

ISO/IEC TR 27599:2025-05 (E)

Information technology - Brain-computer interfaces - Use cases

Contents	Page
FOREWORD.....	7
INTRODUCTION	8
1 Scope.....	9
2 Normative references.....	9
3 Terms and definitions.....	9
4 Abbreviated terms.....	12
5 Data analysis of BCI use cases.....	12
5.1 List of use cases	12
5.2 Application domains.....	14
5.3 Data characteristics and processing methods	14
5.3.1 General.....	14
5.3.2 The characteristics of EEG	14
5.3.3 EEG signal processing methods	15
5.4 BCI common challenges and issues.....	15
5.4.1 General.....	15
5.4.2 Automatic labelling.....	16
5.4.3 Experimental preparation.....	16
5.4.4 Mind focusing requirement.....	16
5.4.5 Data security	16
5.4.6 Minimized damage for implantable BCI.....	16
5.4.7 Signal acquisition (noise, interference, etc.).....	16
5.4.8 Effect difference on inter-subjects or inter-devices	16
5.4.9 Algorithm-related signal classification accuracy.....	16
5.4.10 Portable and comfortable BCI system.....	16
5.4.11 Amount of data	16
5.5 Types, setup, benefits and portability.....	16
5.5.1 Invasive or non-invasive	16
5.5.2 Required acquisition setup.....	17
5.5.3 Benefits	17
5.5.4 Portability.....	18
6 Standardization requirements	19
6.1 Summary of standardization requirements of collected BCI use cases.....	19
6.2 Standardization requirements analysis of collected BCI use cases.....	23
6.2.1 Standardization requirements categorization.....	23
6.2.2 Standardization requirements statistics	24
6.2.3 Standardization requirements discussion.....	24
6.3 Conclusion.....	25
7 Use cases.....	25
7.1 Overview	25
7.2 General information on use case	26
7.3 Smart environment.....	26
7.3.1 Passive brain-computer interface-based adaptive automation (use case 1)	26
7.3.2 BCI-based smart ward system (use case 2)	28
7.3.3 Brain-machine interface (BMI) enabled assistive communication system (use case 3)	29

7.3.4	Monitoring and early warning technology for the fitness of special operations personnel based on EEG signals (use case 4)	32
7.4	Medical and health.....	33
7.4.1	Minimally invasive implanted closed-loop brain-computer interface system (use case 5).....	33
7.4.2	Neural state dependent closed-loop deep brain stimulation (use case 6).....	35
7.4.3	Invasive brain cursor control system (use case 7)	37
7.4.4	Multi-site closed-loop neurostimulation for clinical seizure modulation (use case 8)	38
7.4.5	AR-based brain-computer interface for upper limb rehabilitation (use case 9)	40
7.4.6	Brain-controlled robot grabbing to assist daily life (use case 10).....	42
7.4.7	Rehabilitation training system based on MI-BCI (use case 11).....	44
7.4.8	Brain-computer interface in diagnosis and treatment of depression (use case 12).....	45
7.4.9	The M-score: motor function assessment using BCI (use case 13).....	46
7.4.10	Shen Gong robotics: BCI-driven rehabilitation training system (use case 14).....	48
7.4.11	Music intervention based on brain-computer interface system (use case 15).....	49
7.4.12	Wearable seizure onset detection system (use case 16)	51
7.4.13	Clinical diagnosis and prognosis in patients with disorders of consciousness (DOC) (use case 17)	52
7.4.14	An adaptive AR display to improve situational awareness using BCI in stressful and fatigue-inducing situations (use case 18)	55
7.4.15	Portable brain-related symptom screening, monitoring and surveillance system using non-invasive electroencephalograph (use case 19).....	58
7.4.16	Portable brain-related symptom management system using non-invasive brain stimulation (use case 20)	59
7.4.17	Automated seizure detection and prediction (use case 21)	61
7.4.18	Near-infrared BCI intervention in patients with stroke (use case 22).....	62
7.4.19	Fusion of multi-modal fNIRs and EEG information for motor imagery classification (use case 23).....	64
7.4.20	BCI controlled exoskeleton with seven degrees of freedom for assistance and rehabilitation applications (use case 24)	65
7.4.21	BCI controlled wheelchair for assistance and rehabilitation (use case 25).....	66
7.5	Learning, education and training	68
7.5.1	Reading assessment apparatus (RAA) (use case 26).....	68
7.5.2	BCI-based biofeedback for accelerated learning (use case 27)	69
7.6	Industrial controls	72
7.6.1	Brain-computer interface in aerospace applications (use case 28).....	72
7.6.2	T-Drone (use case 29).....	74
7.7	Gaming.....	76
7.7.1	Cognitive regulation based on brain-computer interface game (use case 30).....	76
7.7.2	The MindGomoku: an online P300 BCI game (use case 31).....	77
7.8	Security and authentication.....	79
7.8.1	Non-invasive brain signal-based biometrics system (use case 32).....	79
Annex A (informative)	Figures from the collected use cases.....	82
A.1	Passive brain-computer interface (pBCI)-based adaptive automation (AA).....	82
A.2	BCI-based smart ward system.....	83

