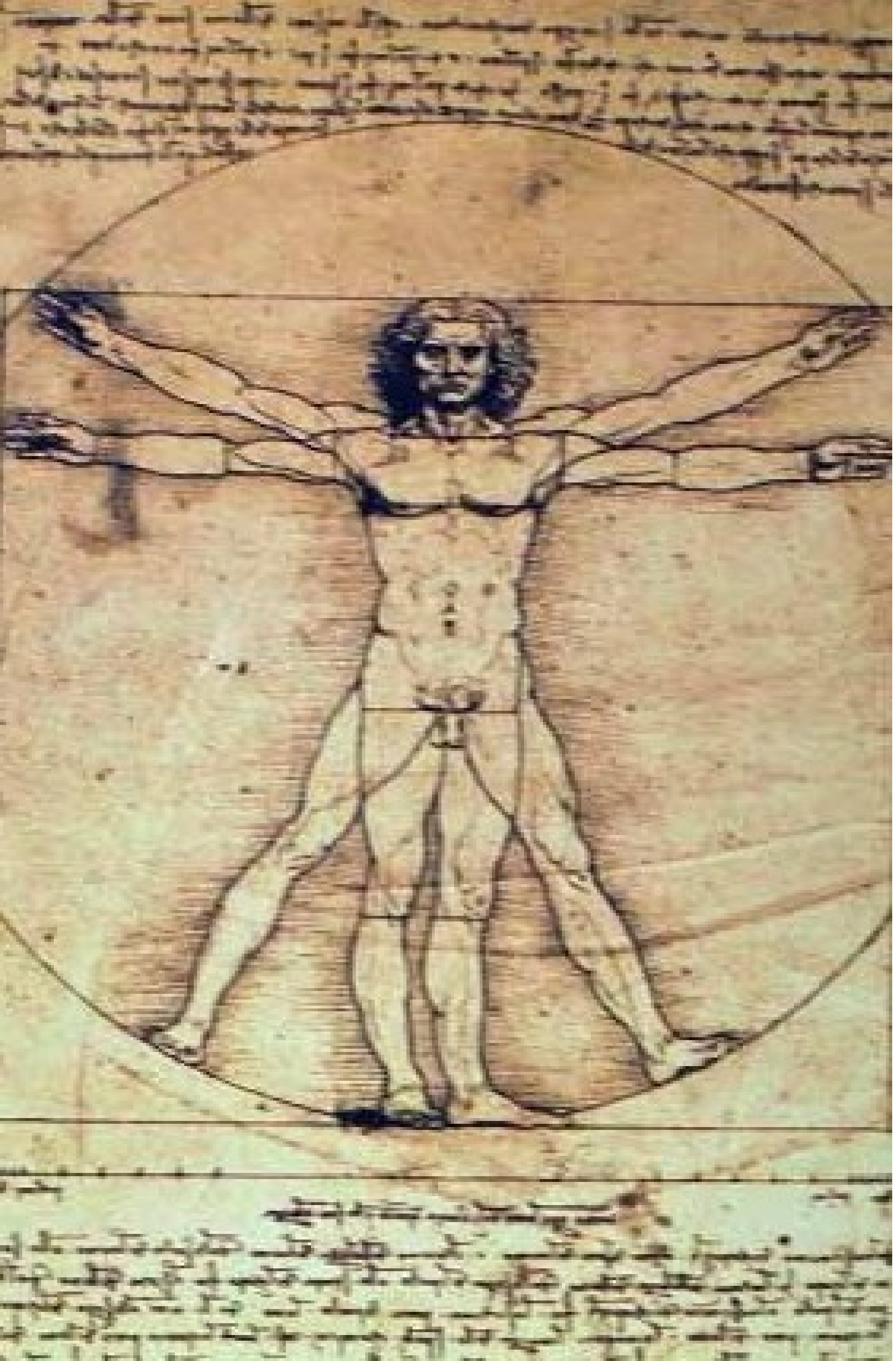

Interactive System
インタラクティブシステム特論(1)

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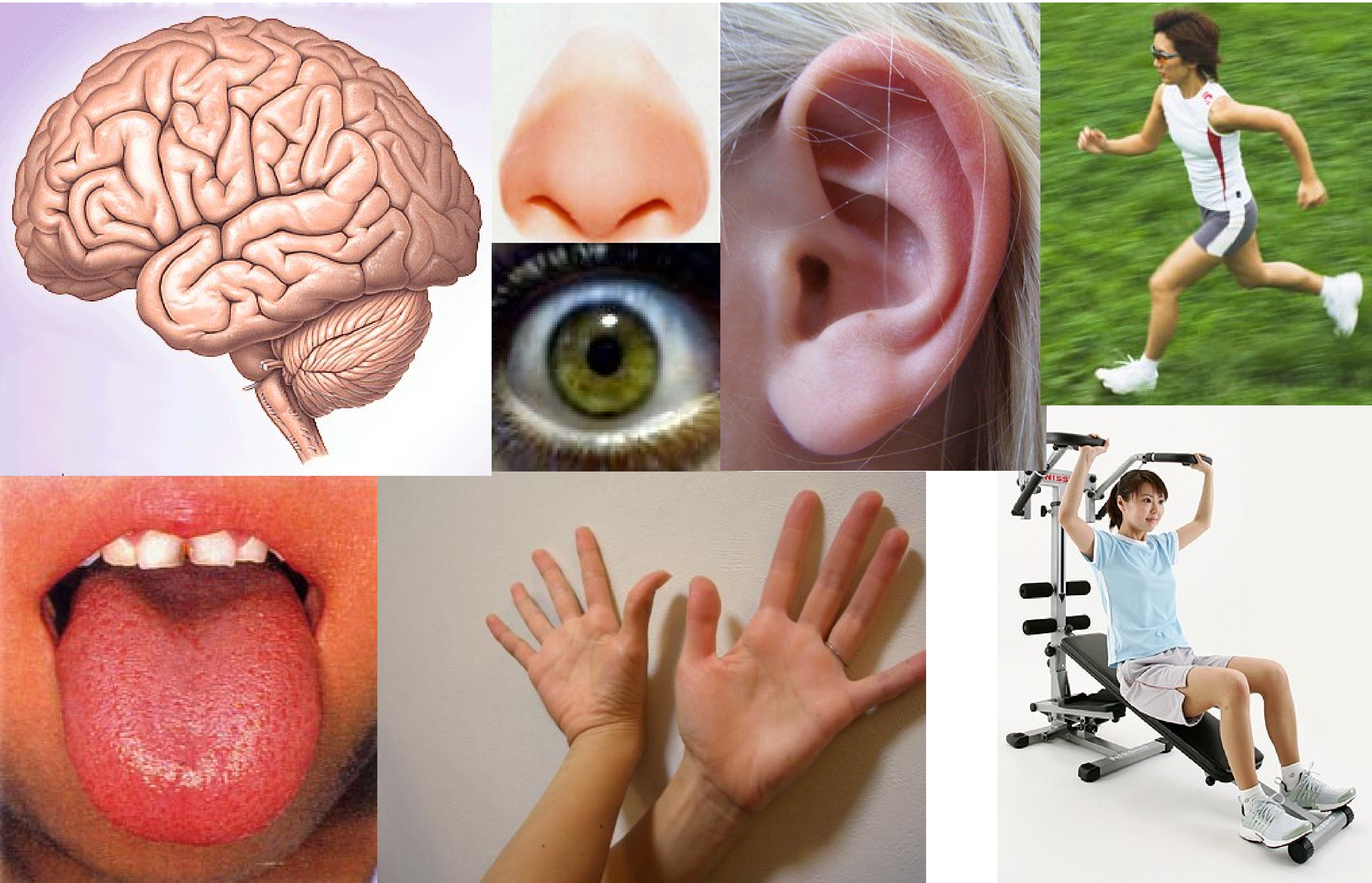
Twitter ID kajimoto

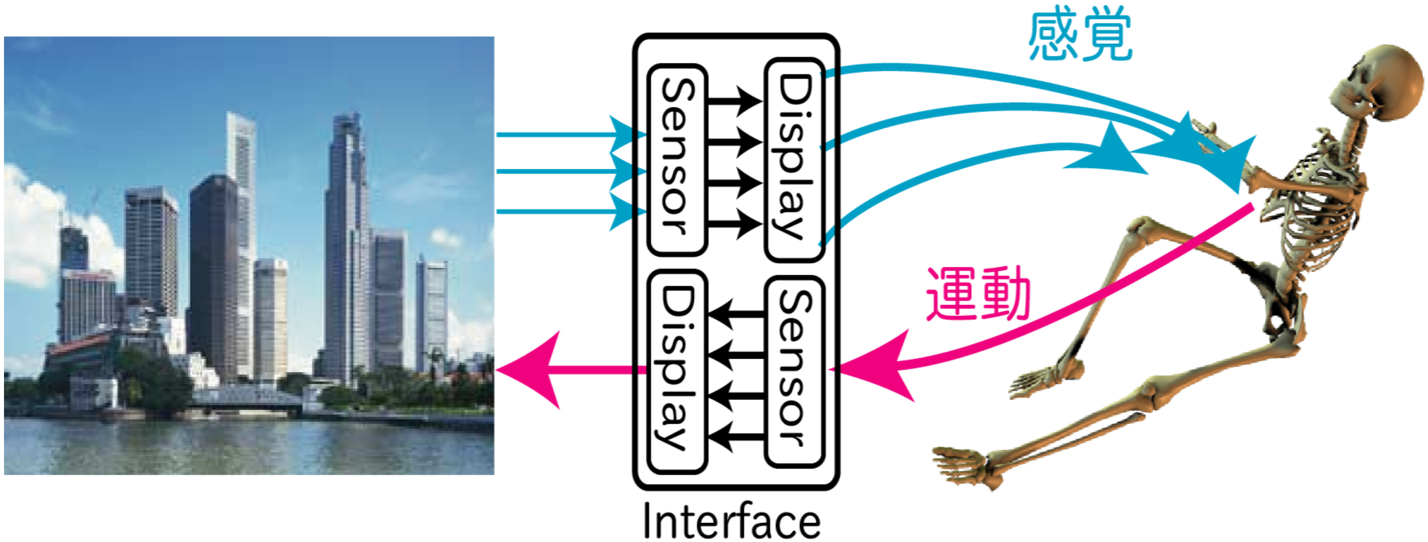
言語 / Language

- 講義は日本語、資料は英語。
  - ✓専門用語は併記
- Lecture in Japanese, handouts in English.

Self Introduction: Research field = Human Interface



Necessary Knowledge for the research

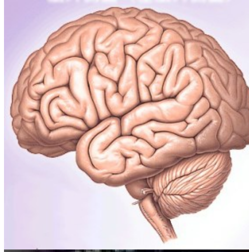
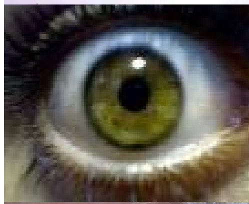


- ヒトの特性／Human perception
- 最新技術(センサ）／Today's sensing technology
- 最新技術（ディスプレイ）／Today's display technology

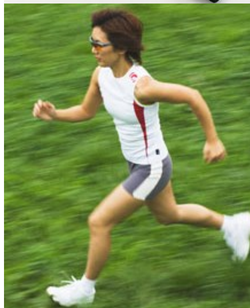
This Lecture aims to roughly sketch
"optimal design method based on human perception"

Outline of the lecture

1. 人間計測手法／Measuring Human
2. 視覚／Human Vision System
3. 視覚センシング／Visual Sensing
4. 視覚ディスプレイ／Visual Display
5. 聴覚、聴覚インタフェース／Auditory Interface
6. 触覚、触覚インタフェース／Tactile Interface
7. 力覚、力覚インタフェース／Haptic Interface
8. 移動感覚インタフェース／Locomotion Interface





Schedule

- 4/11 講義(lecture)1
- 4/18 出張のため休講
- 4/25出張準備のため休講
- 5/2出張のため休講
- 5/9講義(lecture)3
- 5/16講義(lecture)4
- 5/23講義(lecture)5
- 5/30講義(lecture)6
- 6/6講義(lecture)7
- 6/13講義(lecture)8
- 6/20プレゼンテーション(presentation)1
- 6/27 出張のため休講
- 7/4プレゼンテーション(presentation)2
- 7/11プレゼンテーション(presentation)3
- 7/18プレゼンテーション(presentation)4
- 7/25 出張のため休講の可能性(未確定）
- 8/1 14 予備日

小テスト/ Mini Test

- 講義の目的の一つが「基礎知識を得ること」なので、各回小テストを行います。
- **<u>メールで回答。メールアドレス：report@kaji-lab.jp</u>**
- メールタイトル：インタラクティブシステム第〇回　(学籍章番号）　山田太郎
- **<u>締め切り：次回開始まで</u>**

- E-mail report based mini tests are done every time.
- **<u>Send email to report@kaji-lab.jp</u>**
- Email title: Interactive System-#N (student ID) Name
- **<u>Deadline: Before the beginning of the next lecture</u>**

発表/ Presentation

Your PowerPoint Presentation is required.

- 英語の論文を一つ読み，その内容を発表．
（読む候補はこちらで用意します）
Read a paper and do presentation.
(candidate papers will be announced)
  - 今のところ発表8分，質疑4分．
- 発表は全員で評価
The presentation is evaluated by all attendees
  - 1．発表内容に対する理解度
  - 2．発表用資料（パワーポイント）の分かりやすさ
  - 3．発表の分かりやすさ
  - 4．質問に対する受け答え
  - 5．総合的な印象

評価/ Evaluation

- 点数＝出席(40%)+小テスト(5%×8)+発表(20%)
- <u>ただし発表をすることが評価の前提条件</u>
- 電通大以外の場合（スーパー連携大学院）=Attendance (60%) + Mini Test (5% x 8)

- Evaluation=Attendance (40%) + Mini Test (5% x 8) + Presentation (20%)
- Presentation is required

Handouts on the web

http://kaji-lab.jp/ja/index.php?people/kaji/interactive

–現在は2013年版がおかれています。徐々に変えていきます。
–Temporary, 2013 Japanese version. Will be replaced progressively.

–**こちらのpdfには動画のリンク先(Youtube等）が埋め込まれているので、紙資料よりも便利。次回から紙資料は配布せず、講義の1時間前までにアップロードします。必要なら事前にダウンロードしてください**

–**From next time, lecture handouts will be online 1 hour before the lecture. Print it if necessary.**

Today's Topic:

人間計測手法／Measuring Human

ヒトの計測：

- インタラクティブシステムの**構成要素**
- インタラクティブシステムを**評価するため**にも必須

Measurement of human action/reaction

- To be used **as parts of** the interactive system
- To **evaluate** the system

人間計測手法／Measuring Human



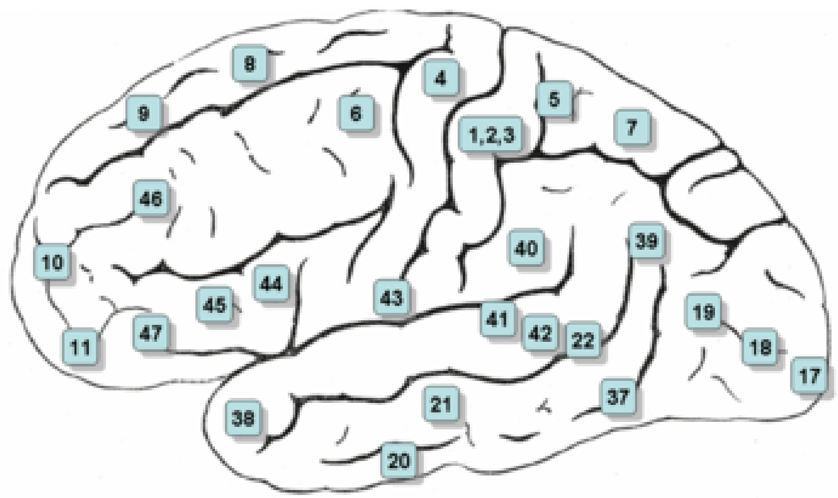


意志から行動までの「どの経路を測るか」で5つの段階
Five layers, *from* our initial will *to* our perception.

