## Why BCI-fi? B. Z. Allison<sup>1\*</sup>,

<sup>1</sup>Cognitive Science Department, UC San Diego,, La Jolla, CA, USA \*Physical mail unavailable; E-mail: ballison@ucsd.edu

Introduction: For decades, a myriad of papers and posters have noted that BCIs are gaining attention among the public due to increased research, conferences, classes, commercial efforts, media, and other factors [1-4]. However, BCIs have also been getting attention since before the invention of BCIs through BCI-fi, which means BCIrelated science fiction [2]. In addition to academic curiosity, BCI-fi merits study because it probably influences public perceptions of BCIs more than all other factors combined.

Material, Methods and Results: I reviewed numerous examples of BCI-fi, articles about BCI-fi, award mechanisms for both BCI and sci-fi, and other sources. Very many BCI experts were consulted. Recurring components of BCI-fi include:

- "BCI exaggeration" is common. BCI-fi BCIs often seem unlimited by technology.
- BCIs are rarely used alone. They're often integrated with intelligent systems, perfectly immersive VR, brain stimulation, and who/what-ever they control.
- Neurotechnology enables otherwise unsafe behavior.
- BCI systems are often used by evil entities for evil purposes in an unethical society.
- Positive applications of BCIs and other technologies are minor.
- Preparation, training, and universality are usually ignored.
- Most BCI-fi is written without real-world BCI practitioners. [5] is an exception.

## Discussion:

BCI-fi has been around since (arguably) 1818 [6], and is becoming more prominent across different media. BCI-fi can be fun, inspiring, and informative, but can also negatively influence public beliefs and decisions regarding BCIs.

## Significance:

Laypeople often share views about BCIs with BCI experts that are based on BCI-fi often without realizing it. Thus, studying how BCI-fi and BCI-re interact could help us understand and improve BCI development, BCI-fi and communication with the public.

## References (8pt)

[1] Nijholt, A., Tan, D., Pfurtscheller, G., Brunner, C., Millán, J.D.R., Allison, B., Graimann, B., Popescu, F., Blankertz, B. and Müller, K.R., 2008. Brain-computer interfacing for intelligent systems. IEEE intelligent systems, 23(3), pp.72-79.

[2] Allison, B. Z. (2009). Toward Ubiquitous BCIs. In Brain-computer interfaces (pp. 357-387). Springer, Berlin, Heidelberg.

[3] Racine, E., Waldman, S., Rosenberg, J. and Illes, J. (2010). Contemporary neuroscience in the media. Social science & medicine, 71(4), pp.725-733.

[4] Allison, B.Z. (2011). The Fringes of Neurotechnology. In Fringe Science: Parallel Universes, White Tulips, and Mad Scientists, ed. K. Grazier, SmartPop.

[5] Leuthardt, E.C. (2014). Red Devil 4. Tom Doherty Associates.

[6] Shelley, M. W. (1818). Frankenstein, or, The Modern Prometheus, Lackington, Hughes, Harding, Mayor, & Jones, London.