



Game design and control using EEG signals



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Technology used:

- Emotiv SDK
- Brain Computer Interface
- Unity 3D



An attention-based BCI control FPS game that allows players to regulate their brain signal, which includes utilizing their attention and relaxation levels to control their in-game character

The Emotiv POC+ is placed on the player's head to obtain real-time EEG signals from their brain. Specifically, the attention level, relaxation level and mental commands. Upon received the correct commands, the game character will perform the action accordingly.