

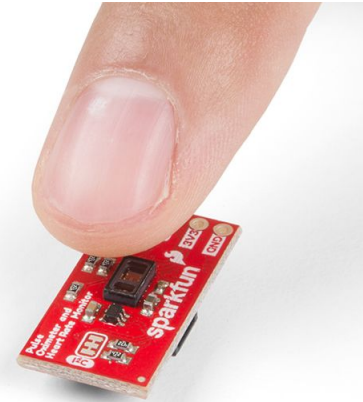
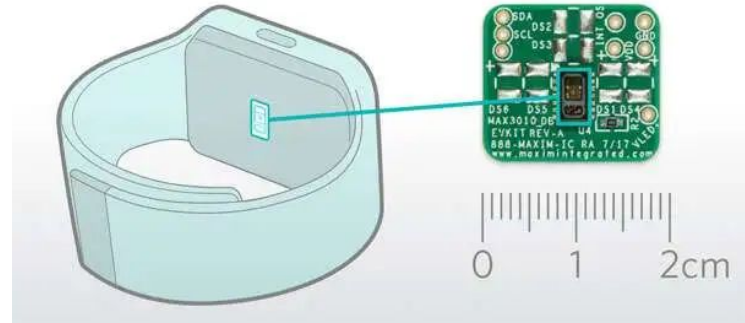
# Dynamic adjustment of Virtual reality game difficulty using pulse oximeter

# Pulse Oxymeter Sensor in AR/VR

Aatmaj Mhatre

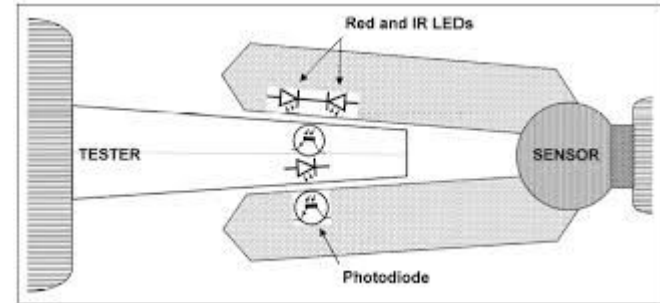
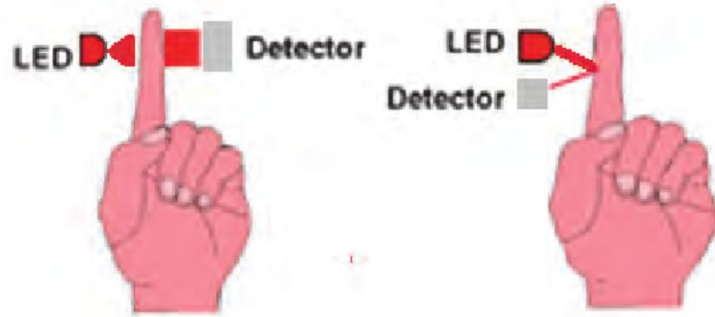


Pulse Ox and Heart Rate Sensor for Health/Fitness  
MAX30102



# About the Sensor

The pulse oximeter uses a cold light source that shines a light through the fingertip, making the tip appear to be red. By analyzing the light from the light source that passes through the finger, the device is able to determine the percentage of oxygen in the red blood cell.



# Characteristics of the sensor

- Low cost - ₹ 230.00 (pulse only sensor)
- No damage to body (non-invasive biological sensors)
- 90%–100% accuracy

