

The NeuroRight Arcades

Roel Heremans

Neurotechnology and neurowearables are becoming increasingly common, but the ethical frameworks surrounding these technologies have not kept up with their development. Researchers at Columbia University have created the NeuroRights Initiative to protect 5 fundamental NeuroRights:

Mental Privacy, Personal Identity, Free Will, Equal Access to Mental Augmentation, and Protection Against Algorithmic Bias.

The NeuroRights Initiative has proposed a kind of Hippocratic Oath, similar to that taken by doctors worldwide in their commitment to protecting their patients, but applied to companies. The aim is to secure a commitment to ensure that digital advances do not interfere with NeuroRights.

In response to this, Roel Heremans and his team created 5 short video games with live neurofeedback to make the need for each of these NeuroRights more tangible and inspire a deeper understanding of their importance. The games are installed on two custom-made arcades in the space of n0dine.

After completion of every ethical game, the visitor gets offered a QR-code downloadable digital print of their recorded brainwaves. But just when they think they've been ethically empowered, they might get the uncanny realisation that the installation has done exactly what it warned them about...

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Curated by Various Artists

Co-production: C-Takt Pelt, Werktank Leuven, Kunstenwerkplaats Pianofabriek, Ars Electronica Futurelab

Interactive Design by Tyrell, BCI software by Yuhan Zhang, Thai Duong Truong and Maarten Francq, Neurological advice by Chie Nakatani and Cees van Leeuwen

Artistic Advice by Emanuele Dainotti and Evan Cole, Arcade Design by Rudi van de Kerkhof

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