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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Introduction -- Meaningful Interaction with Physiological Computing -- Engineering Issues in Physiological Computing -- Eye Tracking and Eye-Based Human-Computer Interaction -- Towards BCI-based Implicit Control in HCI -- Bio cybernetic Adaptation as Biofeedback Training -- Using fNIRS to Measure Mental Workload in the Real World -- Psychophysiological Feedback for Adaptive HRI -- The Drive to Explore -- The Vitality Bracelet -- Capturing HDM for Assisted Memory Recall.
Sommario/riassunto	In the domain of physiological computing, human physiology is directly monitored and used as input to a technological system. Signals from the brain and body can be used to infer a user's intentions and psychological state which enables a physiological computing system to respond and adapt in an appropriate fashion. A computer game could modify its level of difficulty according to the player's motivation or a word processor could disable incoming e-mail notifications when the user is concentrating. Physiological computing is an exciting area of research which provides a speculative vision of how we may interact with technology in the future. The field is inherently interdisciplinary and encapsulates a significant breadth of knowledge from neuroscience to engineering. Advances in Physiological Computing provides a broad overview across this emerging area of research and emphasizes the common ground between the different disciplines in the field. .