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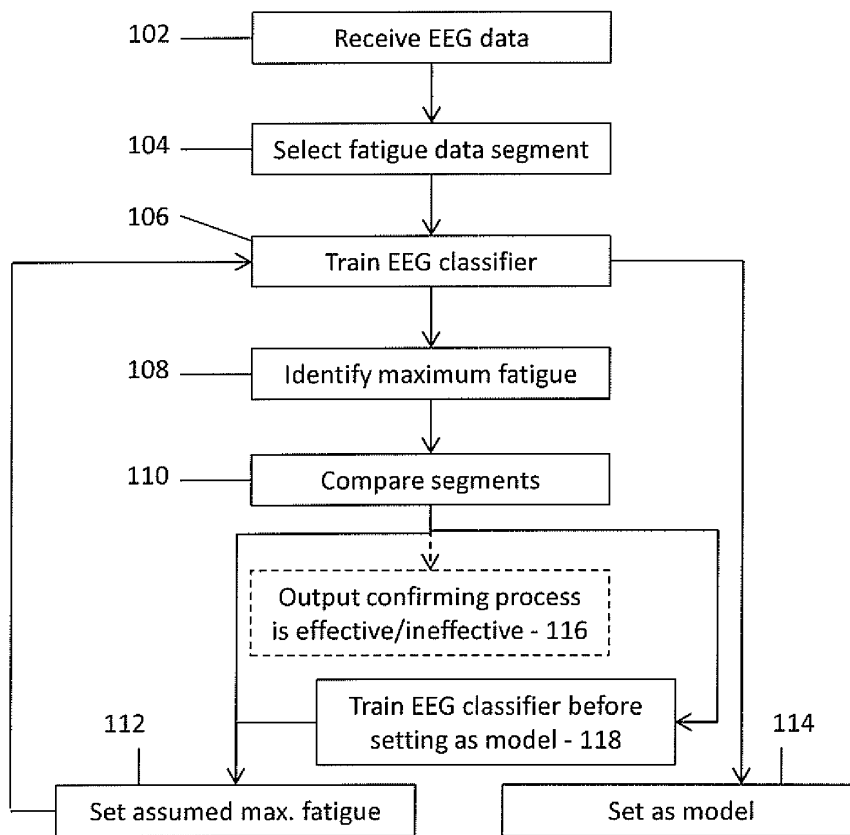


Figure. 1

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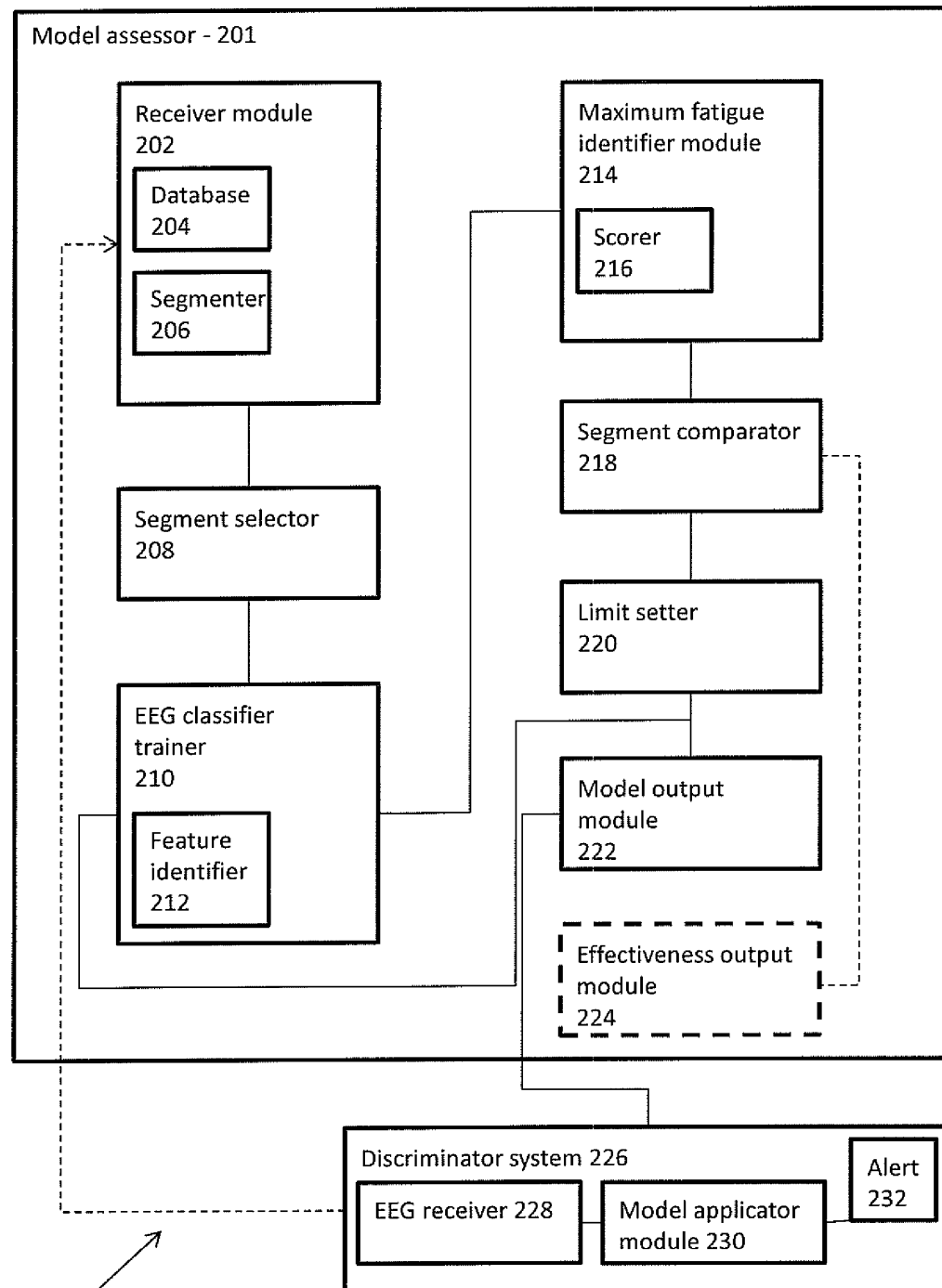