●脳活動計測／Measure brain activity.
●神経・筋活動計測／Measure nerve activity.
●自律神経系計測／ Measure autonomic nerve related phenomenon.
●運動計測／Measure motion.
●心理物理実験／Ask the user (psychophysics)

History of Brain Function Observation(1)

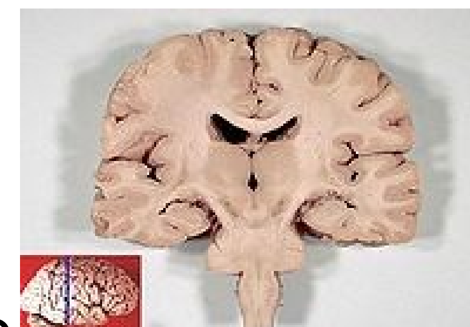
- Theory of localization of brain function：
  - 1909：ブロードマンBroadmann made “map” of the brain by visual observation. (microscope)
  - WWI: Better guns = many patients with “partial” brain damage



Broadmann’s map：
52 regions of the cortex defined based on organization of cells.

History of Brain Function Observation(2)

- 1933：ペンフィールドPenfield
  Before Brain surgery for epilepsy, he stimulated brain directly by electrical needle. while the patients were awake.
  Result: Many functional region were found, including memory, sensory, and action.



- 1940: ロボトミーLobotomy
  Cut frontal lobe of the brain for mental disease, especially for violent patients.
  Result: Became calm, but also became like “robot”⇒Frontal lobe seems to be related to “emotion”

- 1960：X-ray CT gave clear view of the brain, without surgery.

脳機能計測／Measurement of Brain Function

- Not the measurement of brain, but brain function. Must be done during some work. (see, touch, think)

- State-of-the-art measurement technologies are used.
  - Measure "Electrical Activity"
    - 脳波／EEG（brain wave），1929～
    - 脳磁／MEG，1972～
  - Measure "Blood Flow"
    - fMRI（functional MRI)，1973～
    - PET，1965～
    - NIRS，1994～
  - Active method
    - Use magnetic stimulator

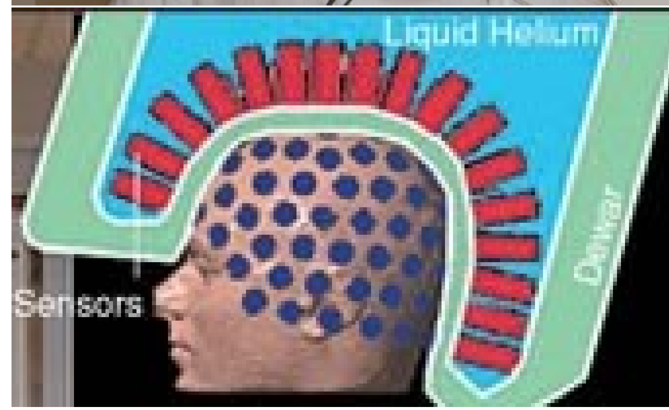
EEG (Brain Wave)

- EEG: Electroencephalogram
- 21～60 electrodes on the scull skin.
- Good points
  - Cheap!
  - Very fast (ms)
- Bad points
  - Low spatial resolution.
  - Skin-electrode conductance is unstable.
  - Can measure “surface”, but cannot measure “deep region”
- Still used in many interactive systems

MEG

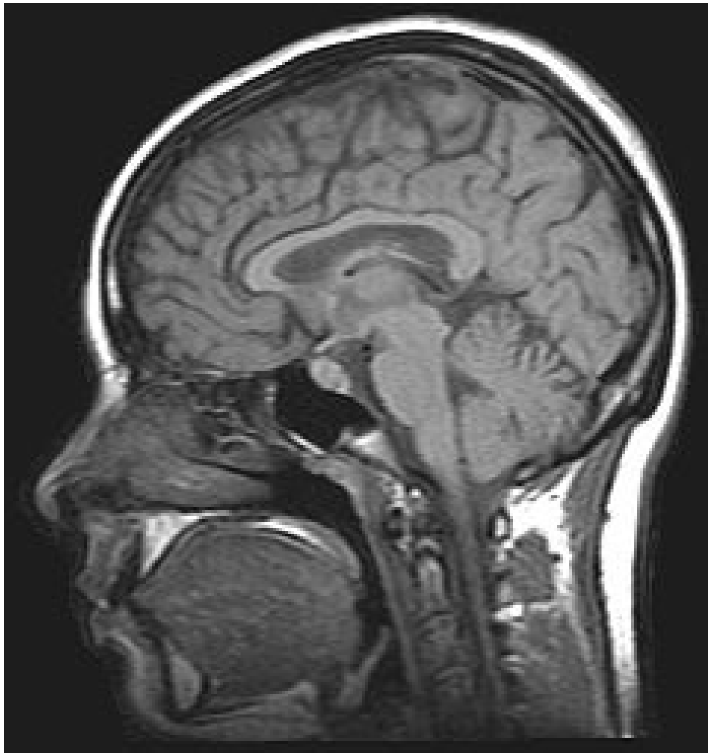
- MEG:Magnetoencephalography
- Similar to EEG, but measure "magnetic field" induced by electrical current.
- **Very, very tiny magnetic field** (about 1/10^8 of the earth's magnetic field)
- Superconducting technology is used. (SQUID:Superconducting Quantum Interference Device)

- Good points
  - Very Fast (similar to EEG)
  - Can measure deep region. (magnetic field penetrates everything) .
- Bad points
  - Surface sensors = 2D
  - Current sources = 3D mathematically very difficult to solve (almost impossible)



MRI(核磁気共鳴画像法)

- MRI:Magnetic Resonance Imaging
  - Very strong magnetic field make protons to “emit” electromagnetic waves.
  - By measuring this waves, can obtain 3D structures.
- Good points（compaired to X-ray CT）
  - No X-ray (=good for body)
  - Bone is not an obstacle
  - 3D data are obtained (X-ray CT:2D)
- Bad points
  - Very strong magnet (3T-): metal cannot be carried on.
  - Takes a few minutes for a single shot.
- Current standard for “brain imaging”



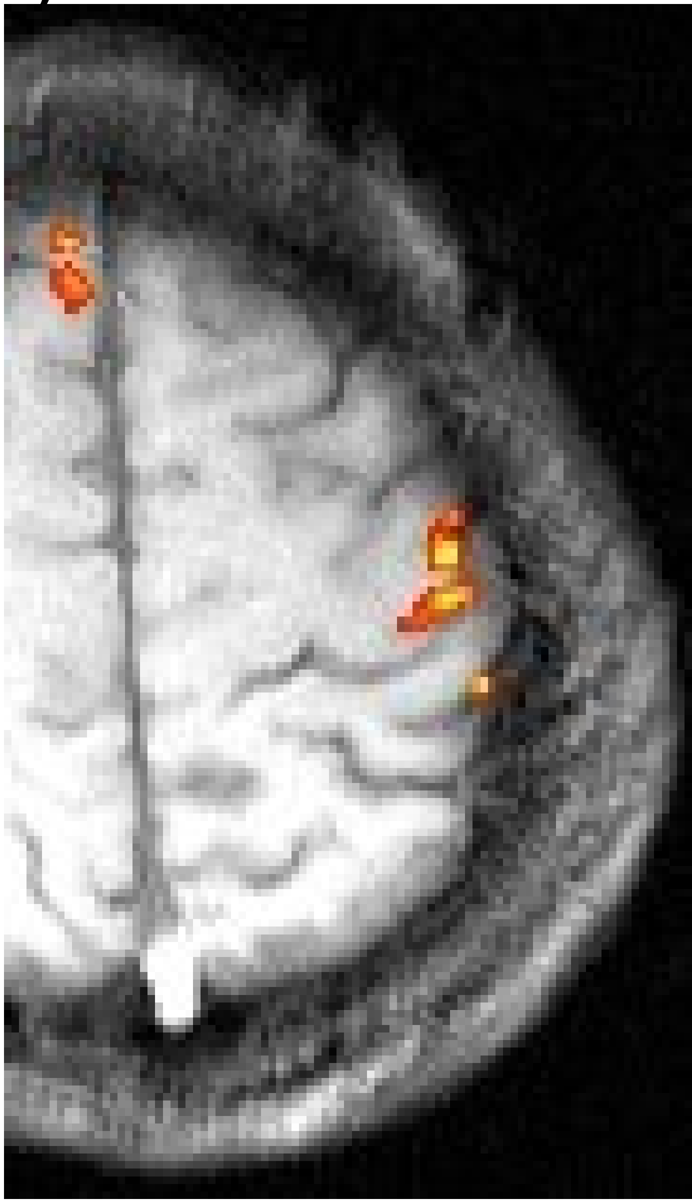
Exploding MRI

- 超伝導→突然の停電→常伝導→流れていた大電流に電気抵抗がかかり超発熱→冷やしていた液体窒素が瞬時に蒸発→爆発

http://www.youtube.com/watch?v=uxjOn5fCoAw&feature=share

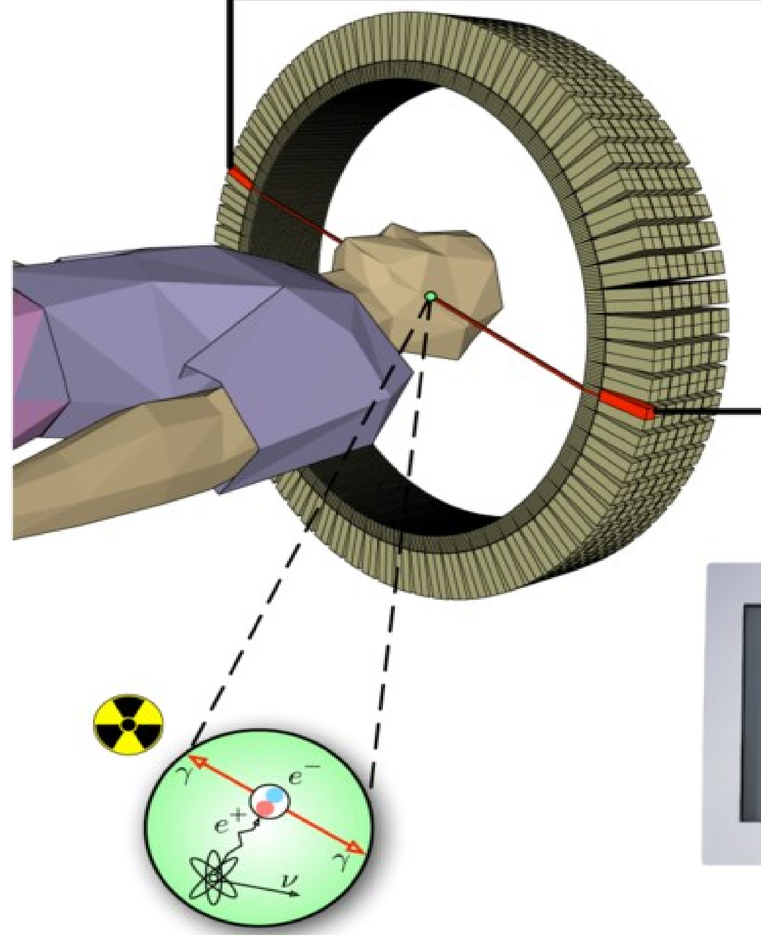
fMRI =functional MRI(機能的MRI)

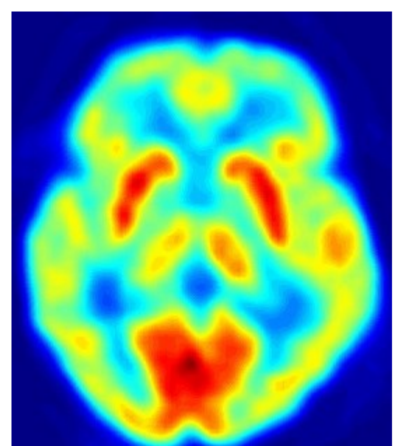
- We must measure brain “activity”, not shape.
  - By using MRI, measure “blood flow”, by measuring two hemoglobins’ ratio.
  - Hemoglobin: container of oxygion.
    - Red = many oxygen.
    - Blue = few oxygen.
- Good point
  - Location is very accurately determined.
- Bad point
  - Requires a few minutes for single shot.
- Current standard for brain functional imaging.



PET(ポジトロン断層法)

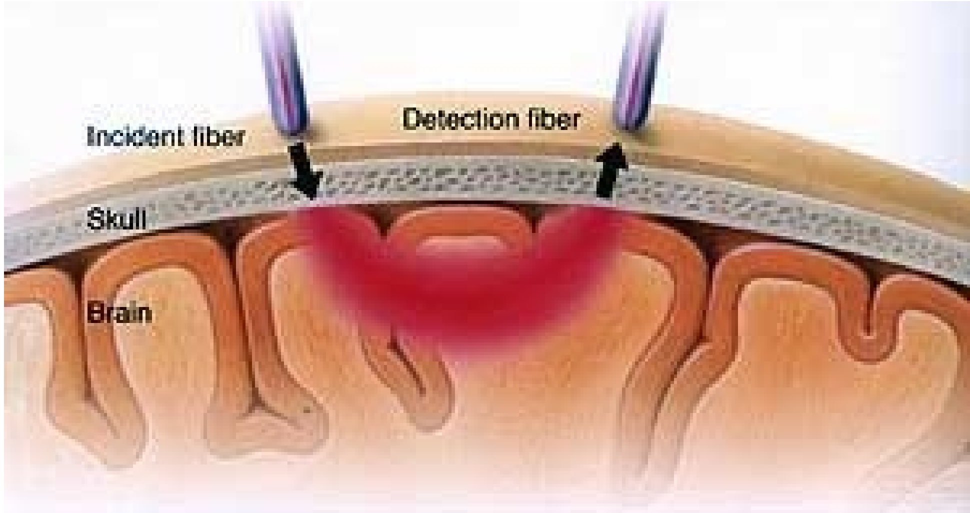
- PET = Positoron Emission Tomography
  - Inject Radioactive ingredient as a "tracer" (O15)
  - The "tracer" collapses, and generate two "γ waves" to the opposite direction.
  - The detector detects the phenomenon.
  - Position is determined by timing measurement.
  - Blood flow can be measured.
- Good point
  - A little faster than fMRI(a few second)
- Bad points
  - radioactive ingredient is necessary.
  - Lower resolution than MRI





NIRS(近赤外分光法)

- NIRS=Near InfraRed Spectroscopy
  - Scull bone is transparent to InfraRed light.
  - Put InfraRed light, and obtain brain surface image.
  - Hemoglobin: container of oxygion.
    - Red = many oxygen.
    - Blue = few oxygen.
- Good points
  - No invasive. Easy to use.
- Bad points
  - Low spatial resolution
  - A few seconds are necessary

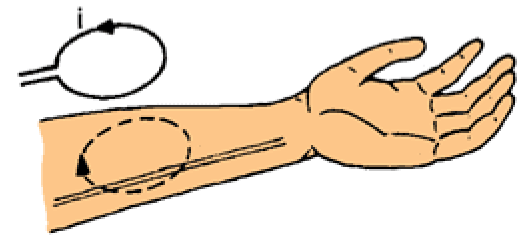


Summary of Brain Functional Imaging

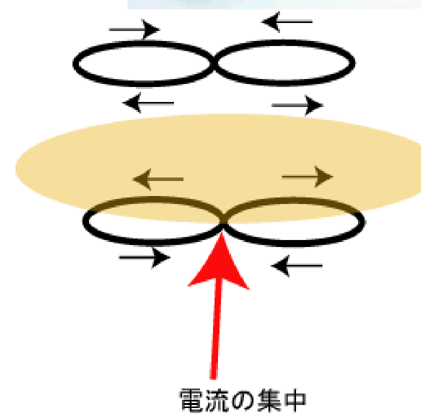
手法 Method	観察対象 Observe	空間解像度 Spatial Resolution	時間解像度 Temporal Resolution
EEG	Electric	**Low**	**High**
MEG	Electric	**Low**	**High**
fMRI	Blood	**High**	**Low**
PET	Blood	**Mid**	**Mid**
NIRS	Blood	**Mid**	**Mid**

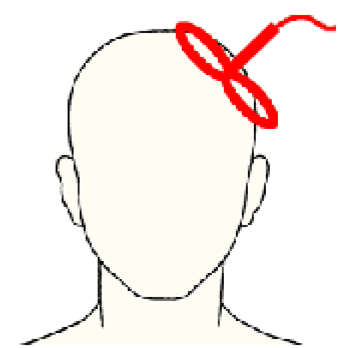
（発展トピック）磁気パルス刺激による能動的観察
Active Measurement by Stimulation

Recall Penfield’s method.



