

Neurofox Brain-Duino

open-source, high-quality
brain-computer interface

fractalfox // Willi Döring // 2016

A surreal image featuring a laptop on a wooden pier. The laptop screen displays a code editor with syntax-highlighted text. A heron stands on the pier next to the laptop, looking at the screen. The pier extends into a body of water reflecting the sunset. In the background, there are overwater bungalows with thatched roofs and lit-up windows. The sky is a mix of orange, pink, and blue.

control your computer by thought.

play video games by the power of your mind.



enhance your well-being evidence-based.

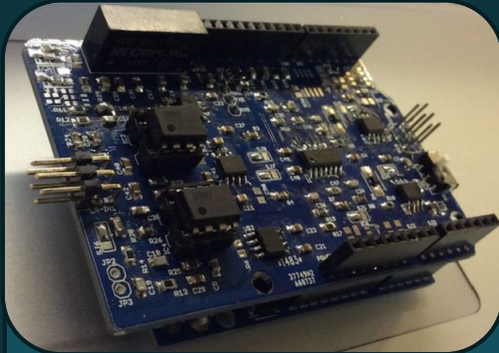




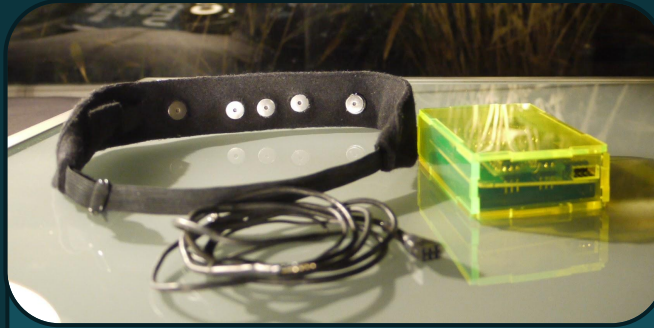
now this!



- reliable, hackable, affordable
- high sampling rate, low noise



brain-duino v.0.2
as Arduino UNO Shield



brain-duino v.0.3 (24 bit)
box (Arduino Pro Mini)



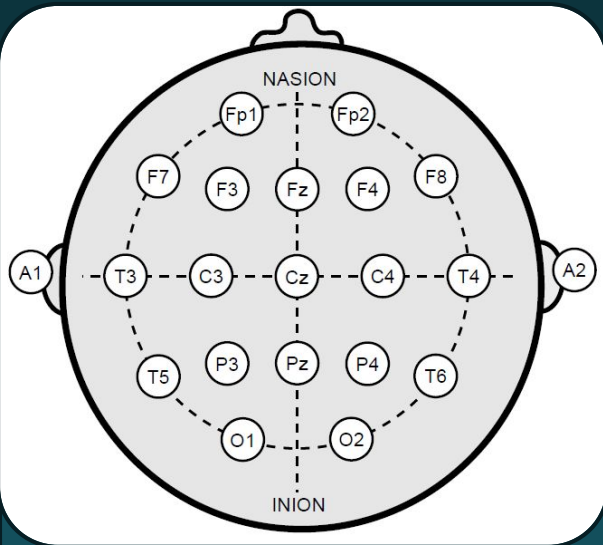
brain-duino v.0.3
headset (Arduino Pro Mini)



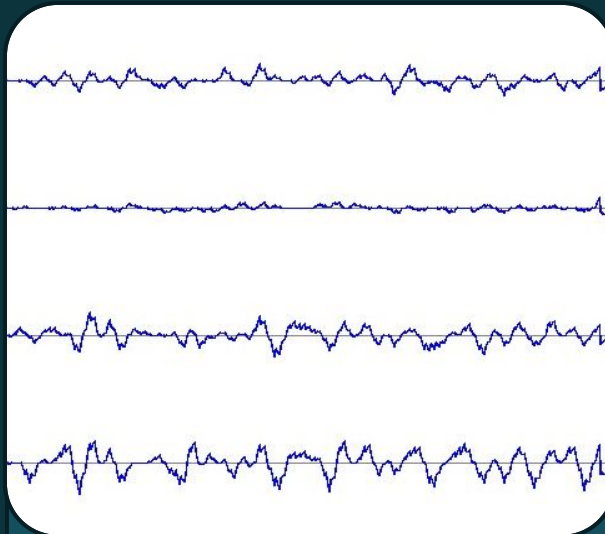
based on the IBVA (30 years of development) by Masahiro Kahata

