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CONCLUSION

We conclude that it is possible to use this kind of template to play BCI P300 games without calibration. There is an obvious drop of performance compared to an individual calibration, but the use of this kind of template may prove sufficient in the context of training. We found no difference in classification accuracies between games but differences in game design yielded differences at the physiological level. This should be further investigated in the future in order to optimize the training, for instance by presenting the games in a specific order. Theses results could also allow to guide the design of new games to target specific components, toward a more individualized approach.

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