attributes, targeted stimulus material attributes, and the integrated response.

2. The system of claim 1, wherein neuro-physiological and neuro-behavioral data includes central nervous system and autonomic nervous system data.

3. The system of claim 1, wherein neuro-physiological and neuro-behavioral data includes central nervous system and effector data.

4. The system of claim 1, wherein neuro-physiological and neuro-behavioral measurements including attention, emotion, and memory retention are used to determine the integrated response.

5. The system of claim 1, wherein the stimulus material is a first media channel and the targeted stimulus material is a second media channel.

6. The system of claim 1, wherein the stimulus material is an electronic game having default levels and choices and the targeted stimulus material is the electronic game having custom levels and choices.

7. The system of claim 1, wherein the stimulus material is a media stream having a default message and the targeted stimulus material is the media stream having a personalized message.

8. The system of claim 1, wherein data is analyzed using a cross-modality response synthesizer operable to analyze neuro-physiological and neuro-behavioral data from the plurality of modalities.

9. The system of claim 1, wherein neuro-physiological and neuro-behavioral data from a first modality is aligned and combined with neuro-physiological and neuro-behavioral data from a second modality.

10. The system of claim 9, wherein aligning neuro-physiological and neuro-behavioral data from a first modality with neuro-physiological and neuro-behavioral data from a second modality comprises time and phase shifting.

11. The system of claim 9, wherein the plurality of modalities include Electroencephalography (EEG), Electrooculography (EOG), and Galvanic Skin Response (GSR).

12. The system of claim 1, wherein the stimulus material is marketing or entertainment material.

13. A method, comprising:

obtaining neuro-physiological and neuro-behavioral data from a subject exposed to stimulus material, the neuro-physiological and neuro-behavioral data obtained using a plurality of modalities;

analyzing the neuro-physiological and neuro-behavioral data from the subject exposed to stimulus material to determine an integrated response to the stimulus material;

identifying targeted stimulus material automatically using stimulus material attributes, targeted stimulus material attributes, and the integrated response.

14. The method of claim 13, wherein neuro-physiological and neuro-behavioral data includes central nervous system and autonomic nervous system data.

15. The method of claim 13, wherein neuro-physiological and neuro-behavioral data includes central nervous system and effector data.

16. The method of claim 13, wherein neuro-physiological and neuro-behavioral measurements including attention, emotion, and memory retention are used to determine the integrated response.

17. The method of claim 13, wherein the stimulus material is a first media channel and the targeted stimulus material is a second media channel.

18. The method of claim 13, wherein the stimulus material is an electronic game having default levels and choices and the targeted stimulus material is the electronic game having custom levels and choices.

19. The method of claim 13, wherein the stimulus material is a media stream having a default message and the targeted stimulus material is the media stream having a personalized message.

20. The method of claim 13, wherein neuro-physiological and neuro-behavioral data is analyzed using a cross-modality response synthesizer.

21. A apparatus, comprising:

means for obtaining neuro-physiological and neuro-behavioral data from a subject exposed to stimulus material, the neuro-physiological and neuro-behavioral data obtained using a plurality of modalities;

means for analyzing the neuro-physiological and neuro-behavioral data from the subject exposed to stimulus material to determine an integrated response to the stimulus material;

means for identifying targeted stimulus material automatically using stimulus material attributes, targeted stimulus material attributes, and the integrated response.

22. The apparatus of claim 21, wherein neuro-physiological and neuro-behavioral data includes central nervous system and autonomic nervous system data.

23. The apparatus of claim 21, wherein neuro-physiological and neuro-behavioral data includes central nervous system and effector data.

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摘要(译)

系统使用神经生理和神经行为数据执行刺激目标。受试者接触诸如营销和娱乐材料之类的刺激材料，并且使用诸如脑电图（EEG），电流皮肤反应（GSR），心电图（EKG），电眼图（EOG），眼睛跟踪和面部情感编码的机制来收集数据。收集所收集的神经生理学和神经行为数据以选择靶向刺激材料。为了各种目的，将目标刺激材料提供给特定受试者。