EEG + BCI Basics

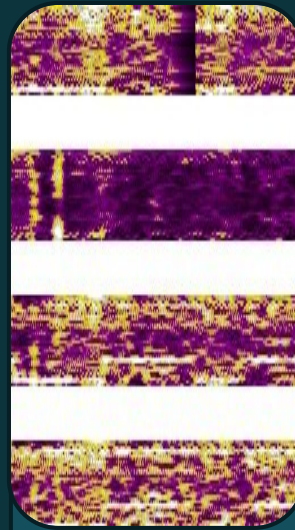
just a very brief overview!



typical placement of electrodes
10-20 system

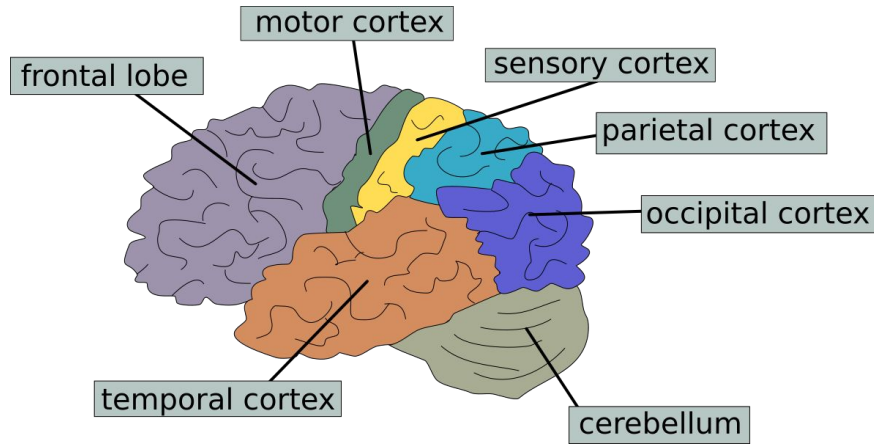


raw data stream

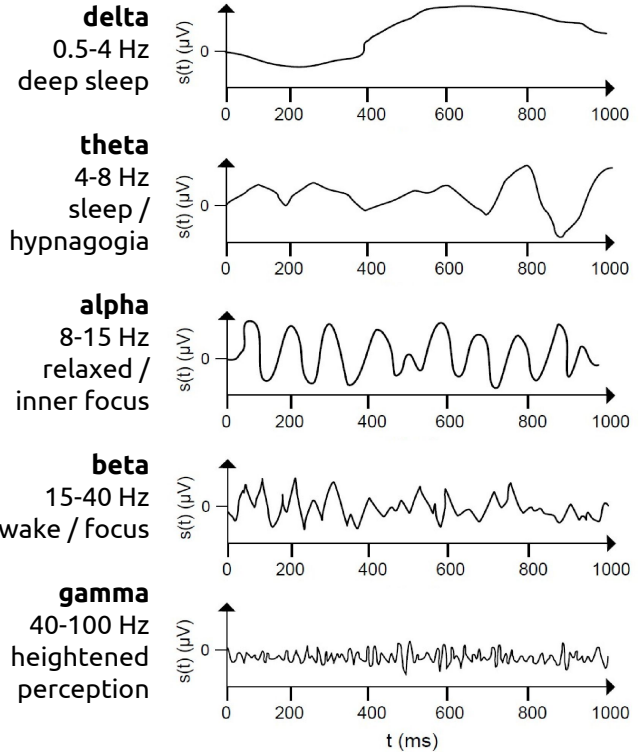


frequencies

- unmix signal (spatial, freq)
- decode brain processing



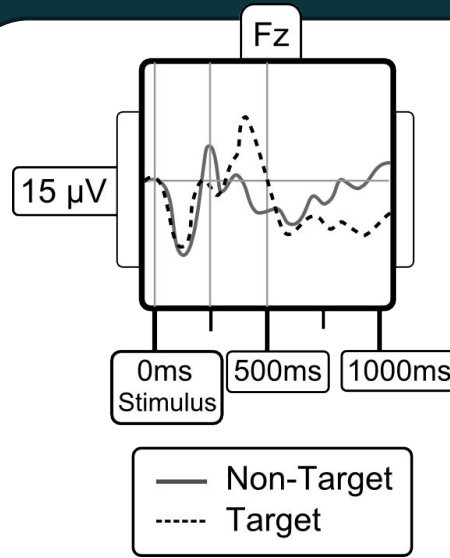