Figure. 2

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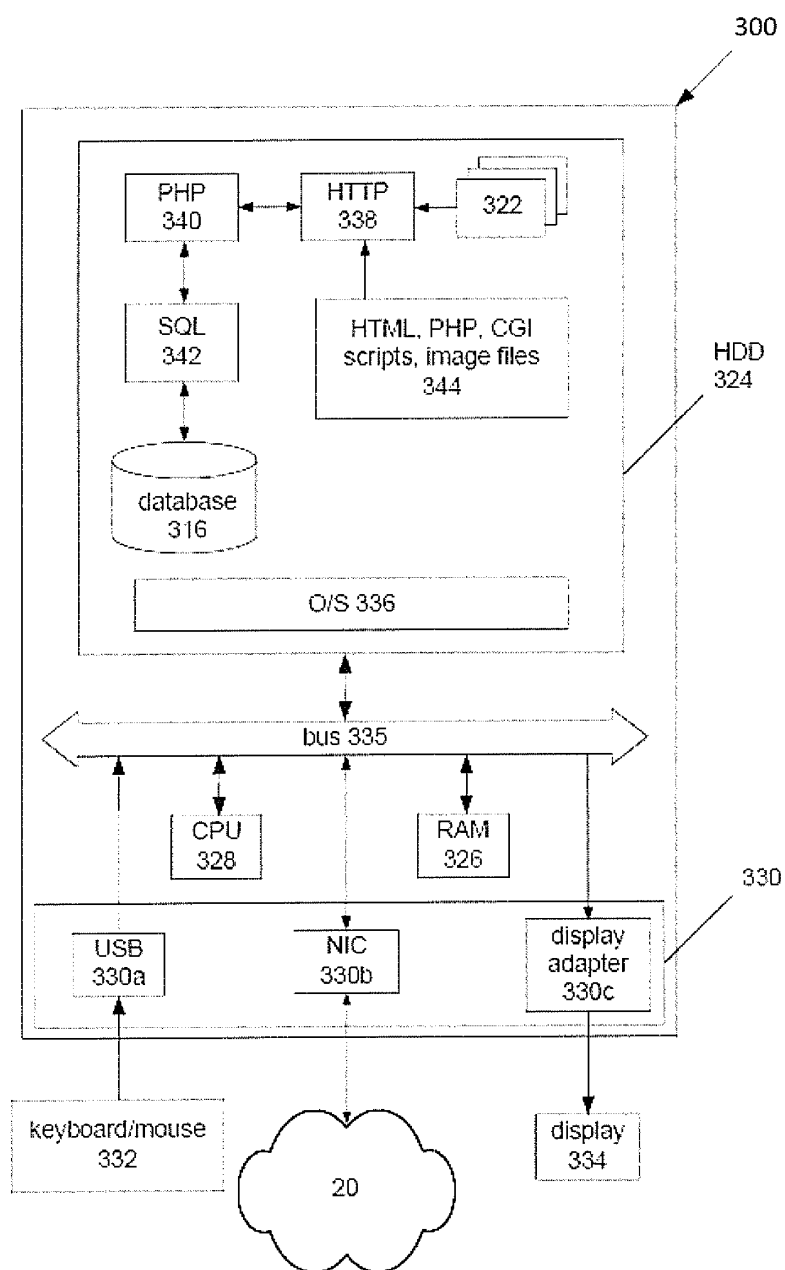