- Magnetic Pulse from outside
  - Small “eddy current” is induced inside the brain.
  - The current stimulates nerves
  - Region can be localized to about 1cm^3



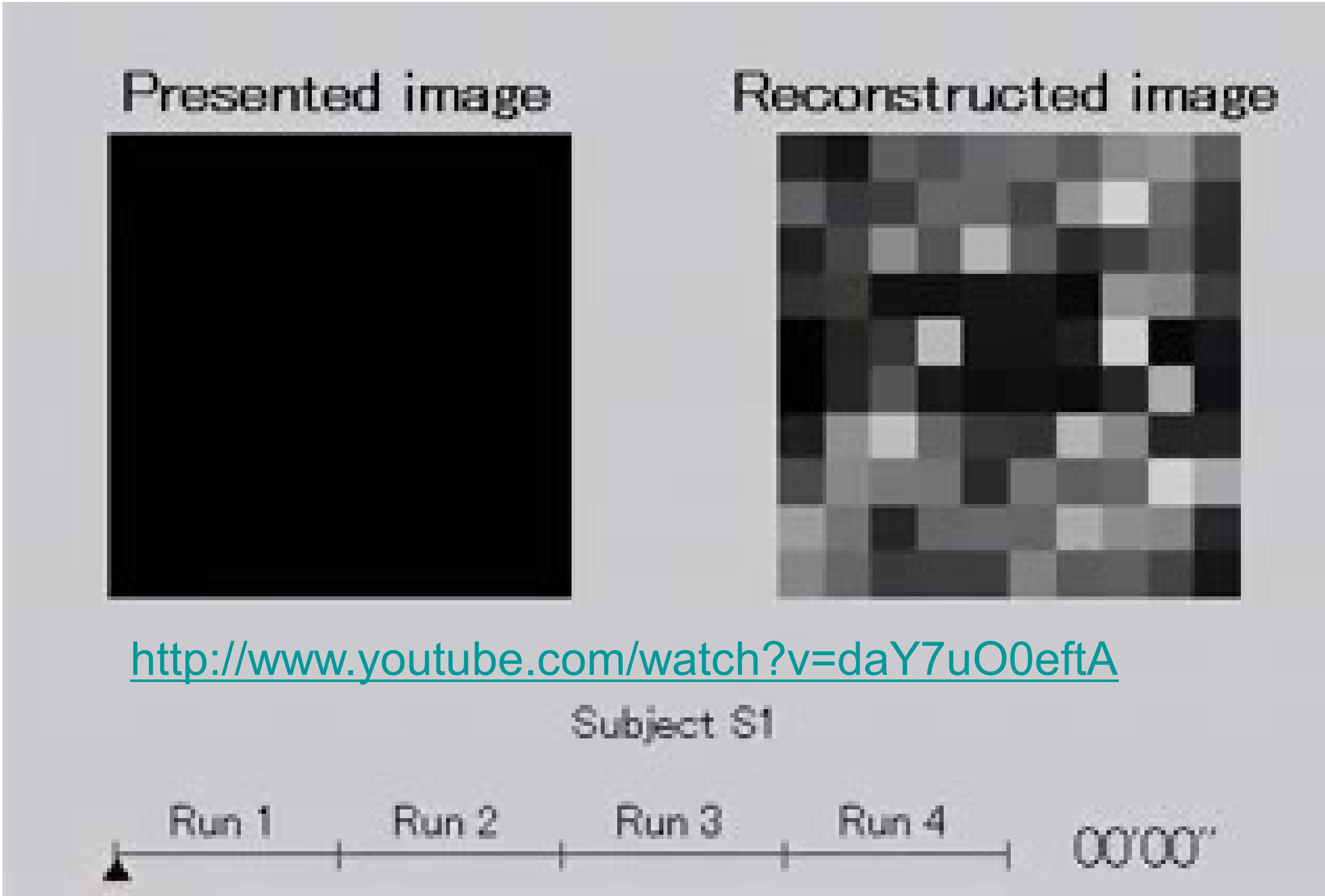


Brain Machine Interface (BMI)

- Growing Field
- Mainly used EEG and NIRS (Fast response is necessary)
- For welfare: for ALS(Amyotrophic Lateral Sclerosis)
  - a progressive, fatal, neuro disease caused by the degeneration of motor neurons.
- Current status: Yes/No, or a few commands.

Video ホンダのBMI

State of the art: 見たものを知る



http://www.youtube.com/watch?v=daY7uO0eftA

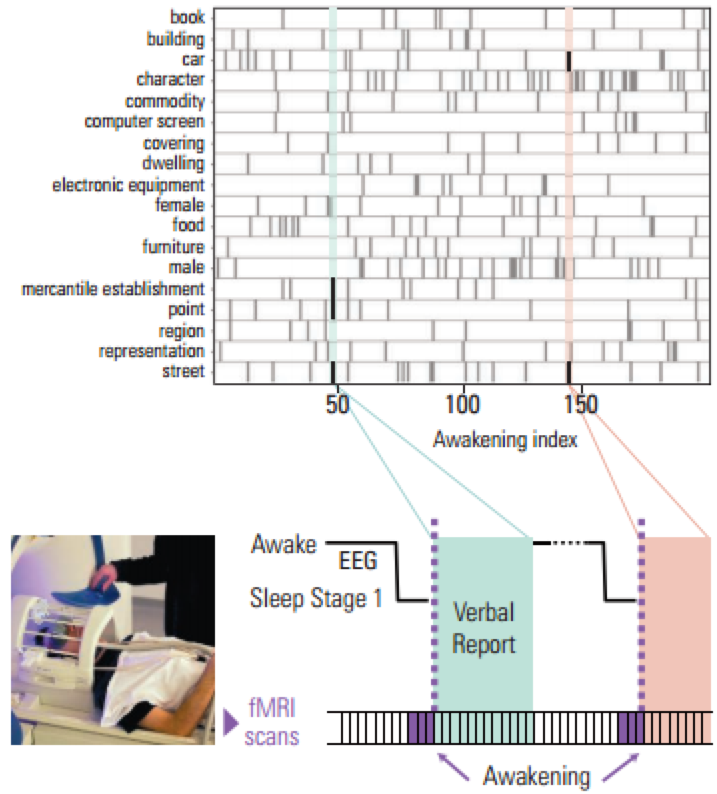
脳活動パターンから見ている図形を画像として再構成する．視野 を複数の解像度で小領域に分割し、それぞれの領域のコントラスト値をfMRIで計測される脳活動パターンから予測。その予測値を組み合わせることで画像全体の再構成を行う。この手法を用いることにより、脳活動パターンの学習に用いていない幾何学図形やアルファベットの形が再構成できる

Miyawaki et al., “Visual image reconstruction from human brain activity using a combination of multi-scale local image decoders”

http://www.cns.atr.jp/dni/research/visual-image-reconstruction/

State of the art: 夢を知る

脳波計(EEG)を装着した3人の被験者にfMRI装置の中で眠ってもらい、睡眠中の脳活動の計測を行い、脳波をモニタリングしながら睡眠状態の判定をリアルタイムに行い、夢見と強い関連があると知られている睡眠脳波のパターンが生じたタイミングで被験者を起こし、直前まで見ていた夢の内容を報告してもらた後、再び被験者に眠ってもらい、夢を見てもらい報告してもらう(夢報告)ということを各被験者ごとに約200回実施。
夢報告に現れる物体や風景を表す名詞などを抽出し、言語データベースを用いて解析することで、非定形な夢報告文を主要な本やクルマなど約20の物体カテゴリの有無を表現するベクトルに変換したほか、主要な物体カテゴリに対応する画像をWeb上の画像データベースから収集し、それらの画像を見た時の大脳視覚野の脳活動を使って、物体情報を解読するパターン認識アルゴリズム(デコーダ)を構築。



http://news.livedoor.com/article/detail/7566434/

T. Horikawa, M. Tamaki, Y. Miyawaki, Y. Kamitani, Neural Decoding of Visual Imagery During Sleep, Science, April, 2013.
http://www.sciencemag.org/content/early/2013/04/03/science.1234330.abstract

人間計測手法／Measuring Human

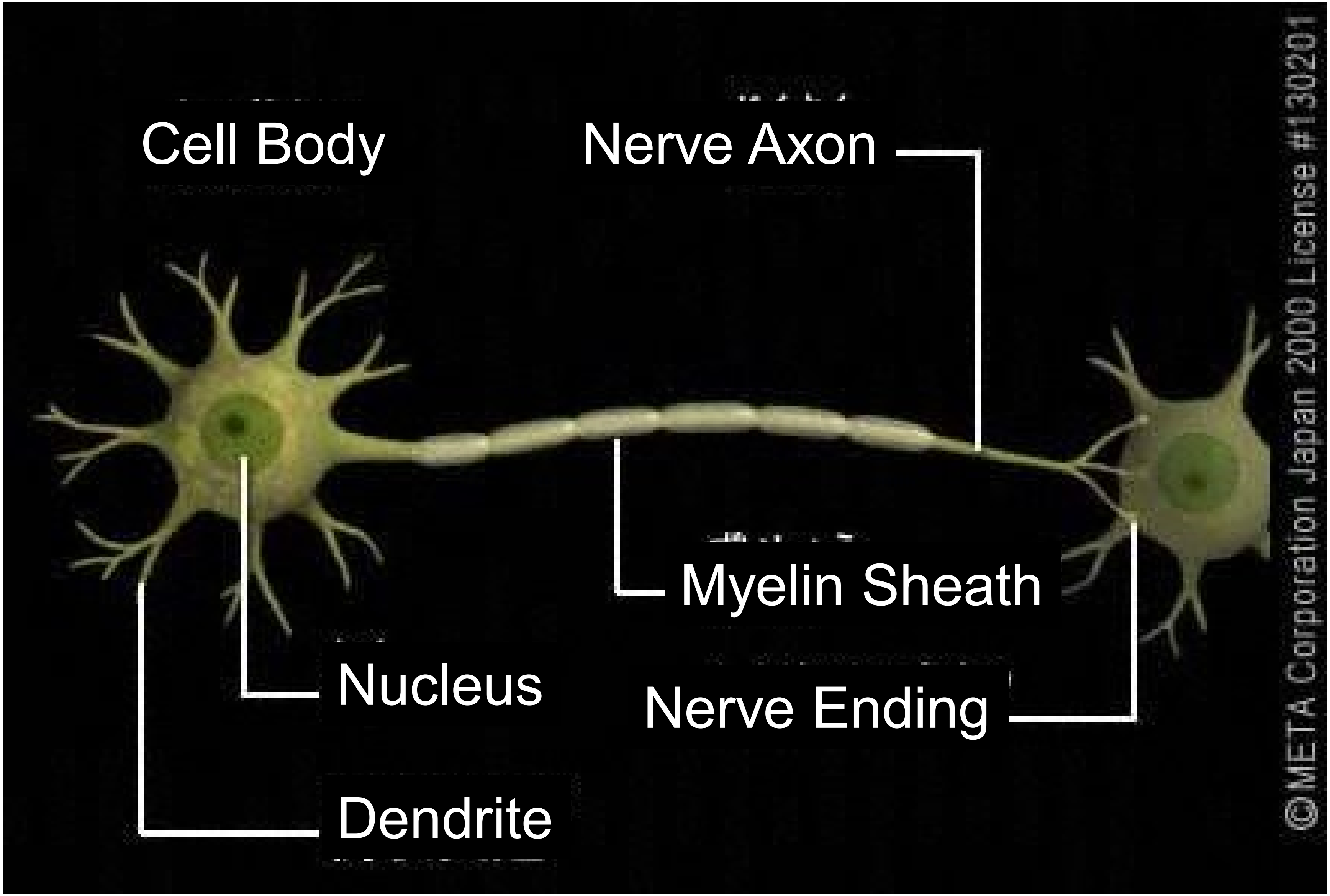




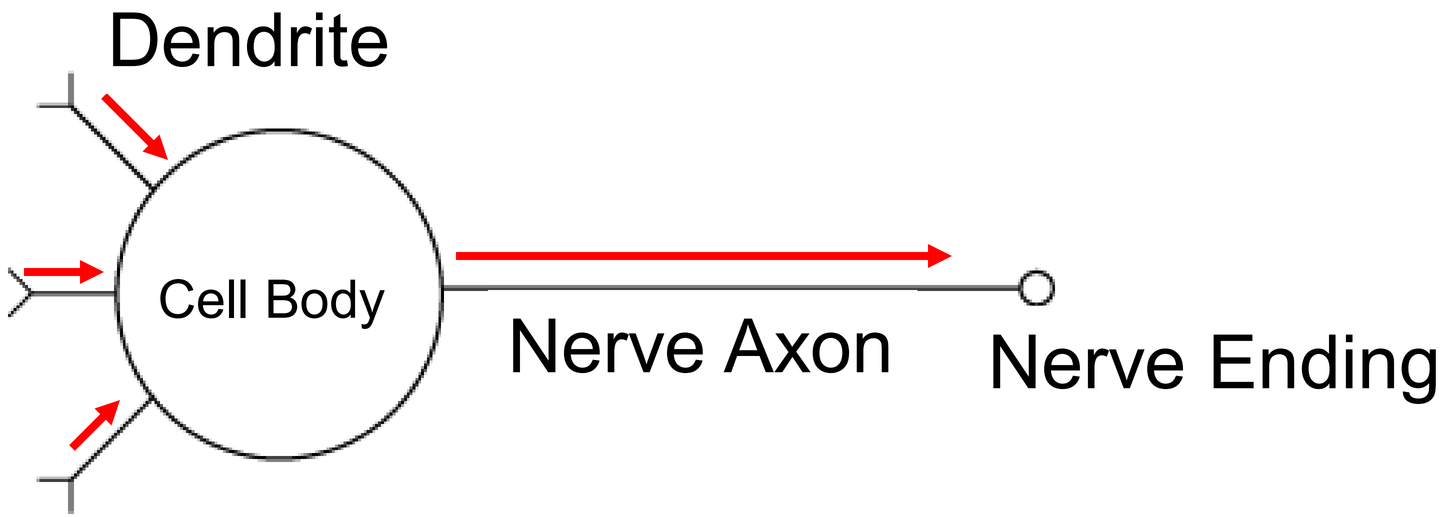
意志から行動までの「どの経路を測るか」で5つの段階
Five layers, *from* our initial will *to* our perception.