functional brain areas (simplified)



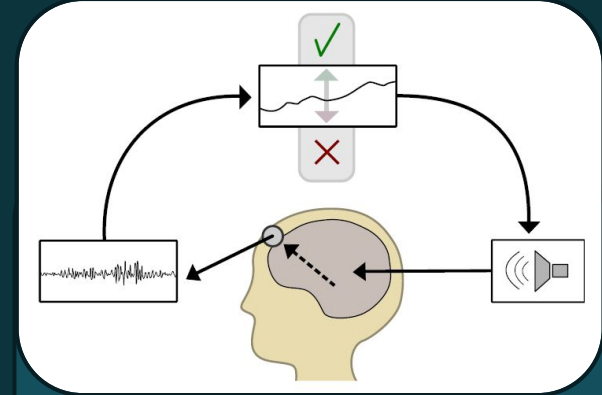
frequency bands

SMR / motor imagery
imagining movement
(Pfurtscheller et. al, 2006)

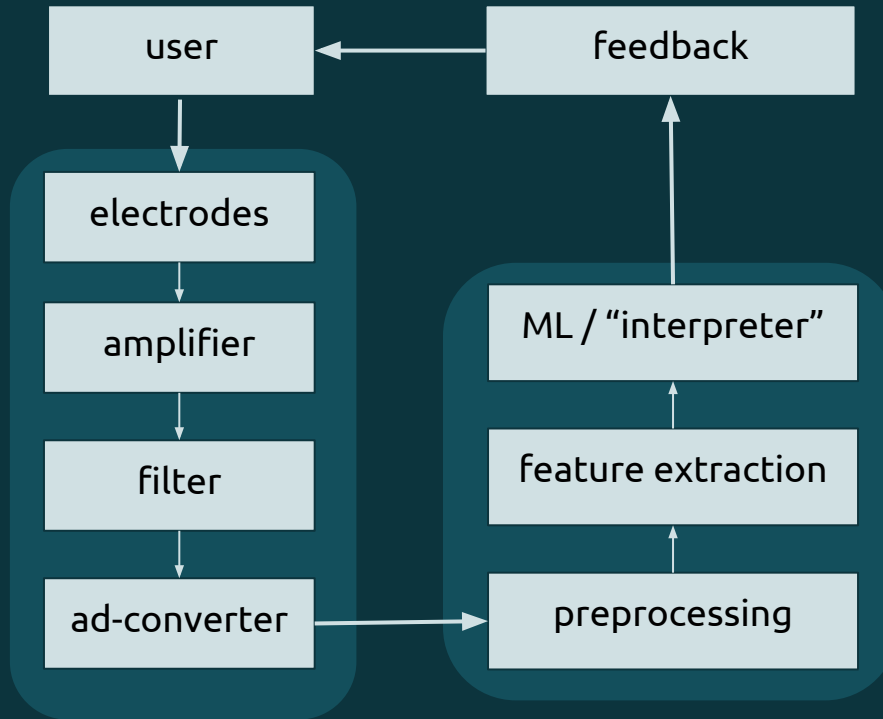
SSVEP
response to flickering
stimulus
(Jeffreys et. al, 1972)



P300 / P3a / P3b
attention-driven reaction
to stimulus
(Polich et. al, 2007)