Figure. 3

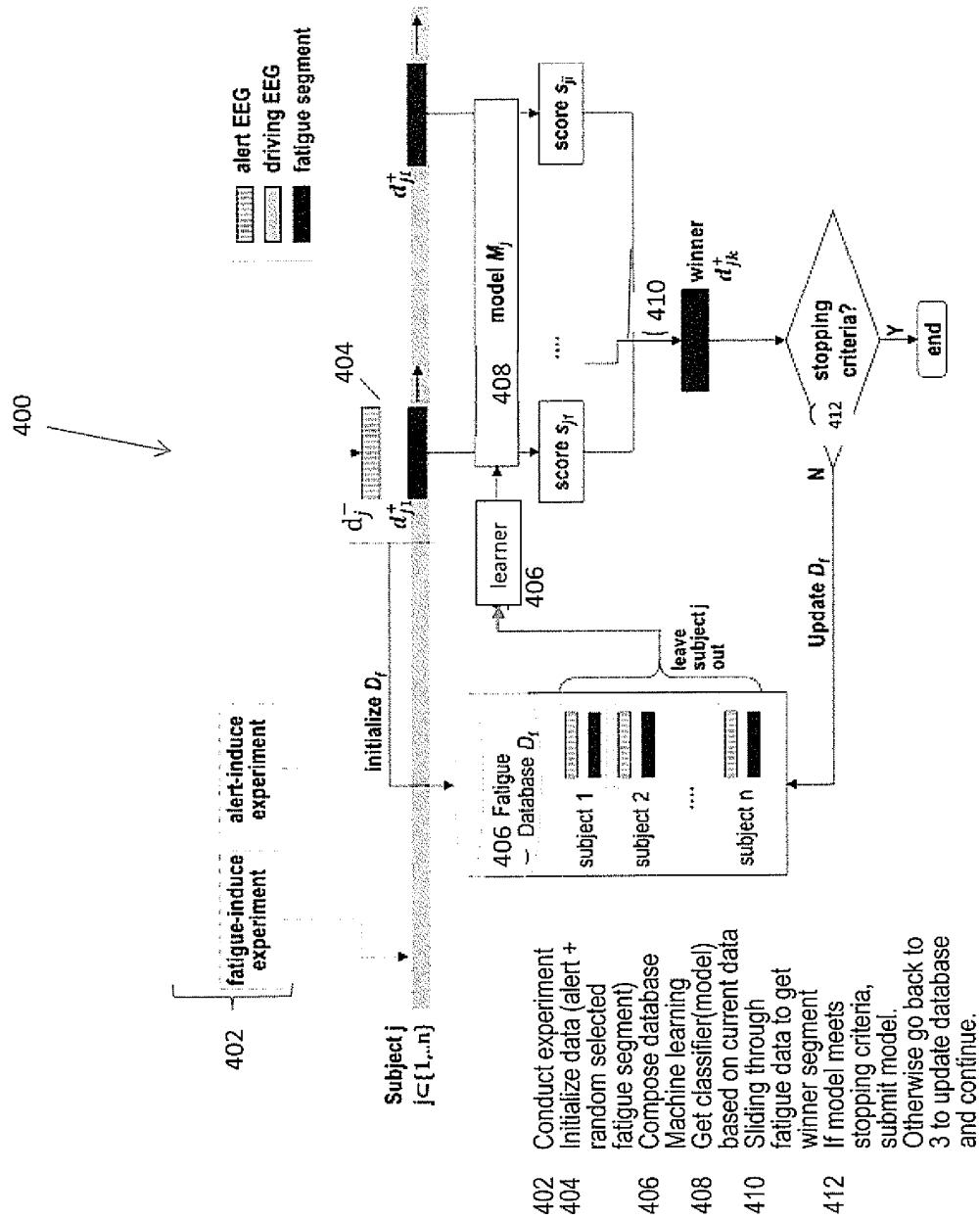


Figure. 4