- 脳活動計測／Measure brain activity.
- 神経・筋活動計測／Measure nerve activity.
- 自律神経系計測／ Measure autonomic nerve related phenomenon.
- 運動計測／Measure motion.
- 心理物理実験／Ask the user (psychophysics)

Nerve: Basics

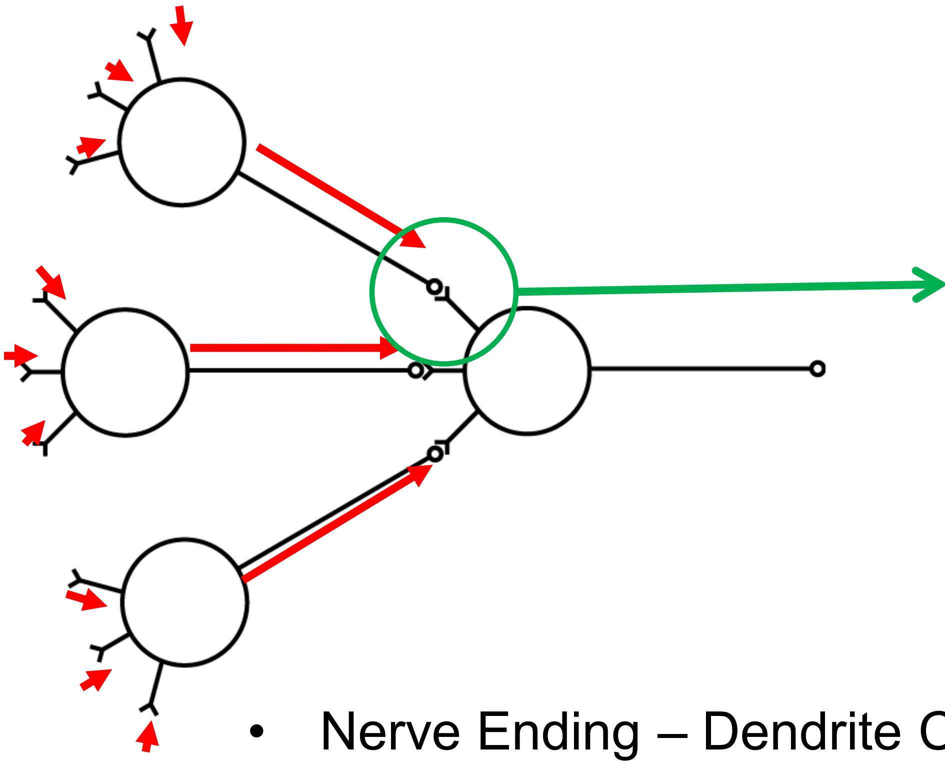


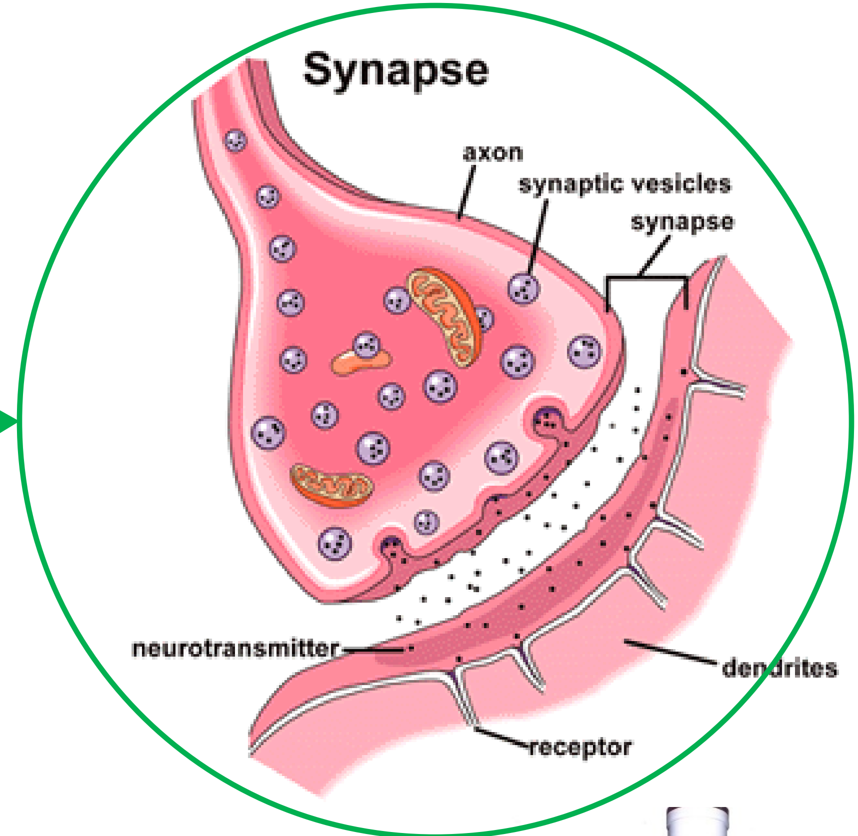
Nerve structure



- 樹状突起／ Dendrite: Input Connector
- 細胞体／ Cell Body: Calculator (Summation)
- 軸索／Axon: Output Cable
- 神経終末／ Nerve Ending: Output Connector

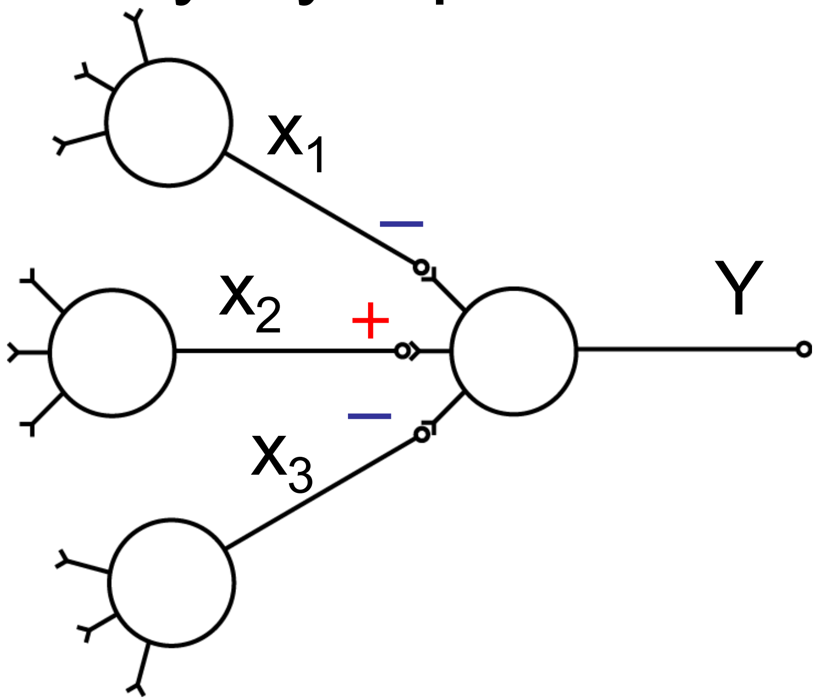
シナプス／ Synapse





- Nerve Ending – Dendrite Connection
- 20nm "Synaptic cleft"
  - First Discovery: Electron Microscope
- 1st nerve: Electrical Pulse ⇒Chemical Output
  - Capsules break, and neurotransimitter showers.
- 2nd nerve: ⇒Chemical Input⇒Electrical Current
- "One way" connection
- 0.1-0.2ms necessary

興奮性シナプス･抑制性シナプス
Excitatory Synapse, Inhibitory Synapse

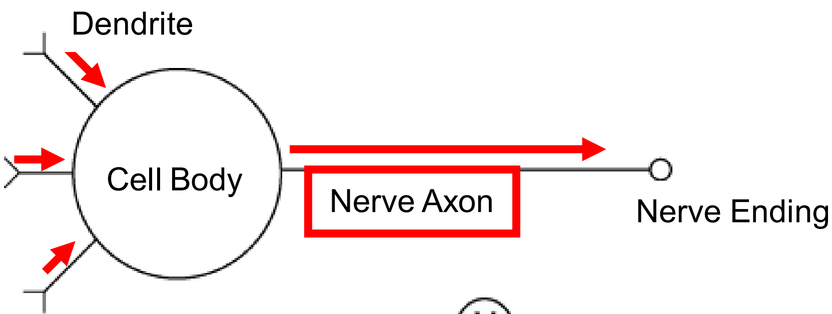


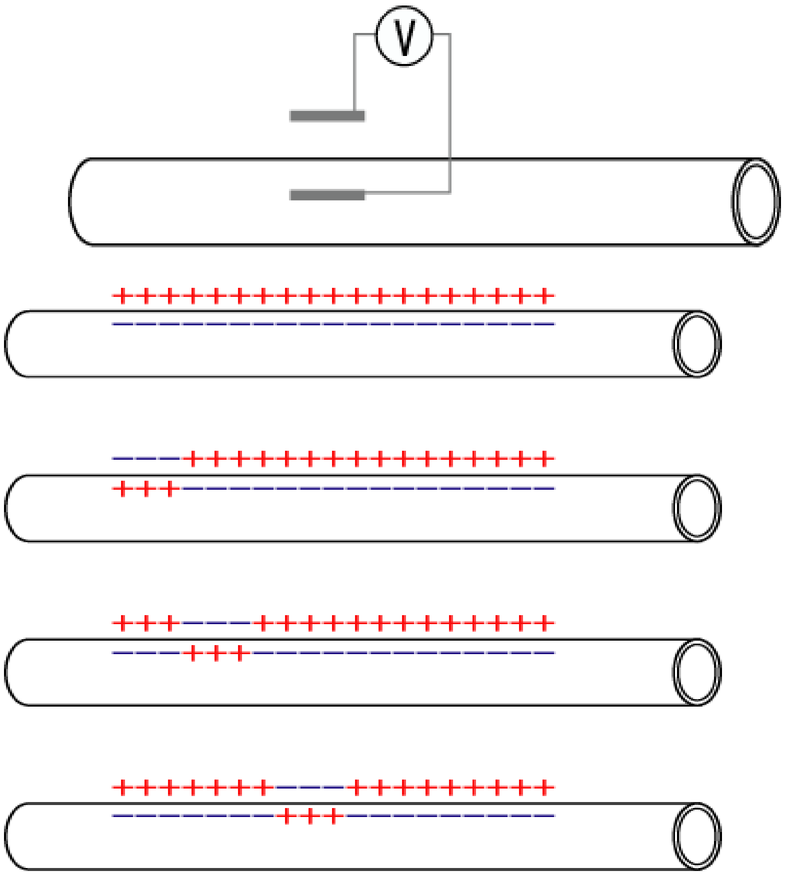
$Y=F(X_1-X_2-X_3)$

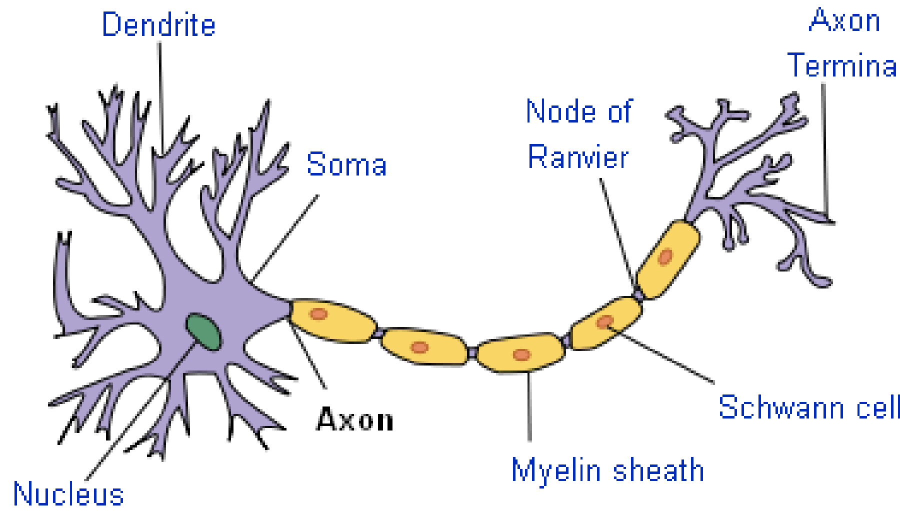
$$F(X)=\begin{cases}1 & \text{when } X \geqq \text{Threshold} \\ 0 & \text{when } X < \text{Threshold}\end{cases}$$

- Cell Body: Take Summation Σ
- Excitatory Synapse: Plus(+) input
- Inhibotory Synapse: Minus(-) input
- Synaptic weight change = Learning and Memory

軸索上の電位伝搬／Axonal Transmission

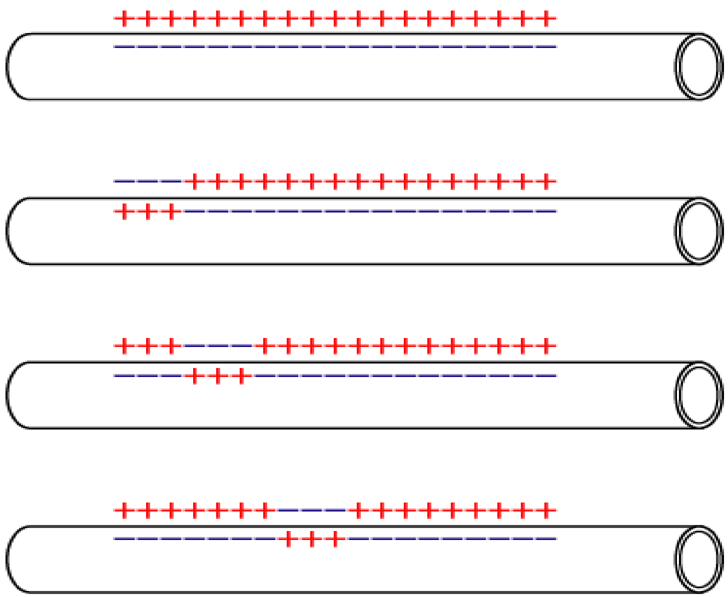


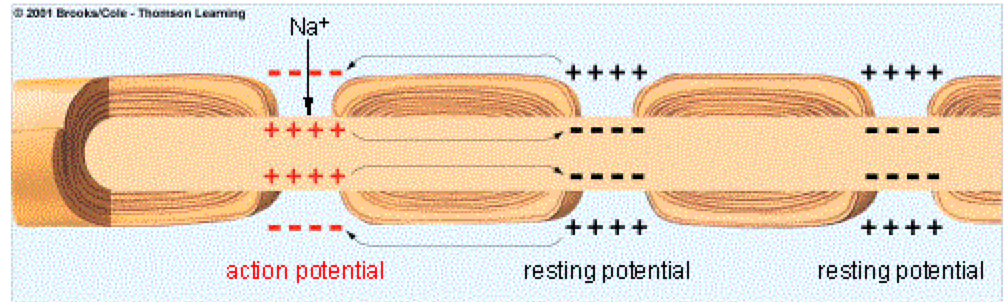


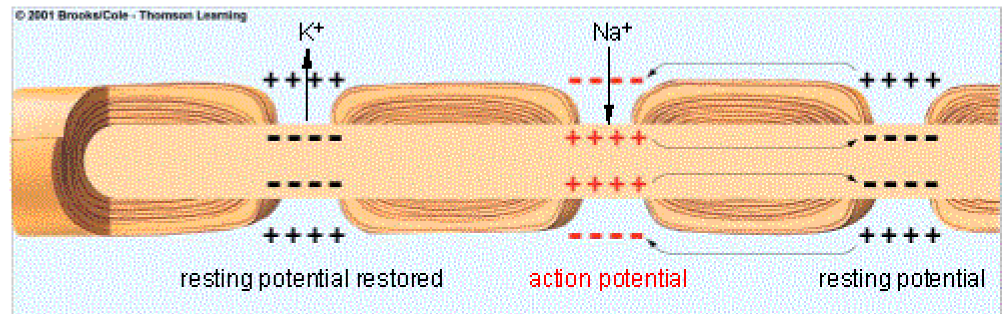


- Chemical “ion” is exchanged via membrane.
- Ion exchange propagates.
- Voltage Difference ~70mV

