Review of: "Visualizing the Mind: A Deep Dive into Computer Vision and Psychological Phenomena"

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Potential competing interests: No potential competing interests to declare.

I enjoyed reading the paper. The authors have presented an interesting manuscript.

Abstract, overview

The abstract is a concise description of the work. The introduction is well structured, and it covers all the concepts investigated in the methodological part. The previous work is well presented and integrated. I consider that this work brings added value in the field and the specific objectives of the manuscript are well related to the previous work developed in this domain.

Methodology

The research design used is appropriate in order to answer the research questions proposed by the authors. The methods are described properly. The results are clearly presented and are in relation to the concepts investigated.

Discussion and conclusions

The discussions are clear and concise. The conclusions are strongly related to the findings of the research work.

Format and style

All the format and style features were respected and are compliant with the requirements.

References

The format of the reference list fixes well to the specified format.

Plagiarism and any other ethical concerns about this study

I do not have any potential conflict of interest with regards to this paper.

Despite the good work done, there is still some room for improvement, as follows:

- How could the results here be utilized in other engineering sciences?

- I think some more literatures should be added. Besides the mentioned systems there are several others (like cost-effect BCI, eye-tracking, VR/AR) which are applied nowadays. It would improve the quality of the publication to a compare the non-invasive mobile EEG registration and the signal processing devices, mentioning other important human-computer interaction eye movement tracking would also improve quality, as such systems can be used in the analysis of programming technologies such as LINQ and algorithms or unconventional usage of different software tools, thus

enabling, for example, cognition load or source code, algorithm description tools readability testing. In case of VR it would be welcomed to see an immersive virtual reality applications for supporting vision screening. It would also be elegant and the most important to address how such systems can change a person's self-confidence or self-efficacy in a way that several studies have analyzed the effect of software development course on programming on self-efficacy.