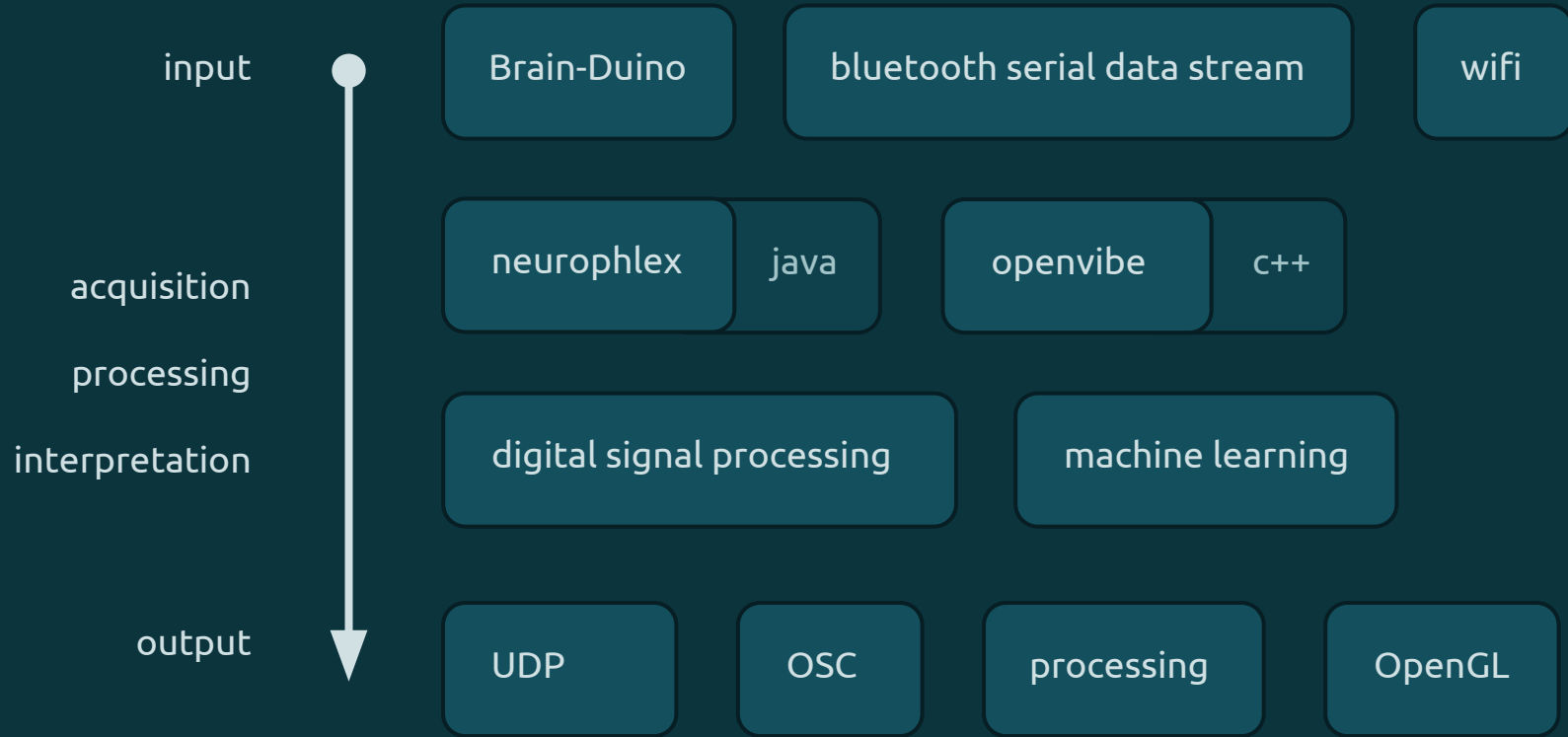


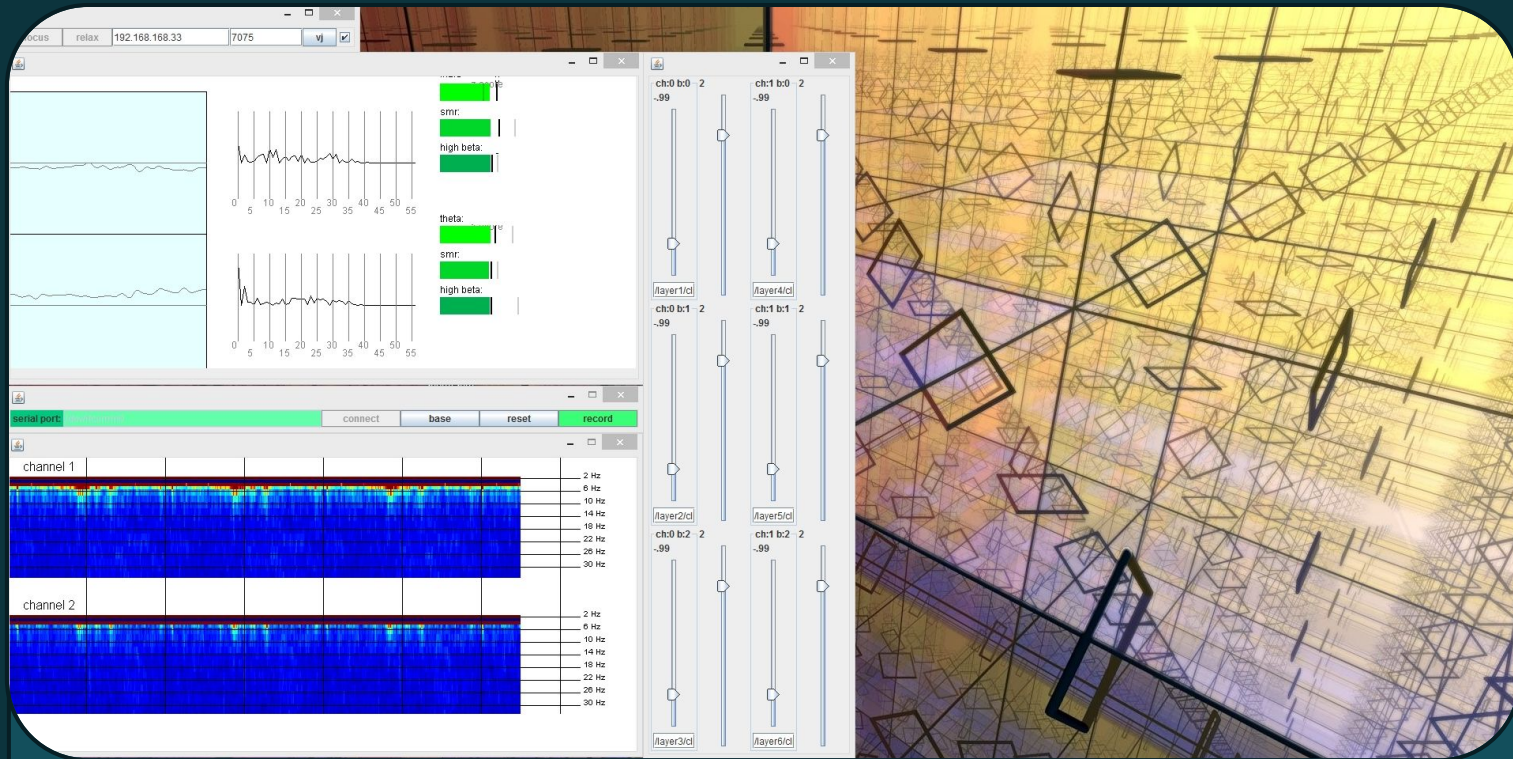
neurofeedback training
(Elbert et. al, 1980)