軸索のタイプ／Axon types







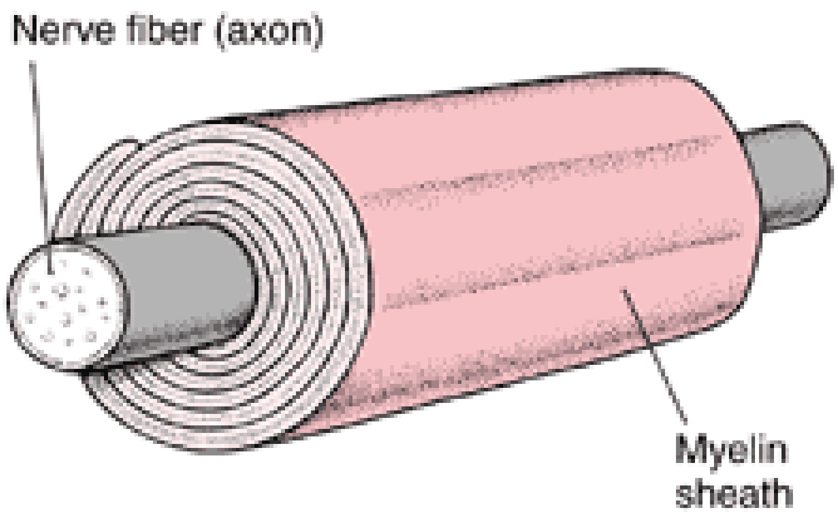
- Axon length: Reaches to 1m.
- ミエリン髄鞘／Myelin Sheath: Insulator
- Electrical Current is limited to very small “gap” (ランビエ絞輪／Ranvier Node)⇒Very Fast “Skip”
- 有髄神経：Myelinated axon=very fast
- 無髄神経：Unmyelinated axon = very slow

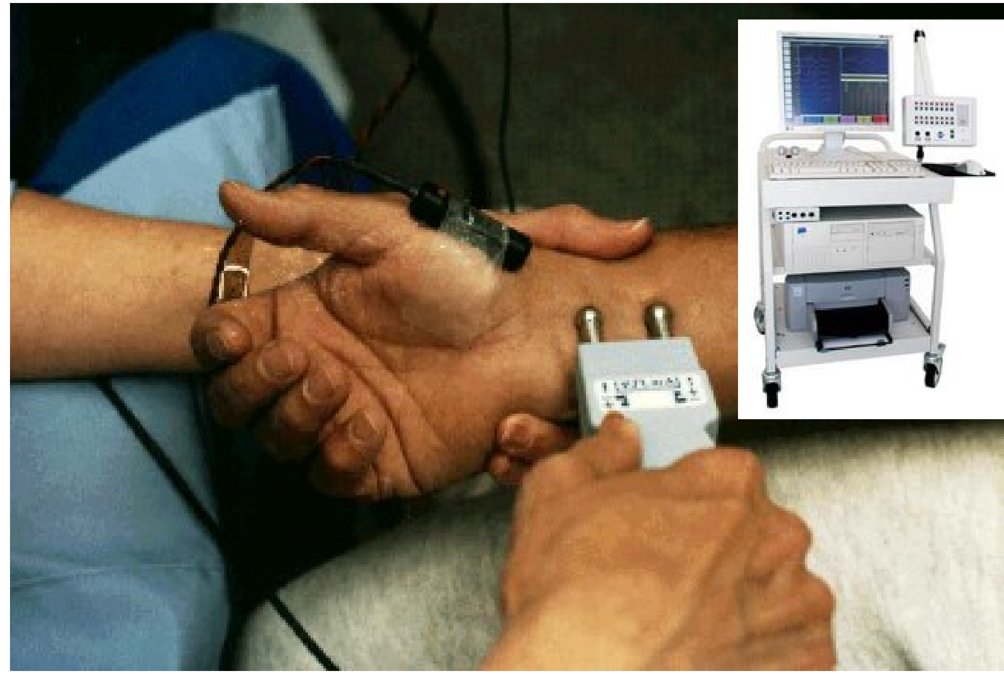
信号伝搬速度／Conduction Velocity

	name	diameter(μm)	velocity(m/s)	role
有髄神経 Myelinated	Aα	15	100	Many muscle nerves
	Aβ	8	50	Many sensory nerves
	Aγ	5	20	Some muscle and sensory nerves
	Aδ	3	15	Fast pain
無髄神経 Unmyelinated	C	0.5	1	Slow pain, heat, cold sensation, etc

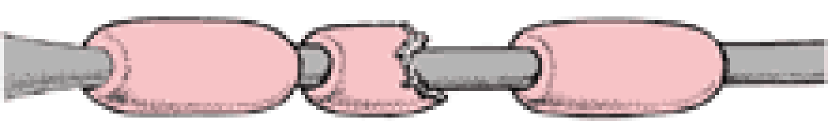
- Rule: Thicker = Faster
- Myelinated Axon: Invention of vertebrate animals (animals with back-bone).
- Other animal's strategy: Thicker the better.
  - ex）Squid's gigantic nerve (diameter: 0.5mm)

Conduction velocity and diabetic (糖尿病)





Normal Myelin Sheath

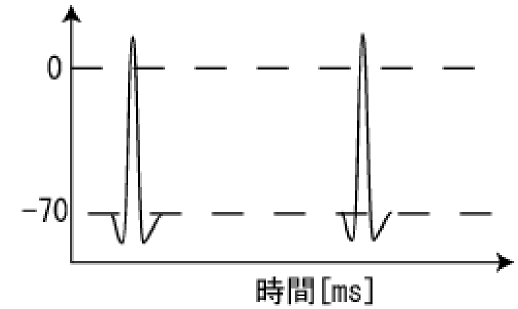


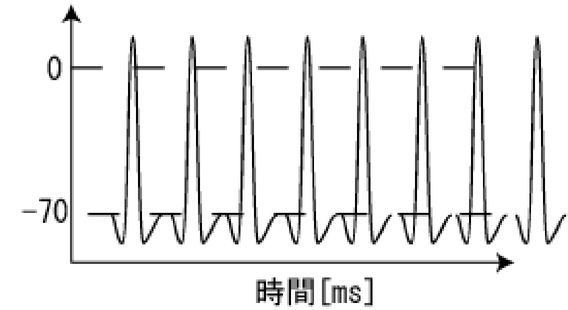
Damaged Myelin Sheath

- Diabetic: Quite common disease by taking too much sugar.
- It damages Myelin Sheath so that nerve conduction is inhibited.
- Finally, one cannot sense anything (blind, etc)
- Inspection: measure conduction velocity

Information Coding by the Nerve

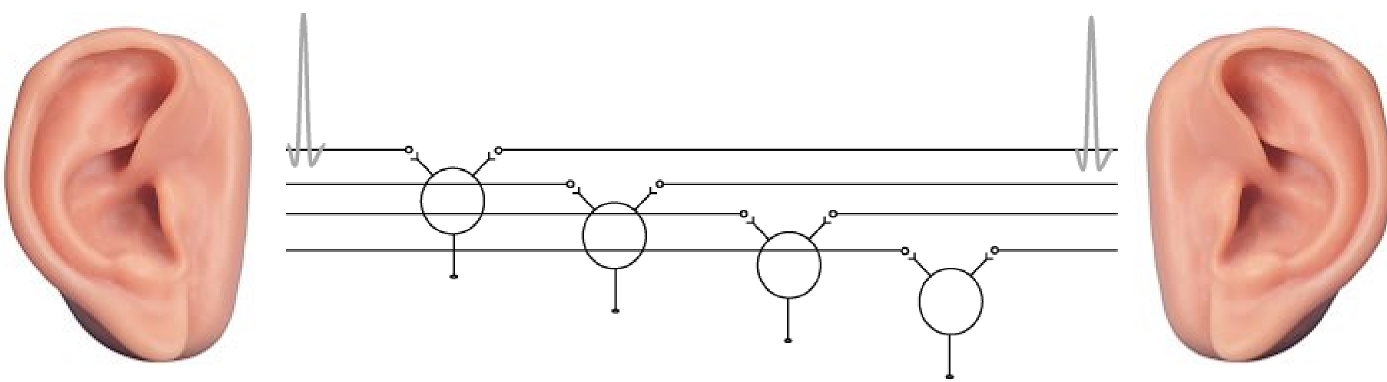
- Repetition Ratio
  - Strong Stimulus⇒High Frequency
  - Single pulse means nothing.



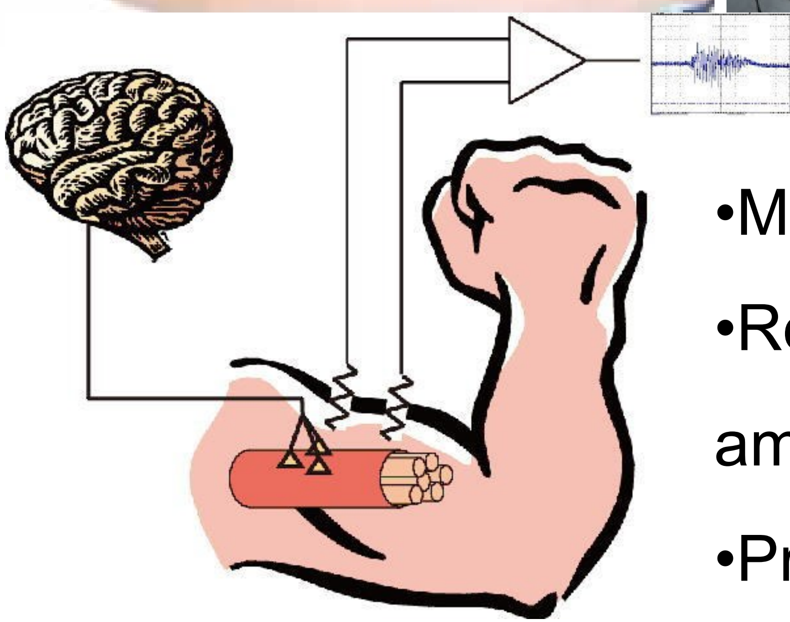


- Timing
  - One nerve is activated when two inputs come simultaneously (at the same time).

(ex) Owl's Sound-Source Detection Mechanism

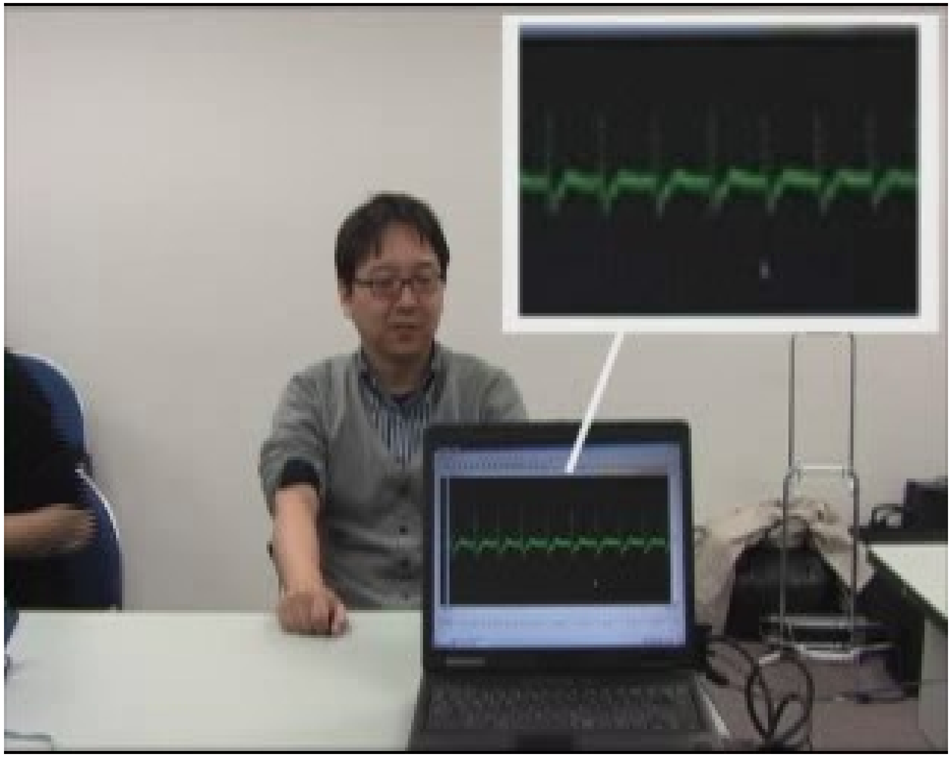


筋電計測
Measurement of muscle fiber activity



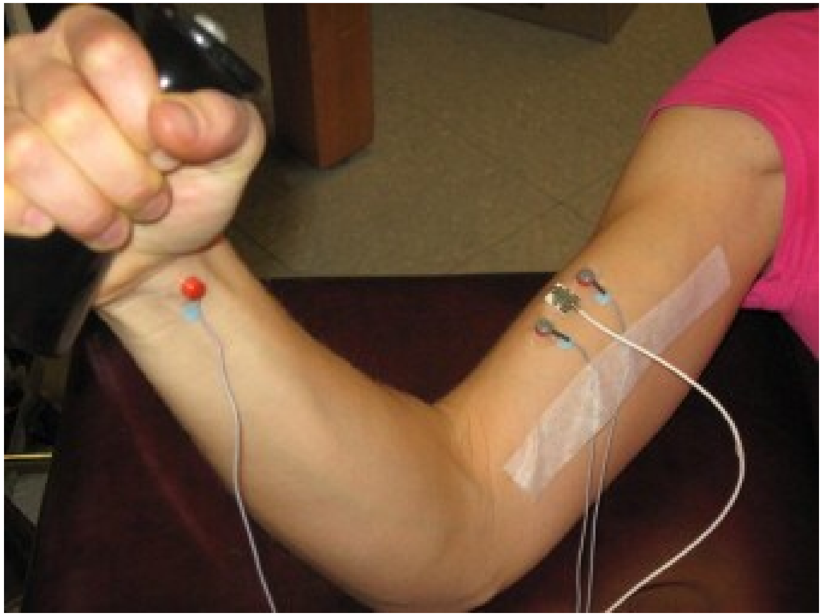
- •Muscle Nerve ⇒Muscle Fiber Activity
- •Relatively easy with differential amplifier circuit (差動増幅回路).
- •Problem: Conductive Gel is required.