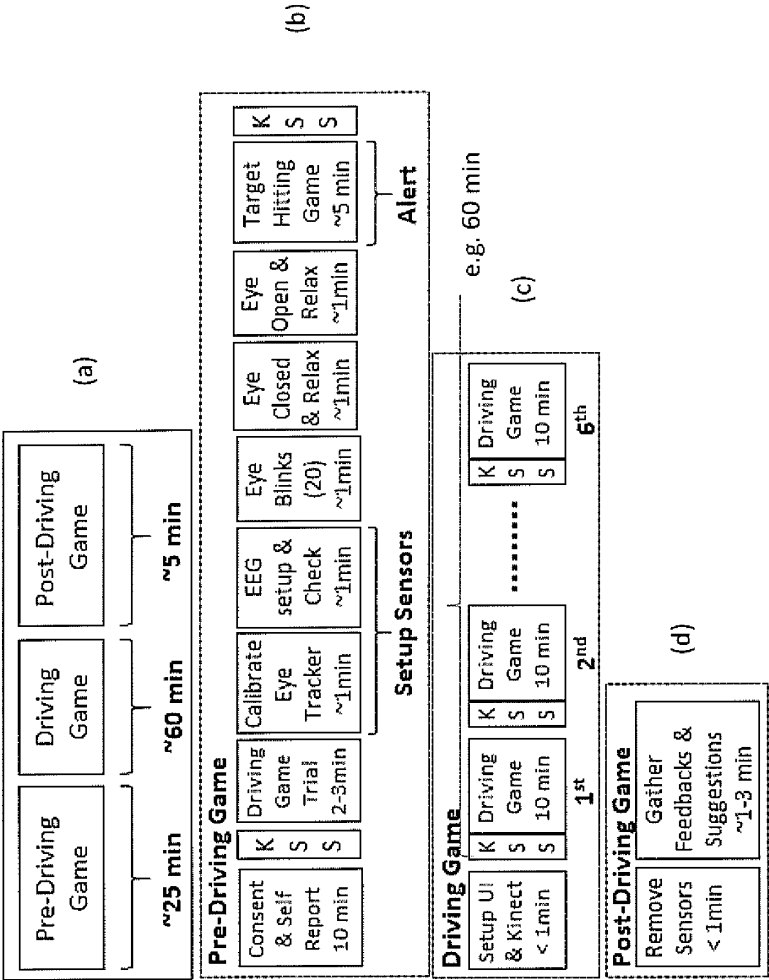
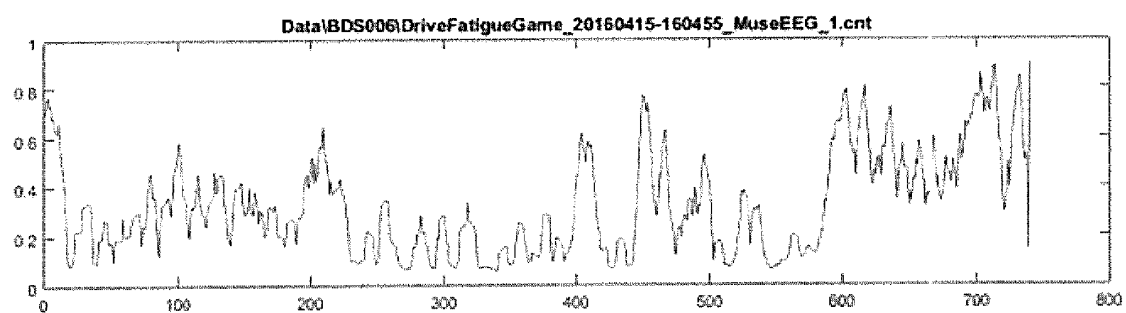