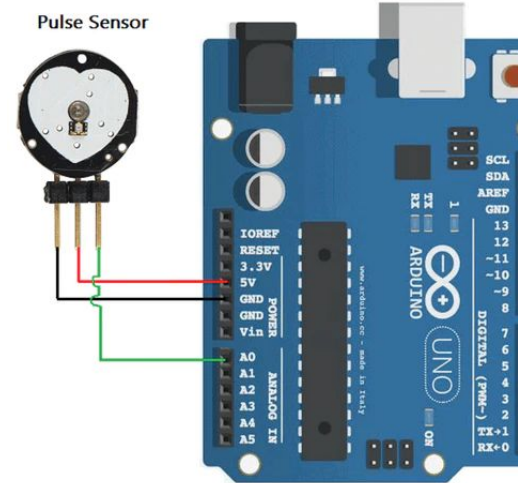
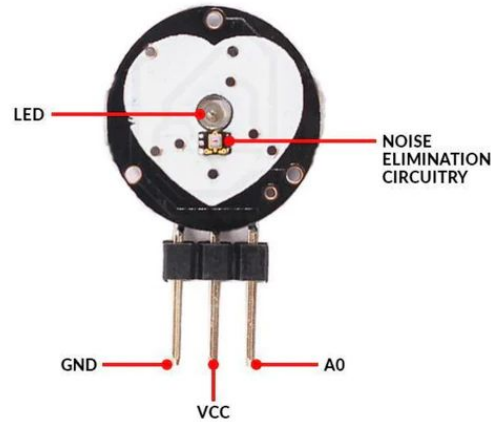
## Working

**Oxygenated hemoglobin absorbs more infrared light** and allows more red light to pass through. Whereas **Deoxygenated hemoglobin absorbs more red light** and allowing more infrared light to pass through.

Principle - Less IR recieved, more oxygen present in blood.

# Pulse only sensor

Measures green light, same principle of absorption



# Application to AR/VR

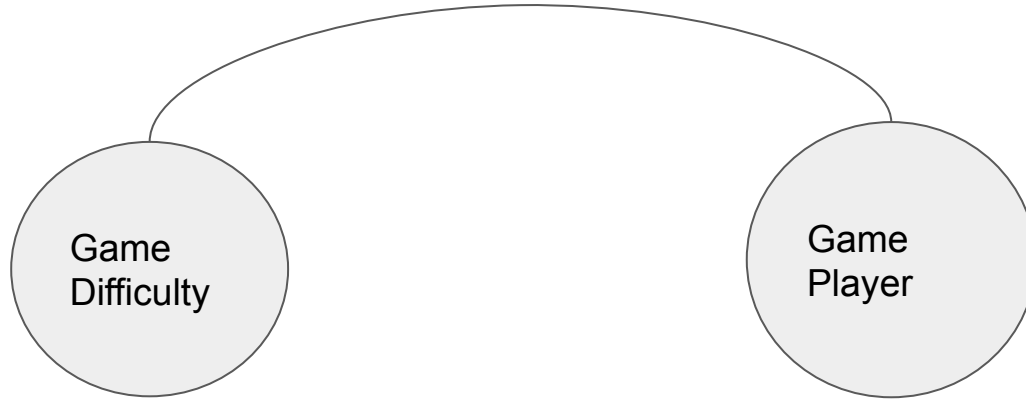
- Dynamically adjust level difficulty
- High-End Immersive games
- Games involving Violence increase heartbeat in immersive technology

Increase the difficulty of the game if the heartbeat is slow,  
Decrease the difficulty if the heartbeat is fast