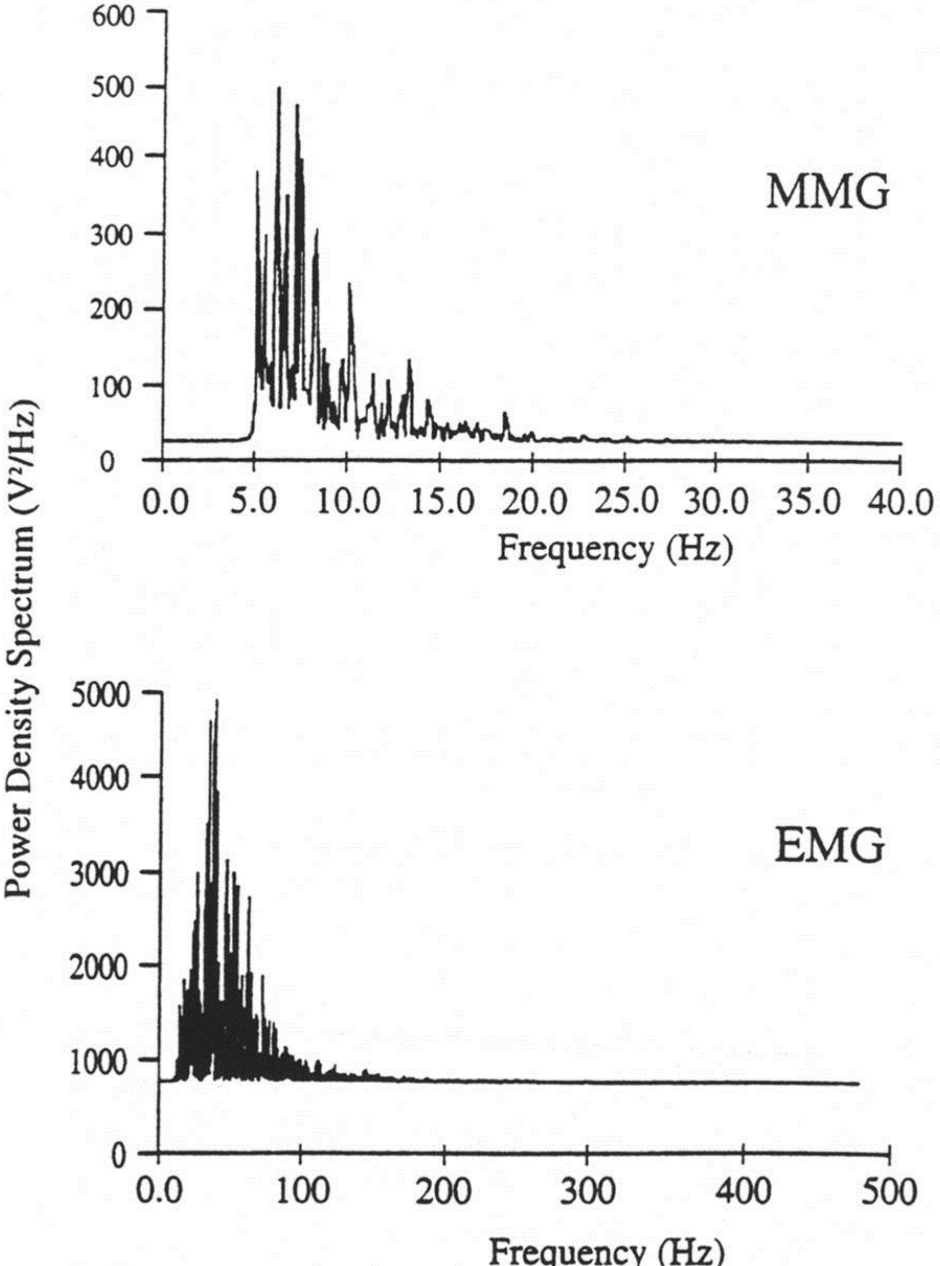
(ex) 笑いの増幅
Augmentation of Laugh



- Take initial laugh timing by measuring muscle activity.
- Enhance the laugh by using “empathy effect”

（発展トピック）筋音計測MMG:mechanomyogram





- 筋繊維の「きしみ」で音が出る現象。
- 加速度計やマイクを体表に貼付するだけで非侵襲測定
- 皮膚表面状態（汗等）に影響されない
- EMGに比べ低周波
- 原理は完全には未解明

http://www.trnres.com/ebook/uploads/travis/T_1279268201RS-Travis-4.pdf

人間計測手法／Measuring Human

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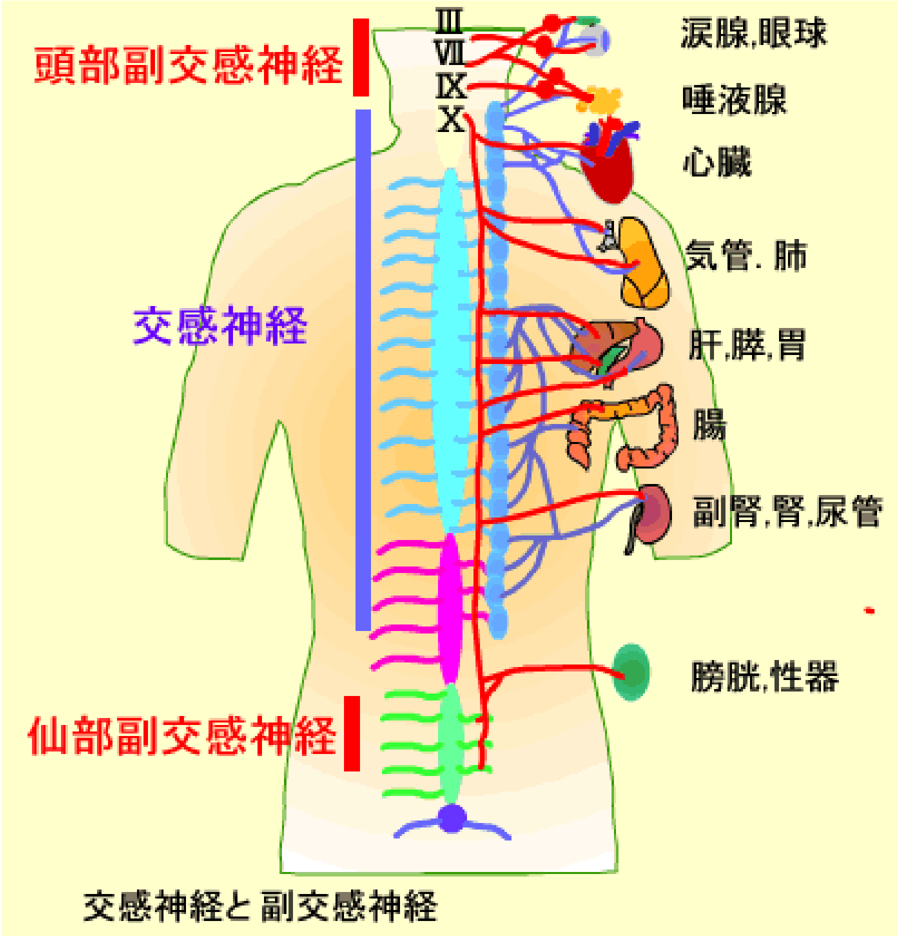
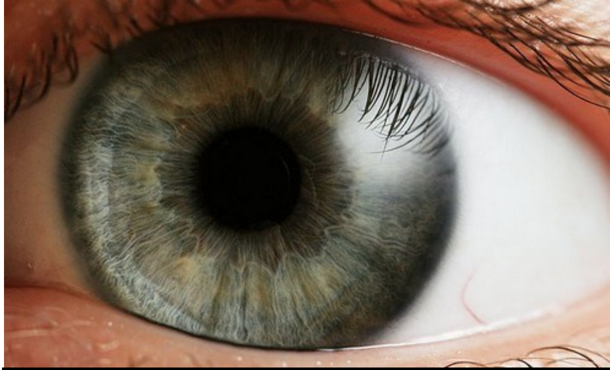
- ●運動計測／Measure motion.
- ●心理物理実験／Ask the user (psychophysics)

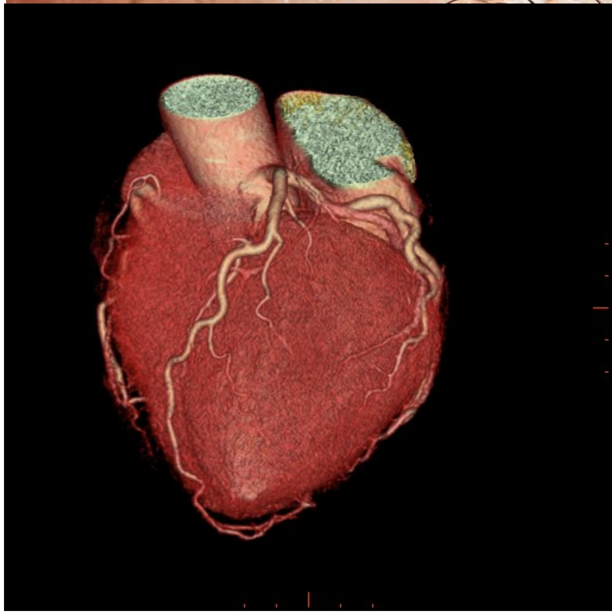
自律神経／Autonomic Nervous System

Nervous system that acts as a body control system.
Composed of Sympathetic nervous system(SNS:交感神経) and Parasympathetic nervous system(PSNS:副交感神経).



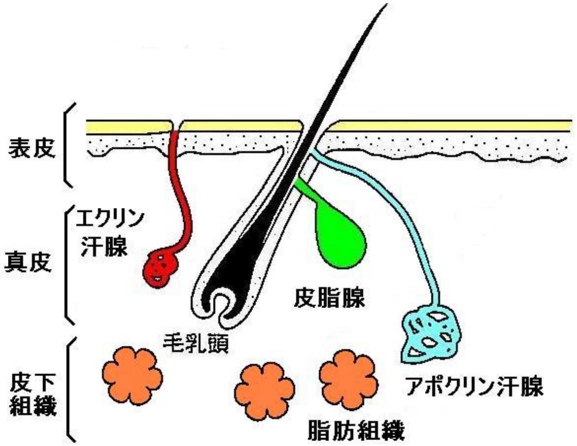
Sympathetic nervous system (SNS:交感神経)



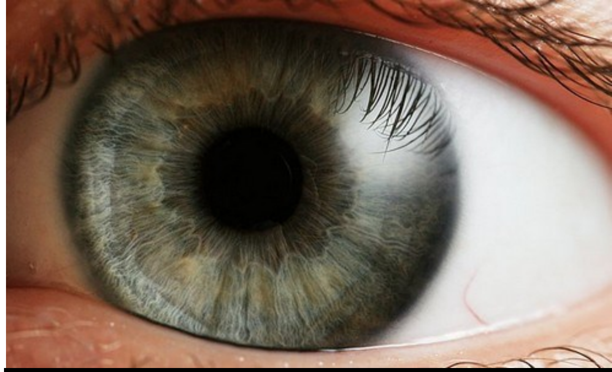


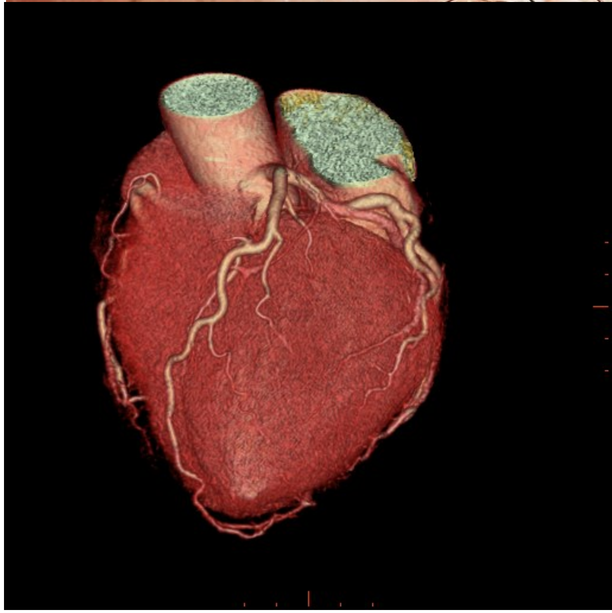
- **Nervous systems for "**Fight and Flight**"** (闘争と逃走)

- Eye Pupils（瞳孔）→Open
- Heart(心臓) →Blood Pressure & Beat ↑
- Skin(皮膚)
  - Sweat Grand(汗腺)→Sweat(発汗)
  - Hair Elector Muscle (立毛筋)→Contract(収縮)
- Blood Vessel(血管) →Expand 拡張（一部収縮）



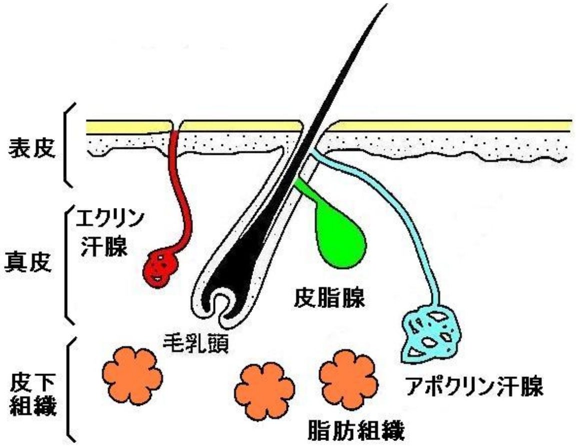
Parasympathetic nervous system (PSNS:副交感神経)





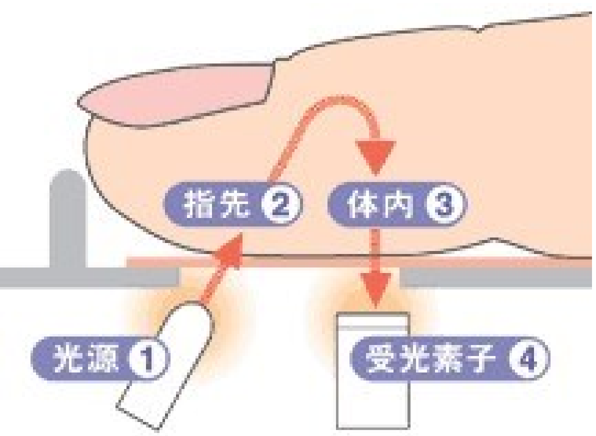
- **Nervous systems for “calming” (沈静)**

