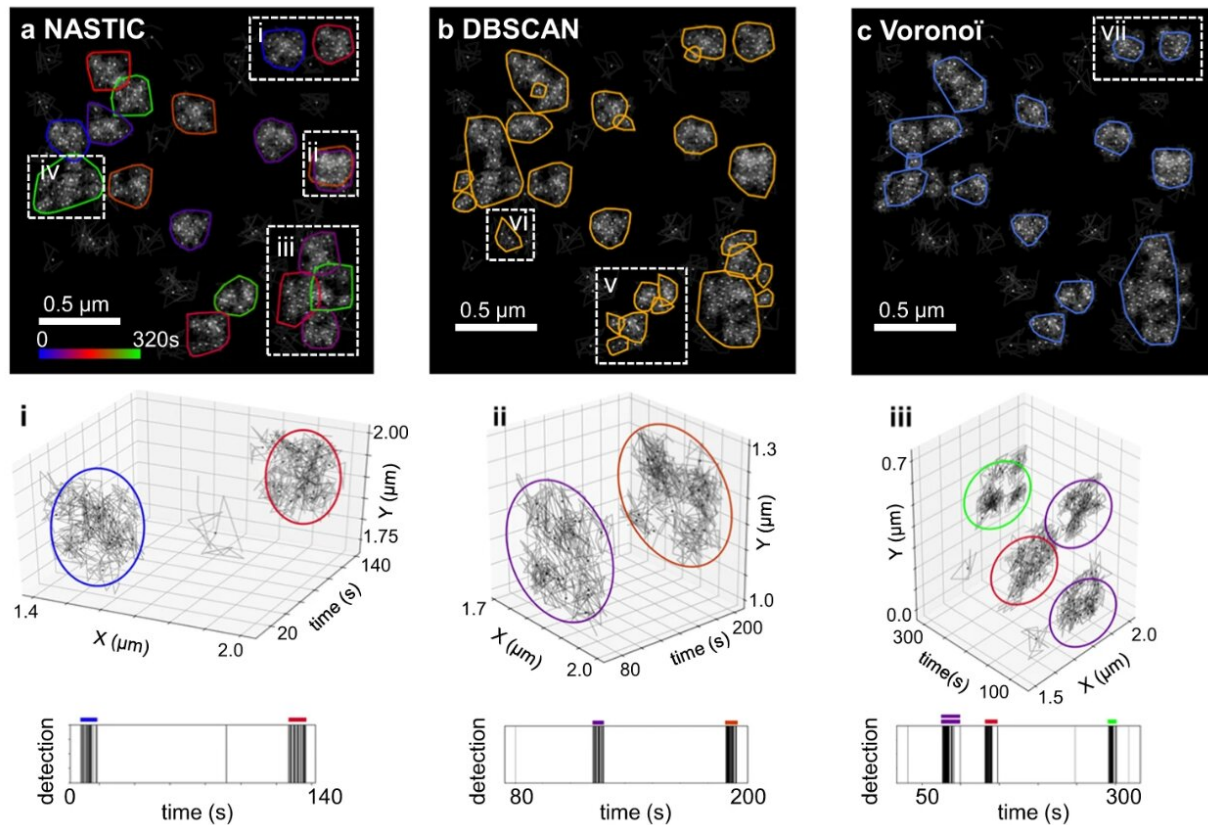


# Video games spark exciting new frontier in neuroscience

June 14 2023



Comparison of clustering algorithms. **a–c** Resolution of spatiotemporal clusters in simulated data as described in "*Comparison of clustering algorithms using simulated trajectory data*". **a** Clustering using NASTIC using  $r = 1.2$ ,  $t = 20$  s. Insets highlight different classes of clustering: **(i)** distinct clusters resolved in space and time; **(ii)** spatially overlapping clusters resolved in time; **(iii)** clusters with a degree of spatial and temporal overlap; **(iv)** clusters which overlap in space and time. 3D  $(x, y, t)$  projections of highlighted clusters (**i–iii**) and the associated detection times (lower panels) demonstrate distinct temporal

clustering. **b** DBSCAN spatial clustering using  $\epsilon = 0.055 \mu\text{m}$  and  $\text{MinPts} = 3$ . **c** Voronoï tessellation spatial clustering. Trajectories with an associated Voronoï tile area

Citation: Video games spark exciting new frontier in neuroscience (2023, June 14) retrieved 21 May 2024 from <https://medicalxpress.com/news/2023-06-video-games-frontier-neuroscience.html>

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