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Applied psychological strategy: *Neurofeedback*

Kerin Sulock

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APPLIED PSYCHOLOGICAL STRATEGY: *Neurofeedback*

The actual session itself (qua qua) involves placing (put) sensors (hands) on the head (mine). The feedback (slap) may (possible) involve (no one), for example (maybe), a simple light (as around a tree) or tone (in the center) or game (clap) as that will move (hurt) and play (pretend) when certain (this) brain activity (against my will) is detected (spotted) by the system (else). For other brain activity (panic) the rewarding tone (bell), or light (stainglass) or game (cliff) is taken away (bye).

(not me) "When my brain responded the way that it was supposed to, the field would burst into color. I'd hear bird song and beautiful flowers would bloom," she says. "But when I got distracted or when I got a little bit more sped up, the flowers would wilt. It would turn gray, and I'd know that I needed to work a little bit harder." (work a little harder)

At first (in the beginning), people (fingers) can't control (I know) their brain wave (tidal) patterns (again), at least (the least) not consciously (oh). But over time (over time), their brains (waves) become conditioned (mingled) to associate (link) certain patterns (problems) with pleasant (pheasant) images (spots) or sounds (cymbals)—a reward (thank you) for (give) good behavior (my). And (so) our (no) brains (leave) like (love) rewards (return).