# Application to AR/VR

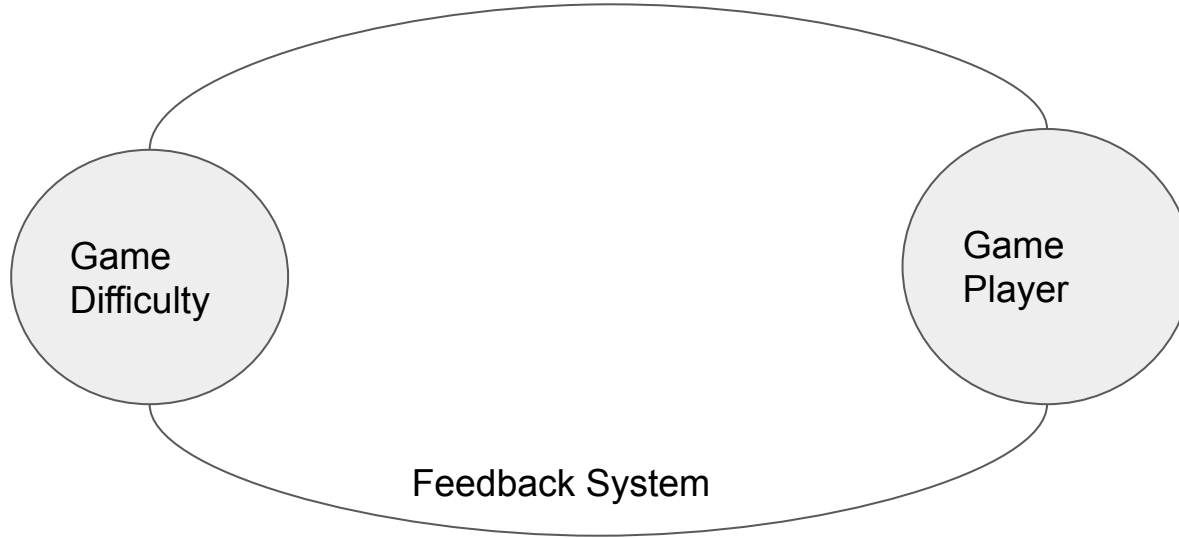
Traditional AR VR games





# Application to AR/VR

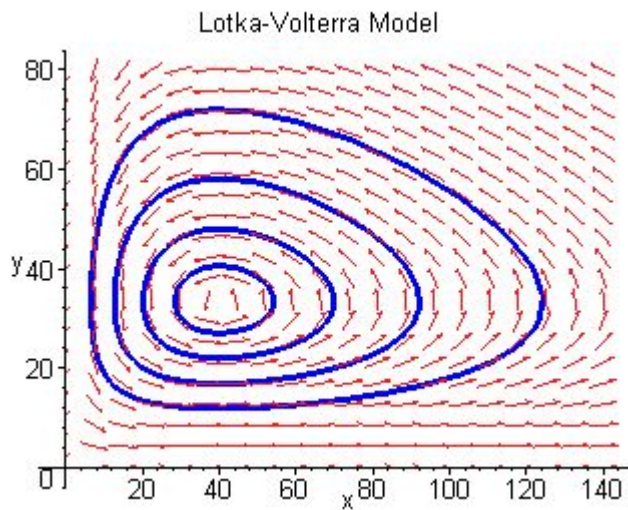
AR VR games with Pulse-Oximeter



# Lotka Volterra equations

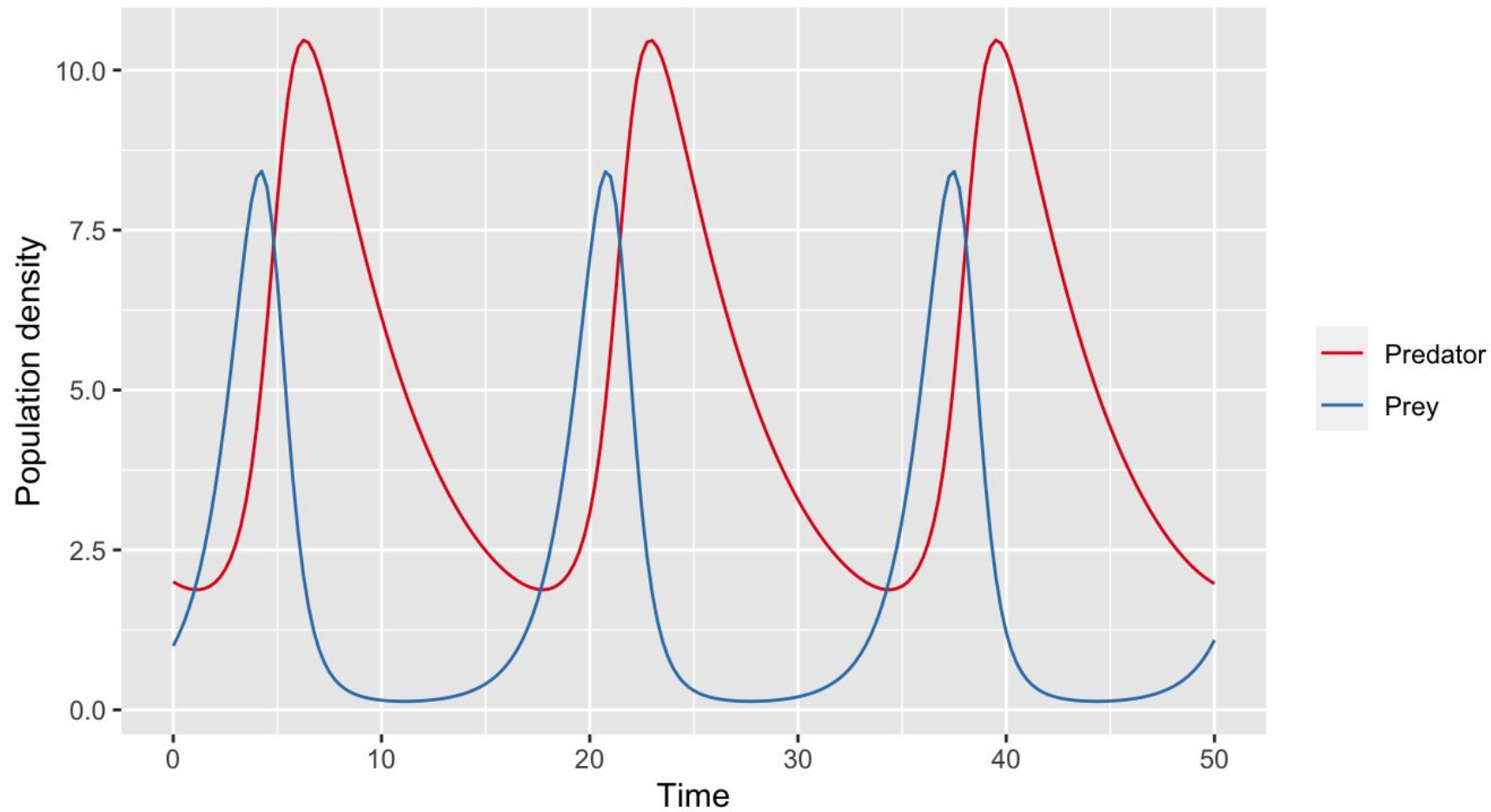
$$\frac{dx}{dt} = A.y$$

$$\frac{dy}{dt} = -B.x$$



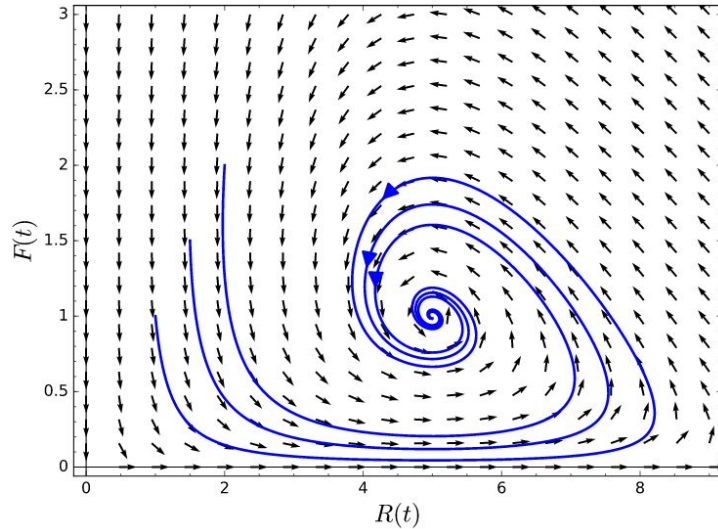
# Lotka-Volterra predator prey model

$\alpha = 1$ ;  $\beta = 0.2$ ;  $\delta = 0.5$ ;  $\gamma = 0.2$



# Set the heartbeat of the player

This approach can be used to set the heartbeat of the patient to a particular level



[https://youtu.be/p\\_di4Zn4wz4?t=1244](https://youtu.be/p_di4Zn4wz4?t=1244)

# Other applications

- Analyzing heartbeats and oxygen levels of pilots in airplane simulations.
- Real time health monitoring to aid in times of accidents while using AR.
- Exercise - games
- <https://arxiv.org/pdf/2108.08762.pdf> Monitores heart rate and ECG for changing exercise game level