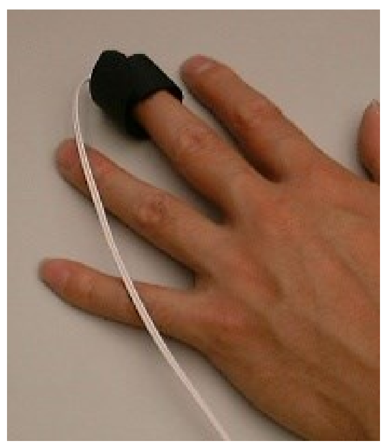
- Eye Pupils（瞳孔）→Close
- Heart(心臓) →Blood Pressure & Beat ↓
- Blood Vessel(血管) →Contract 収縮（一部拡張）

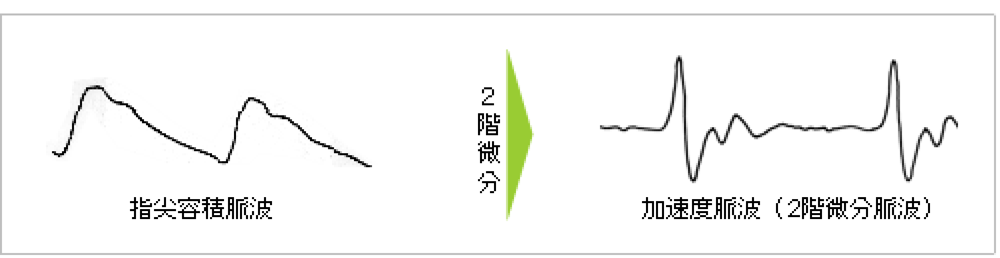


情動を測定／Measure Emotional State

- Heartbeat & Blood Pressure (心拍数、血圧)
- Pulse Wave (脈波)
- GSR(galvanic skin response，皮膚電気反応)
- Eye movement (眼球運動）



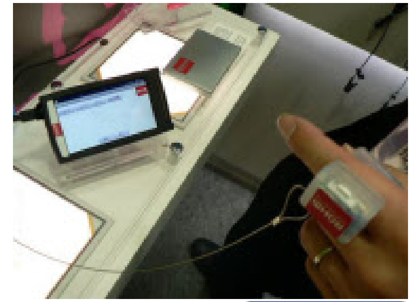




「恋人との相性チェックに」、ロームが指輪型脈波センサーを開発

2010/10/7 7:00

小 中 大 印刷

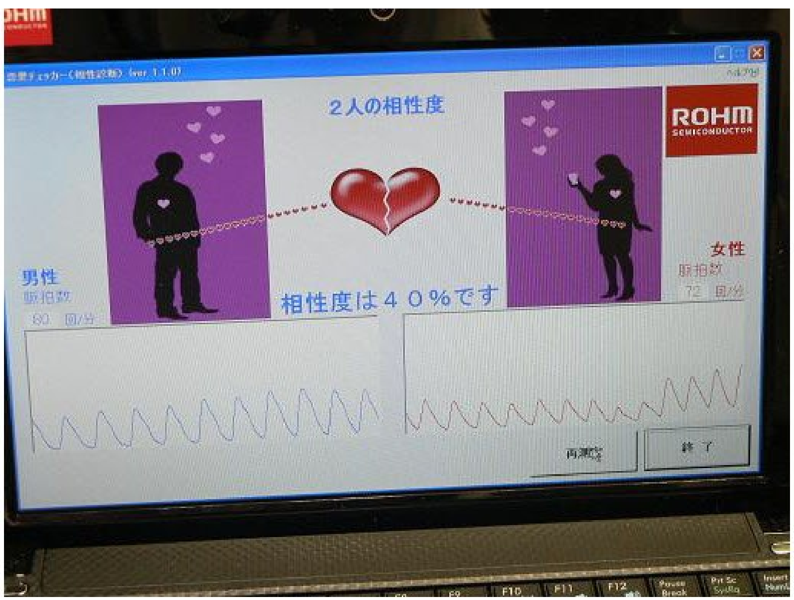


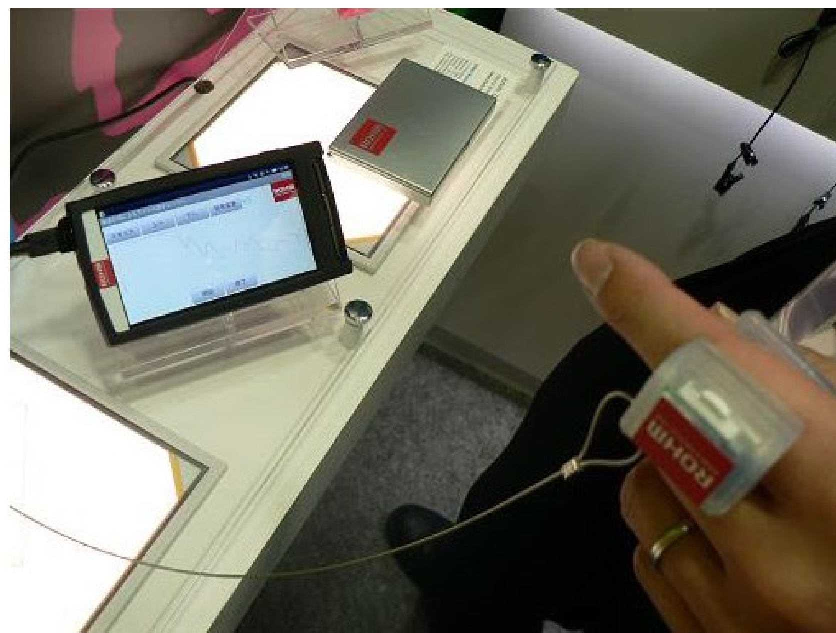
画像の拡大

測定の様子

ロームは，大きさが指輪サイズと小さい脈波センサを「CEATEC JAPAN 2010」(2010年10月5～9日，幕張メッセ)に出展した。ヘルスケア機器のほか，ゲーム機や音響機器などアミューズメント分野に向けて開発中のものである。展示ブースでは，ストレス度の測定や恋人との相性チェックに応用したデモンストレーションを披露している。

この脈波センサは，LED光を指に当て，反射光または透過光をフォトダイオードで受け取ってヘモグロビン流量の変化を検出するもの。LED光には黄緑色光などが使えるという。取得したデータを無線送信するためのモジュールも搭載する。村田製作所が出展中の指輪型パルスメータと同様の構成だ。





人間計測手法／Measuring Human





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●運動計測／Measure motion.
●心理物理実験／Ask the user (psychophysics)

行動計測／Measuring Motion

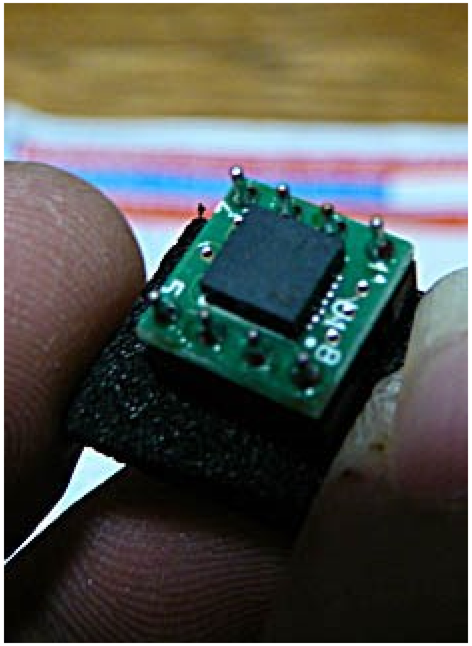
- Motion Capture System
  - 光学式／Optical
  - 機械式／ Mechanical
  - 磁気式／Magnetic
  - ビデオ式／Image Processing*

- 一長一短／Pros and Cons
  - 遮蔽問題／Occulusion
  - ワークスペース／Workspace
  - 金属の影響／Effect of Metal

*KINECT等の詳細は後の回で

Simpler

- Gaming controllers can be used as a measuring device.
  - 重心動揺計測⇒Wii Balance Board
  - 運動計測⇒Wii Remote
  - 全身運動など：KINECT，Leap Motionなどの台頭
- 簡単なものは自作可能
  - 加速度センサ、ジャイロセンサ



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Psychophysics

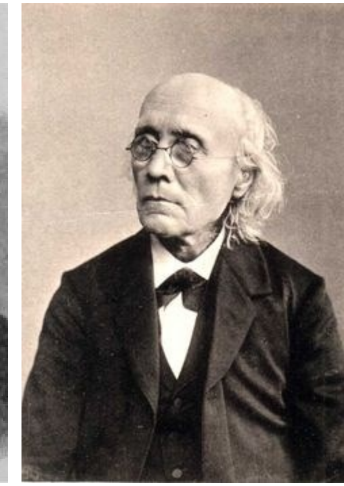
- Measure relationship between subjective sensation and physical stimulation.
  ≒Measure Human's sensing "ability".

- Important value: "Discrimination threshold"
  - Limitation of "difference of two stimuli" **ΔP**, which is perceptible
    ex)
    - P=30g ⇒ ΔP=3g
    - P=3kg ⇒ΔP=300g

- Weber-Fechner's law (1834)
  - **ΔP／P＝Constant**
    Can be applied to most sensation.

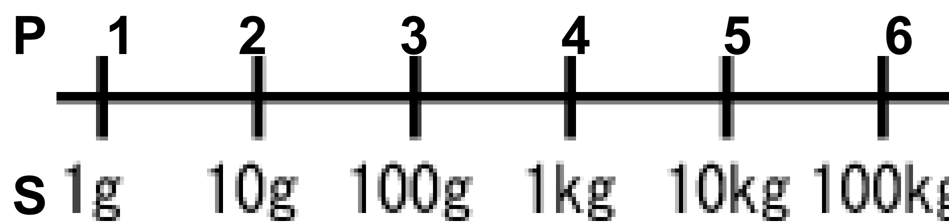
Weber-Fechner's Law

Weber
(1795～1878)



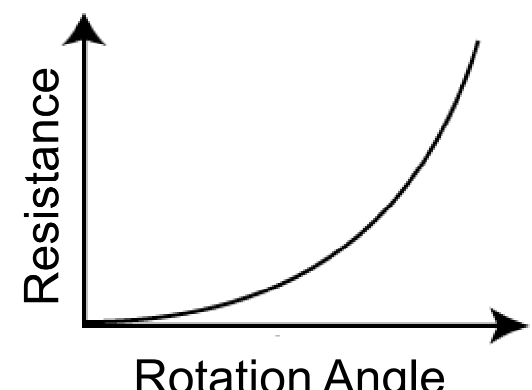
Fechner
(1801～1887)

- P=P(S)
  - P: subjective value of sensation
  - S: physical value of stimulation
  - ΔP = subjective "scale" of sensation
- ΔP/P = Constant
  - Integral of both sides gives
    S ∝ logP

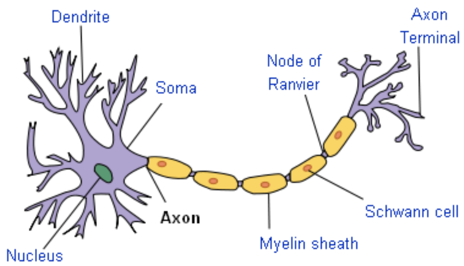


- Conclusion: Our internal "scale" is logarithmic

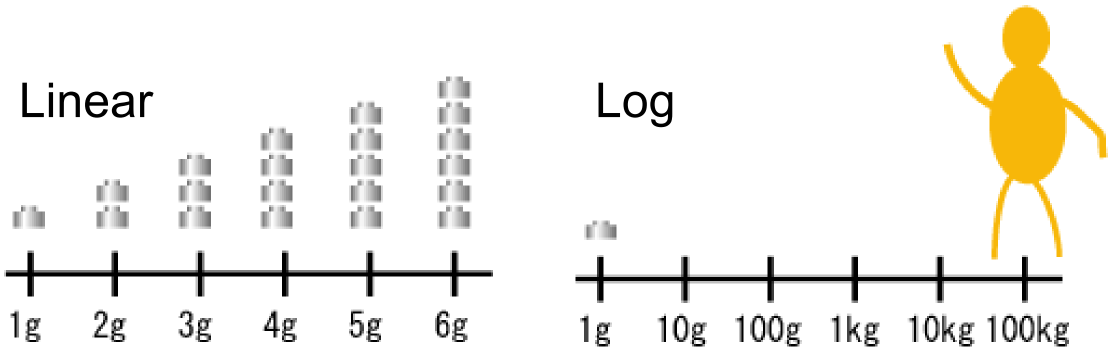
- ex:
  - Audio's rotary volume



Why Log? = Why not Linear?



Our nerve quantimizes the phenomenon by impulses.
When we have only 6 scales...



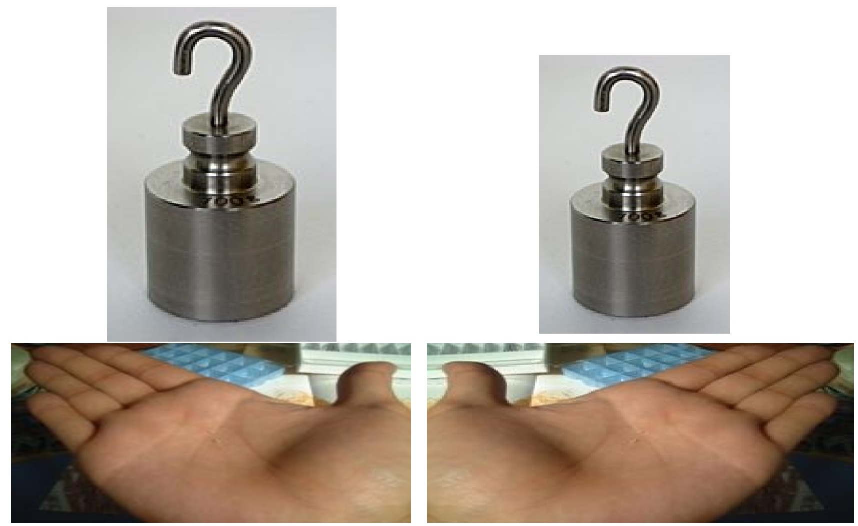
By using Log scale, we can perceive more phenomena.

(ex) CCD cam： 20dB～30dB
Huma Eye：80dB(Can see stars and sun

Method of Psychophysical experiment

Purposes
- Measure “Discrimination Threshold” (DT), which gives ΔP
- Measure “Point of Subjective Equality” (PSE).
  - Perceive two different stimuli as “same”.

Discrimination Threshold (DT)
＝What is the necessary difference **for discrimination**



Point of Subjective Equality (PSE)
= What is the value of left weight, which can be perceved as “same” as the right weight.

