Abstract

There are actors who cannot move. The question is, can they act? The traditional conception of performing arts would demand an answer in the negative. However, technology provides a way to go beyond the traditional definition and present people with locked-in syndrome or other severe motor impairments with the opportunity to claim a place in the performing arts. BCIs in particular represent an interesting venue for reaching this goal as they aim to provide an efficient mechanism of control of external systems and these external systems might, in turn, be defined, designed, and built with artistic expression purposes in mind. This paper proposes three conceptual models to guide the design of such systems.