Figure. 5

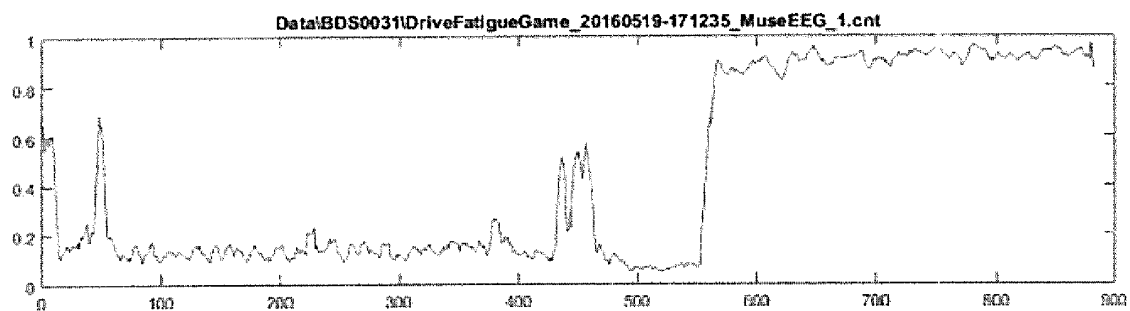
Sensors EEG (Muse headband) Eye Tracker (Tobii EyeX) Camera (Kinect v2)	Instructions to Subject Pay full attention to the screen. React as fast as possible. Minimize eye/head movements and blinks. Informed of car deviation only in 'left direction'. Game Parameters Car-Deviation Inter-stimulus Interval: 5-10 s K.S.S survey timeout: 10 min
Data Collection Time • 9:30 am • 1:30 pm • 4:00 pm	Driving Instruction Place both arms on the wheel all the time. Allow to pause the game for any event necessary to do so. Minimize head, eyes or body movements during driving.
Target No. of Subjects: 30 Experiment time: ~1.5 hr	Instructions to Experimenter • Check Eye Tracker's accuracy enabling 'Gaze Bubble' and ask subjects moving eyes around the screen (corners, middle) • Check EEG's signal quality asking subject to perform eye blinks, others, etc. • Check Kinect's outputs looking at both RGB and Depth outputs

Figure. 6

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(a)



(b)

Figure. 7

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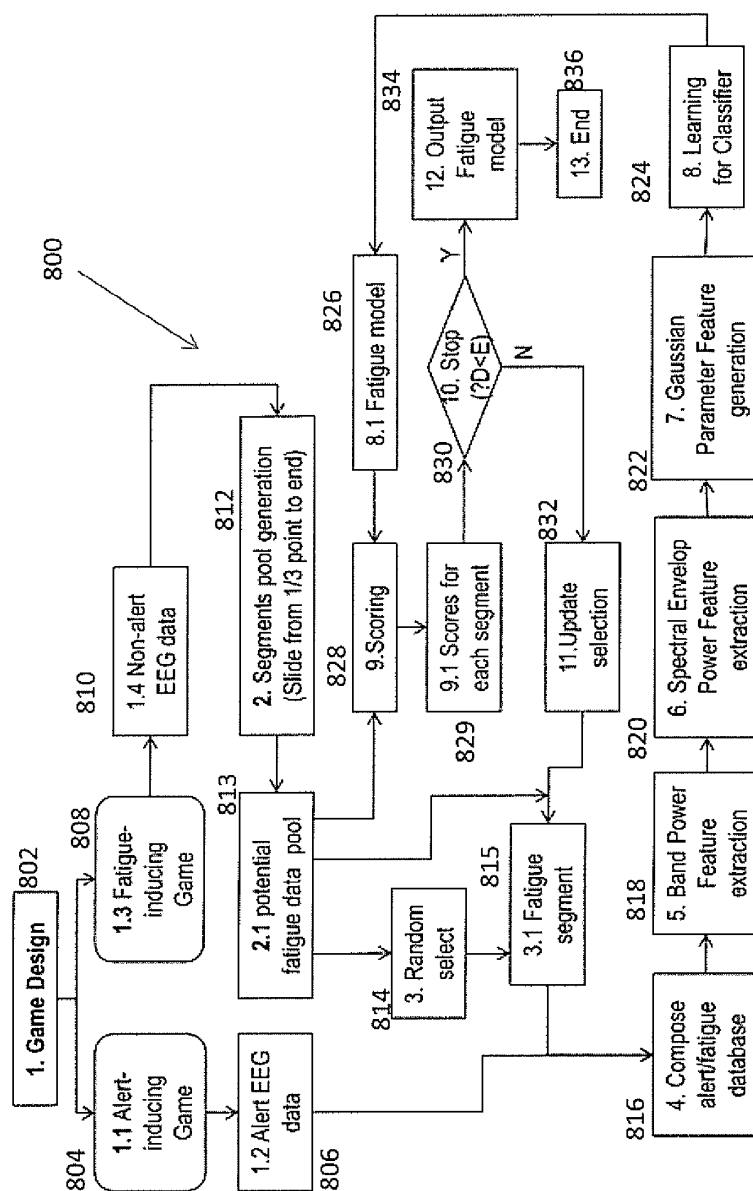


Figure. 8