Major Methods:

Method of Adjustment, Method of Limit, Method of Constant

●<u>調整法／Method of Adjustment</u>

被験者が調整する

●<u>極限法／ Method of Limit</u>

実験者が調整する

●<u>恒常法／ Method of Constant</u>

調整せず回答の確率分布を見る

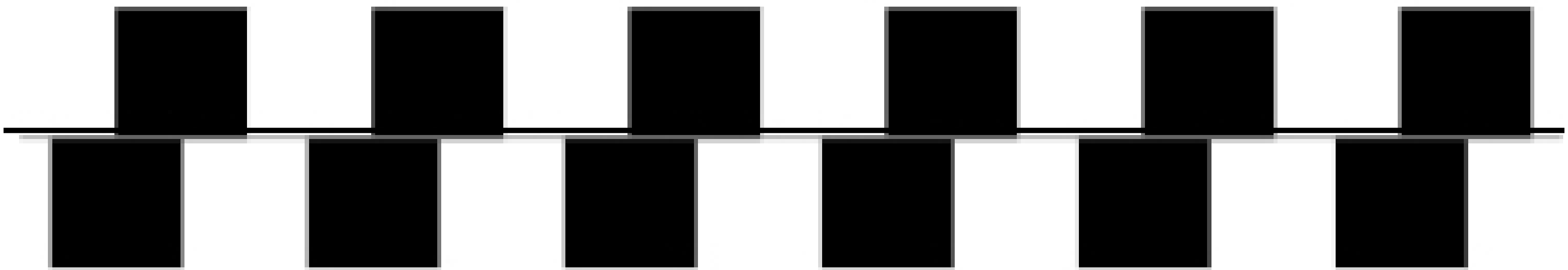
Easy,
Rough

↓

Time Consuming,
Precise

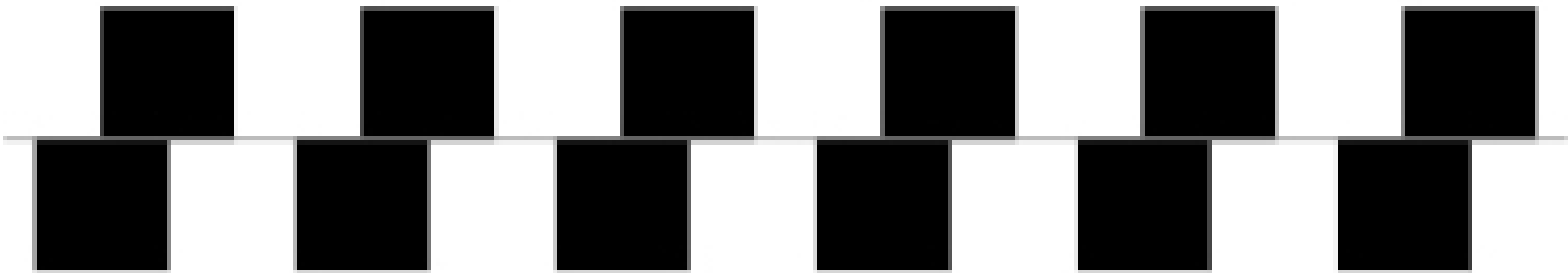
調整法／Method of Adjustment

カフェウォール図形：確かに水平

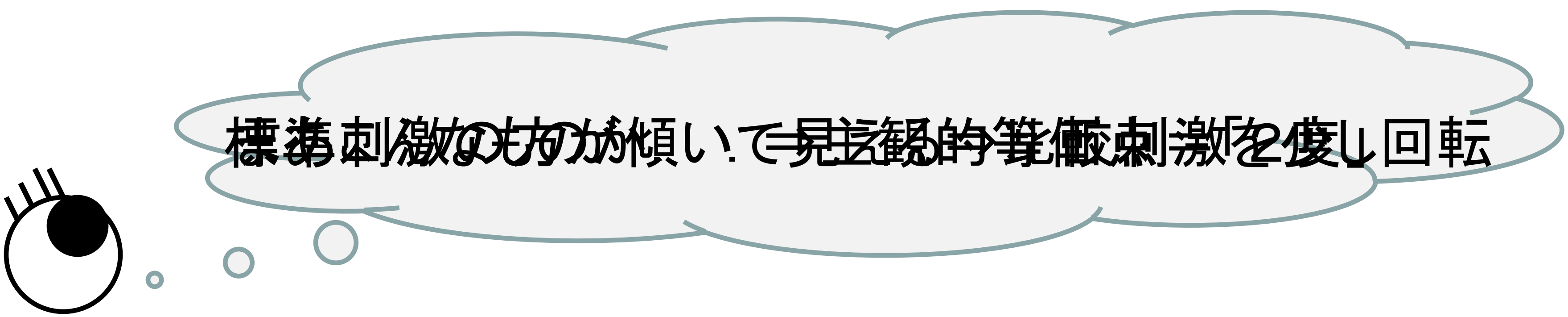


調整法／Method of Adjustment

標準刺激／Standard Stimulus



比較刺激／Comparison Stimulus



極限法／ Method of Limit

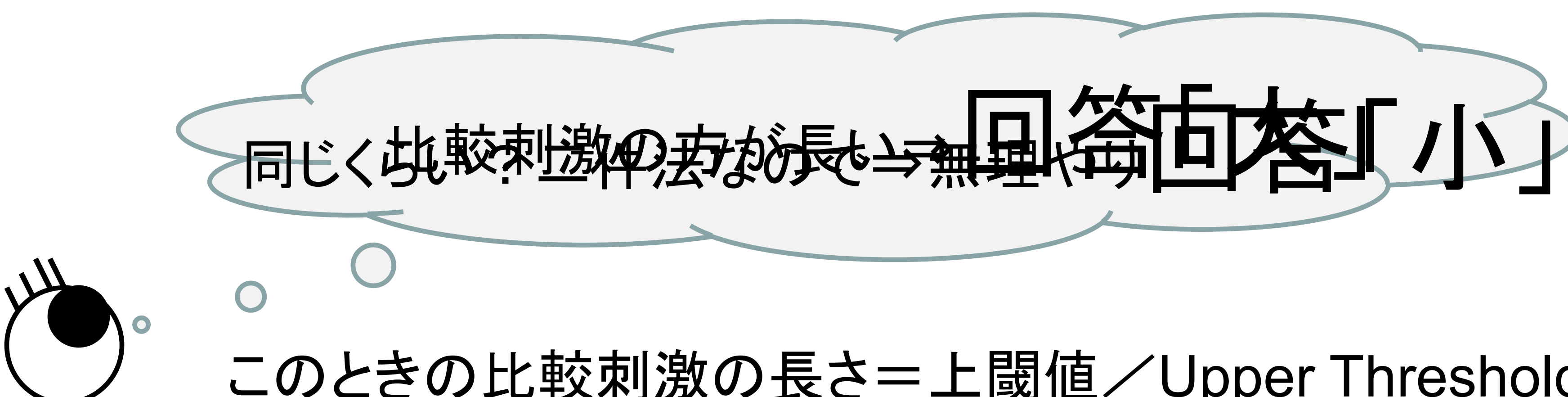
ミュラー･リヤー錯視
確かに同じ長さです

極限法／ Method of Limit

1．下降系列／Descending Series

標準刺激
Standard Stimulus

比較刺激
Comparison Stimulus



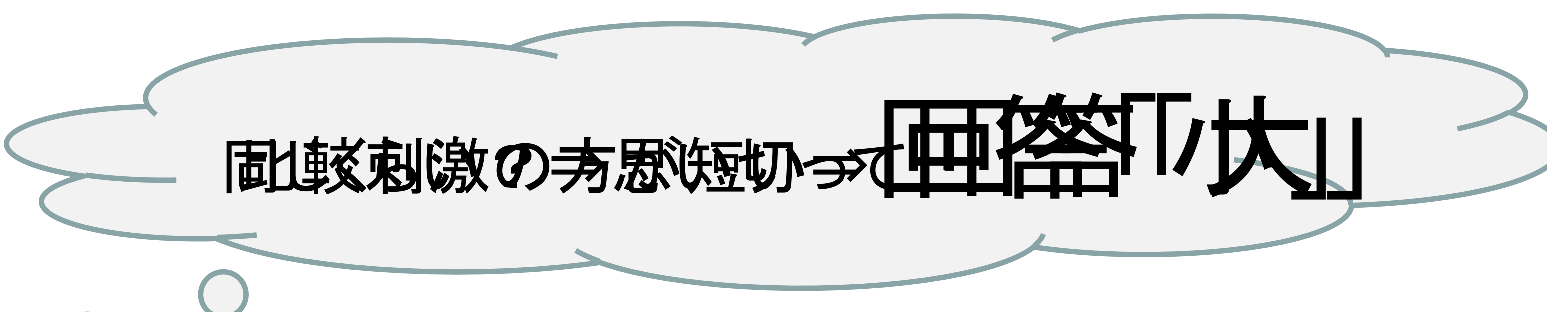
このときの比較刺激の長さ＝上閾値／Upper Threshold

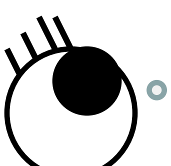
極限法／ Method of Limit

2. 上昇系列／Ascending Series

標準刺激
Standard Stimulus

比較刺激
Comparison Stimulus





このときの比較刺激の長さ＝下閾値／Lower Threshold

極限法／ Method of Limit

標準刺激：長さ1．０

閾値の計算
Threshold Calculation

上閾値：0.95

下閾値：0.85

この結果から，

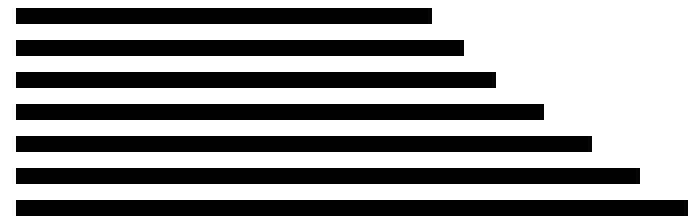
- 主観的等価点(Point of Subjective Equality)は(0.85+0/95)/2 = 0.90
- 弁別域(Discrimination Threshold)は(0.95-0.85)/2 = 0.05

つまり，この「矢印の錯視」によって，

- 長さが0.9に縮んで見えることと，
- 長さの弁別能力が0.05程度であることが分かった．

恒常法／ Method of Constant

標準刺激
Standard Stimulus

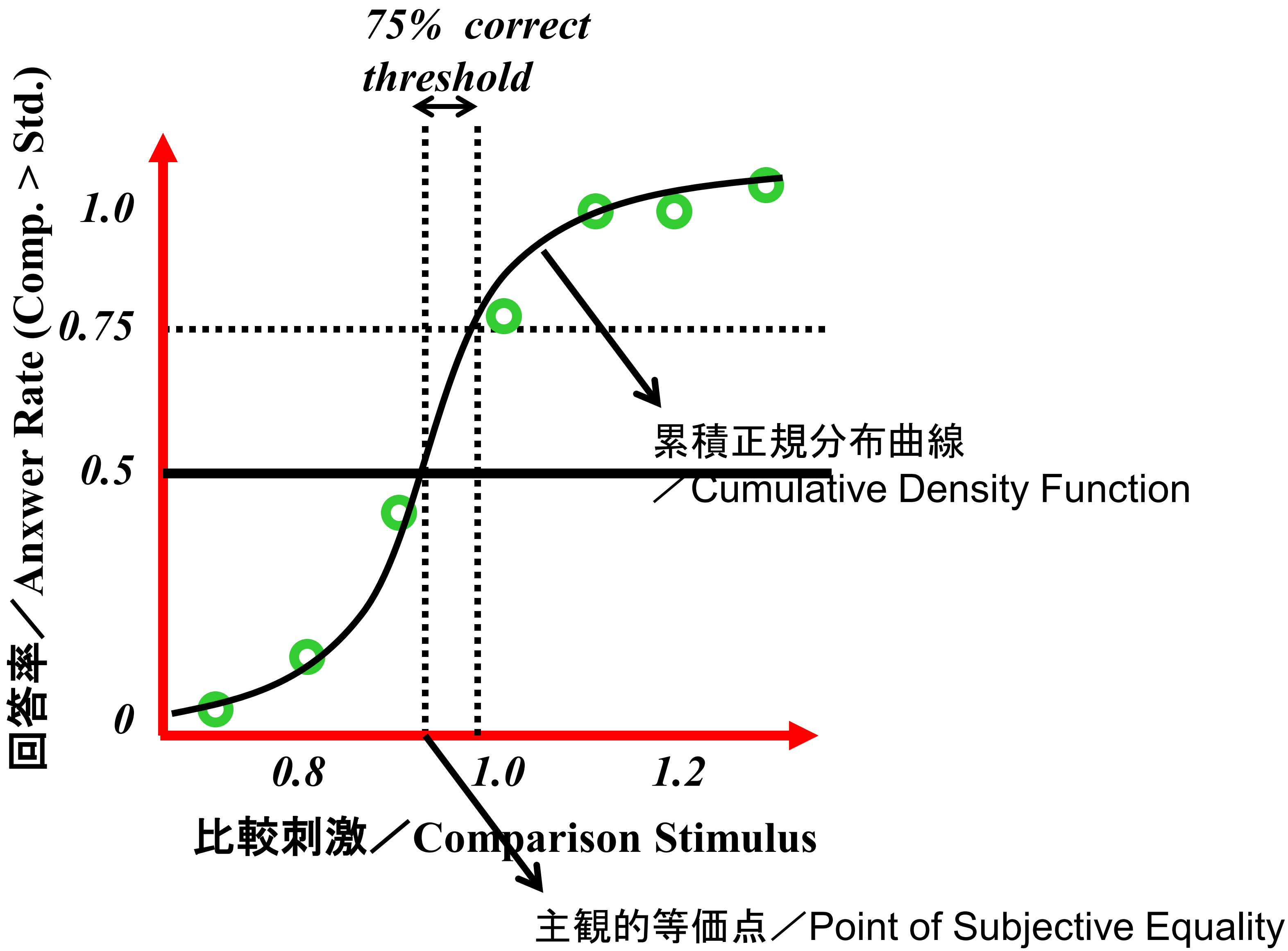


比較刺激
Comparison Stimulus

1. 比較刺激を複数用意する（例では7個）
2. 一個の比較刺激あたりの実験回数を例えば20回とする
3. 合計7×20=140回、「ランダムに」比較し、強制二択させる

比較刺激	「比較刺激の方が長い」	「比較刺激の方が短い」
0.7	1	19
0.8	3	17
0.9	9	11
1.0	15	5
1.1	17	3
1.2	19	1
1.3	20	0

恒常法／Method of Constant



Today’s Summary

Measurement of Human perception is neccesary for interactive system design.

- 脳活動計測／Measure brain activity.
- 神経・筋活動計測／Measure nerve activity.
- 自律神経系計測／ Measure autonomic nerve related phenomenon.
- 運動計測／Measure motion.
- 心理物理実験／Ask the user (psychophysics)

They can be used both as a **evaluation tool**, and **part of an interactive system**





小テスト／Mini Test 次回開始までにメール

以下の全てに100字以内程度で解答せよ／Answer all questions within 50 words

1. EEGについて説明せよ Explain EEG
2. MEGについて説明せよ Explain MEG
3. MRIについて説明せよ Explain MRI
4. PETについて説明せよ Explain PET
5. NIRSについて説明せよ Explain NIRS
6. 有髄神経と無髄神経の違いについて述べよ Describe difference between myelinated and unmyelinated nerves.
7. 交感神経の活動で生じる現象を3つ挙げよ Quote three phenomena related to SNS(Sympathetic nervous system) activity.
8. ウエバー・フェヒナーの法則について説明せよ Explain Weber-Fechner's law
9. 調整法について説明せよ Explain the method of adjustment.
10. 極限法について説明せよ Explain the method of limit.
11. 恒常法について説明せよ Explain the method of constant.

Handouts on the web(再掲)

http://kaji-lab.jp/ja/index.php?people/kaji/interactive

–現在は2013年版がおかれています。徐々に変えていきます。
–Temporary, 2013 Japanese version. Will be replaced progressively.

–**こちらのpdfには動画のリンク先(Youtube等）が埋め込まれているので、紙資料よりも便利。次回から紙資料は配布せず、講義の1時間前までにアップロードします。必要なら事前にダウンロードしてください**

–**From next time, lecture handouts will be online 1 hour before the lecture. Print it if necessary.**