A.3	Brain-machine interface (BMI) enabled assistive communication system	83
A.4	Monitoring and early warning technology for the fitness of special operations personnel based on EEG signals.....	84
A.5	Minimally invasive implanted closed-loop brain-computer interface system	84
A.6	Neural state dependent closed-loop deep brain stimulation	85
A.7	Invasive brain cursor control system.....	86
A.8	Multi-site closed-loop neurostimulation for clinical seizure modulation.....	87
A.9	AR-based brain-computer interface	89
A.10	Brain-controlled robot grabbing to assist daily life	90
A.11	Rehabilitation training system based on MI-BCI	91
A.12	Brain-computer interface in diagnosis and treatment of depression	93
A.13	The M-score: motor function assessment using BCI	94
A.14	Shen Gong robotics: BCI-driven rehabilitation training system.....	95
A.15	Music intervention based on the brain-computer interface system.....	96
A.16	Wearable seizure onset detection system.....	98
A.17	Clinical diagnosis and prognosis in patients with DOC.....	99
A.18	An adaptive AR display to improve situational awareness using BCI in stressful and fatigue-inducing situations.....	100
A.19	Portable brain-related symptom screening, monitoring and surveillance system using non-invasive electroencephalograph	101
A.20	Portable brain-related symptom management system using non-invasive brain stimulation	102
A.21	Automated seizure detection and prediction	102
A.22	Near-infrared BCI intervention in patients with stroke	102
A.23	Fusion of multi-modal fNIRs and EEG information for motor imagery classification	102
A.24	BCI controlled exoskeleton with seven degrees of freedom for assistance and rehabilitation applications.....	102
A.25	BCI controlled wheelchair for assistance and rehabilitation	103
A.26	Reading assessment apparatus (RAA).....	104
A.27	BCI-based biofeedback for accelerated learning	104
A.28	Brain-computer interface in aerospace applications.....	105
A.29	T-Drone	106
A.30	Cognitive regulation based on brain-computer interface game	107
A.31	The MindGomoku: an online P300 BCI game.....	108
A.32	Non-invasive brain signal-based biometrics system	110
Annex B (informative)	Use case template.....	111
	Bibliography.....	112
Figure 1	– Application domains of all the collected BCI use cases	14
Figure 2	– Common challenges among BCI use cases	15
Figure 3	– Invasiveness of all the collected BCI use cases	17
Figure 4	– Benefit of the BCI use cases	18
Figure 5	– Portability of the use cases	18
Figure 6	– Standardization requirements statistics of the collected BCI use cases.....	24
Figure A.1	– Experimental demonstration of pBCI-based adaptive automation	82
Figure A.2	– The BCI-based smart ward	83
Figure A.3	– A BCI based real-time sensing equipment and early warning system.....	84
Figure A.4	– Minimally invasive implanted closed-loop brain-computer interface system	84

Figure A.5 – Neural state discrimination method	85
Figure A.6 – Neurostimulator for deep brain stimulation therapy	86
Figure A.7 – Invasive brain cursor control system	86
Figure A.8 – Framework of hardware	87
Figure A.9 – Framework of the classifier for seizure detection	88
Figure A.10 – Flowchart of the AR-based brain-computer interface	89
Figure A.11 – AR environment of the AR-based brain-computer interface	89
Figure A.12 – Feedback of the AR-based brain-computer interface	90
Figure A.13 – Brain-controlled robot grabbing to assist daily life	90
Figure A.14 – Graphical user interface of brain-controlled robot grabbing to assist daily life	91
Figure A.15 – Rehabilitation training system based on MI-BCI	91
Figure A.16 – Graphical user interface of the rehabilitation training system based on MI-BCI	92
Figure A.17 – Complete system setup and application environment	93
Figure A.18 – The hardware system of the user case	94
Figure A.19 – The system of Shen Gong robotics	95
Figure A.20 – User gained improvement in handwriting after treatment using the Shen Gong robotic series	95
Figure A.21 – Product example	96
Figure A.22 – Principles of brain-wave music	96
Figure A.23 – Framework of system	97
Figure A.24 – Wearable seizure onset detection system	98
Figure A.25 – Patient with cognitive motor dissociation (CMD) selecting his or her own photograph from two candidates using an EEG-based BCI	99
Figure A.26 – A patient with disorders of consciousness is detecting awareness using an EEG-based BCI	99
Figure A.27 – The data processing and decision-making procedure of a trial for BCI-based awareness detection	100
Figure A.28 – An example of a stress-inducing experimental paradigm	100
Figure A.29 – The outline of the experimental task to assess cognitive performance when fatigued	101
Figure A.30 – Clinic-to-home electroceutical platform	101
Figure A.31 – Two high degree of freedom exoskeletons utilized in this use case, one on the left is developed with portable design and the one on the right is developed with stationary design	102
Figure A.32 – The graphical user interface used in this use case	103
Figure A.33 – Brain-controlled wheelchair with intelligent obstacle avoidance	103
Figure A.34 – Reading assessment apparatus (RAA)	104
Figure A.35 – A developed biofeedback-supported intelligent training system	104
Figure A.36 – Overall architecture of the developed biofeedback-supported intelligent training system	105
Figure A.37 – The graphical user interface of the user case	105
Figure A.38 – The hardware system of the user case	106
Figure A.39 – Product example	107
Figure A.40 – Framework of BCI game	108

Figure A.41 – The framework of the BCI game consisting of three subsystems: (a) data acquisition, (b) data processing, and (c) visual and game terminal.....	108
Figure A.42 – An illustration of MindGomoku	109
Figure A.43 – Non-invasive brain signal-based biometrics system	110
Table 1 – List of use cases.....	13
Table 2 – The list of standardization requirements from all the collected BCI use cases.....	20
Table B.1 – Use case template	111