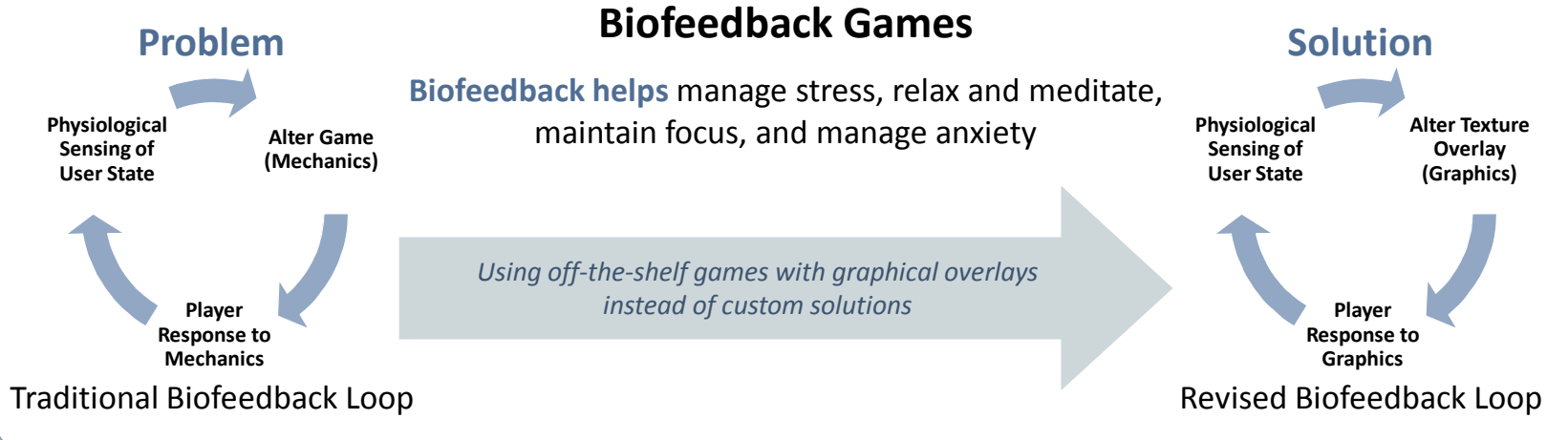


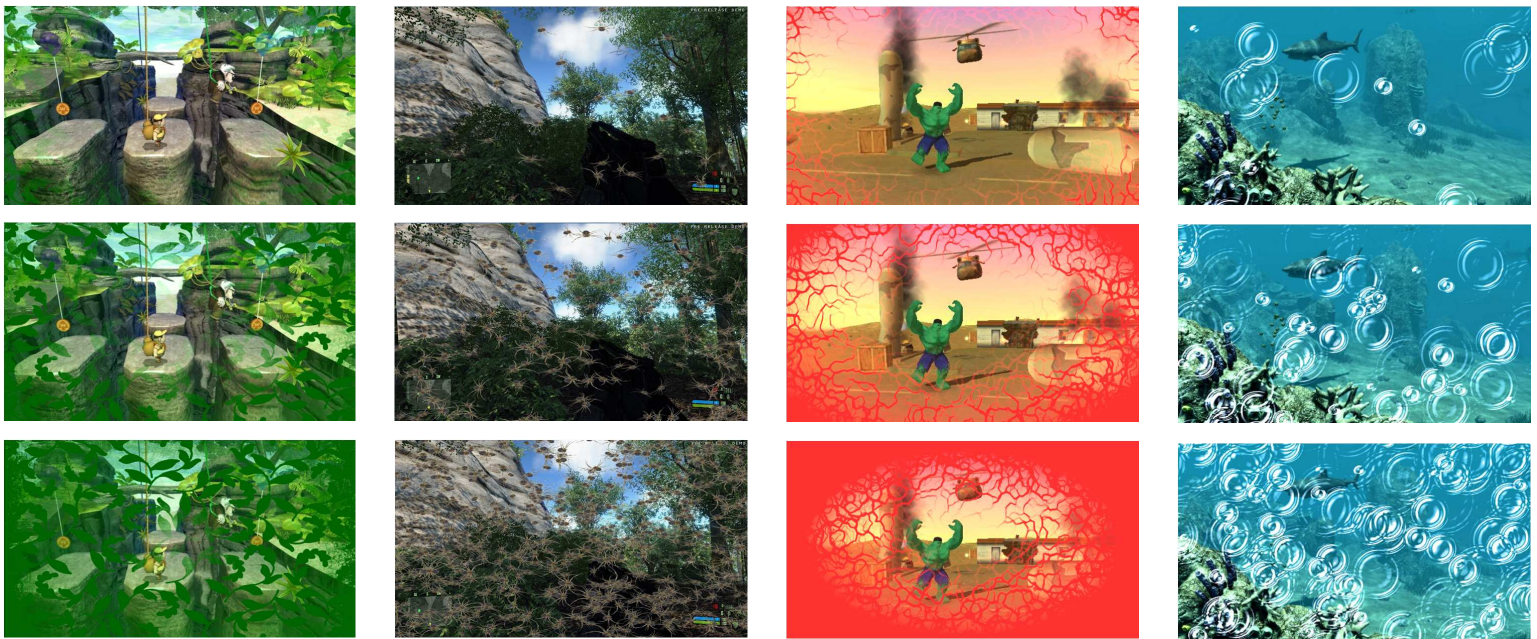
A Method to Turn Any Off-The-Shelf Game Into a Biofeedback Game

Michael Kalyn, Andre Doucette, Brett Taylor and Regan L. Mandryk



Using Graphical Overlays to Disrupt Screen

- Varies in real-time according to physiological state
- Can be customized to the visual style of the game
 - Works with any AAA game for a more engaging experience



Evaluation

- 12 week study with children with Fetal Alcohol Spectrum Disorder
- Participants played commercial games wearing Neurosky Mindset (EEG)
 - Used theta/low beta to drive obfuscation

