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Review on Social Network Game for Brain Function Improvements

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가

가

1.

SNS [1].

SNG

2.2. SNG (Social Network Game)

SNG SNS

SNS

SNS

SNS

2.

가

가

3

SNG

가

, 5

가

가

2.

가

SNS

SNS

SNS

(EEG)

(MEG)

2.1. SNS (Social Network Service)

SNS

가
가

가

가

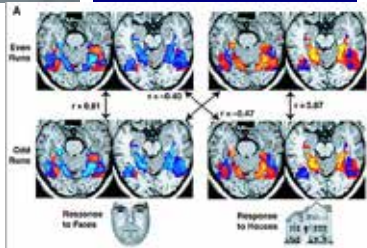
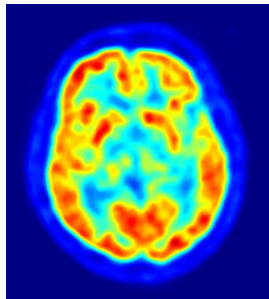
가



(2)

2.7.

(PET, positron emission tomography)
(functional MRI, functional magnetic resonance image)



(3) () PET , () fMRI

(CT)
가

MRI . < 3>() functional
가

3. 가
가

BCI

3.1.

DS Brain Training Brain Age

가 Wii

< 4>



(4) Wii

Lumosity

SNS
가

. 40 가

Solving, Flexibility Lumosity . < 5>

5> Memory

. Attention

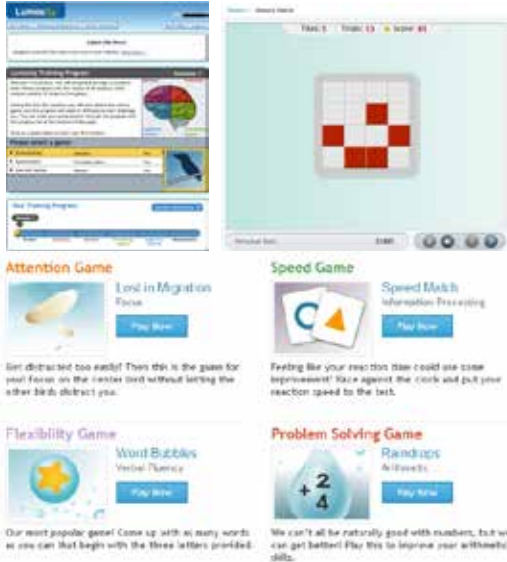
. Speed

Flexibility

Problem Solving

Lumosity

가



(5) Lumosity

3.2. BCI

BCI 가 , < 6>() MindBall 가

. Mind Flex



(6) () Mind Ball Mind Flex, () mindset

PC BCI

가

가 . < 6>() mindset BCI

3.3. BCI interactive

Paranormal Mynd BCI MYNDPLAY

가

7>() 가 MYNDPLAY , < 7>() , <



(7) MYNDPLAY

4. 가

SNG BCI 가 SNG BCI 가 SNG

[1] Boyd.D.M. & Ellison.N.B, "Social Network Sites: Definition, History, and Scholarship," Journal of Computer-Mediated Communication Vol.13, No. 11, p.216, 2007.
 [2] " " Korean Journal of Cognitive Science Vol. 20, No. 2, pp155~181, 2009.
 [3] M Hämäläinen, R Hari, RJ Ilmoniemi, J Knuutila "Magnetoencephalography—theory, instrumentation, and applications to noninvasive studies of the working human brain" Reviews of modern Physics Vol. 65, No. 2 April 1993
 [4] " 12 : BCI(Brain Computer Interface) " March 2011.