

Accepted Manuscript

Gamers' Involvement Detection from EEG Data with cGAAM – a Method for Feature Selection for Clustering

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PII: S0957-4174(18)30059-9
DOI: [10.1016/j.eswa.2018.01.046](https://doi.org/10.1016/j.eswa.2018.01.046)
Reference: ESWA 11794



To appear in: *Expert Systems With Applications*

Received date: 31 March 2017
Revised date: 26 January 2018
Accepted date: 27 January 2018

Please cite this article as: Izabela Rejer , Michal Twardochleb , Gamers' Involvement Detection from EEG Data with cGAAM – a Method for Feature Selection for Clustering, *Expert Systems With Applications* (2018), doi: [10.1016/j.eswa.2018.01.046](https://doi.org/10.1016/j.eswa.2018.01.046)

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Highlights

- A genetic algorithm controlled by unsupervised classification was introduced.
- A joined-approach for clustering and feature selection was proposed.
- Three EEG features differentiating levels of players' involvement were identified.
- The predominance of the proposed approach over other methods was shown.

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