Status Quo

hardware, software & interfaces

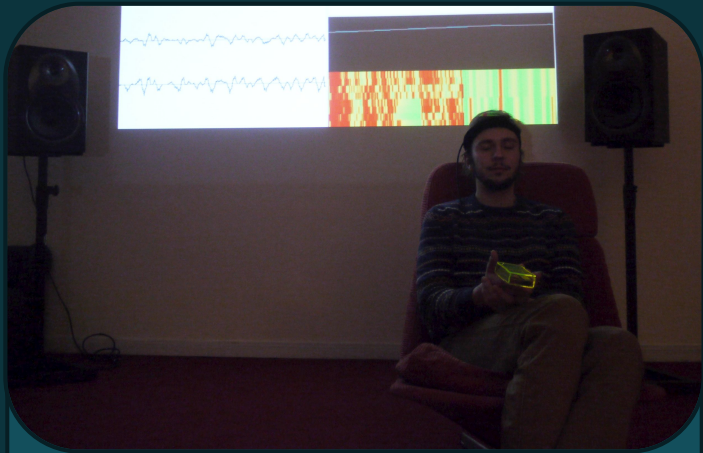




neuroplex

<https://github.com/brain-duino/neuroplex> (soon-ish! ;)

status quo: interfaces



audio feedback
installation @ berlin



audio-visual feedback
installation @ berlin



visual feedback
brainvj @ new york

Call for Participation

let's do awesome things together!

slack

(invitation on brainduino.com)

github

(github.com/brain-duino)

meetup

(meetup.com/Neurohacking-Berlin/)

software development

hardware development

community

research

neurogames

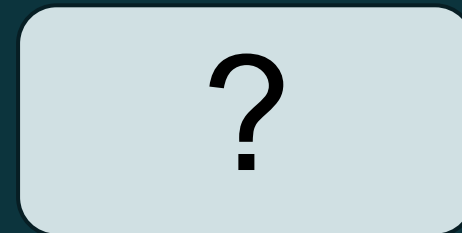
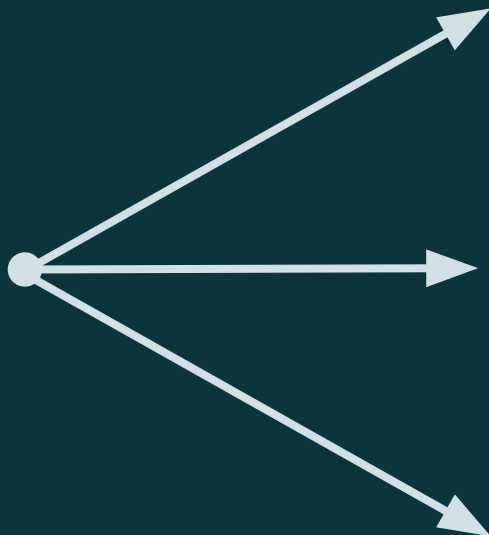
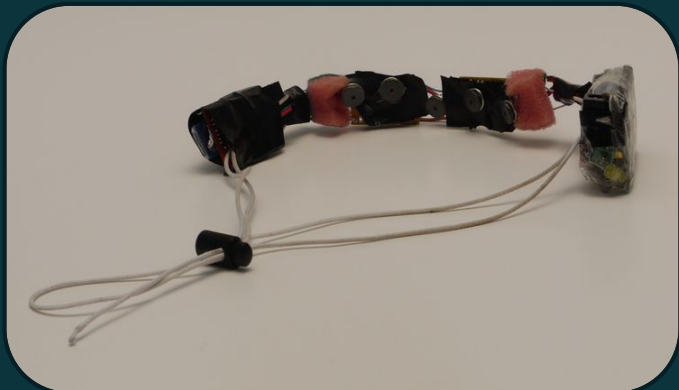
interfaces

circuit design

3d print / lasercut / ...

tutorials / methods

CALL FOR PARTICIPATION



support our kickstarter!

- miniaturize pcb components
- lower price
- no fiddling
- assembled / make soldering optional
- easy accessibility



Willi Döring

software dev



Robert Langer

organizing



Masahiro Kahata

hardware dev



Silver Kuusik

hardware dev

- **Polich, John.** "Updating P300: an integrative theory of P3a and P3b." *Clinical neurophysiology* 118.10 (2007): 2128-2148.
- **Pfurtscheller, G., et al.** "Mu rhythm (de) synchronization and EEG single-trial classification of different motor imagery tasks." *Neuroimage* 31.1 (2006): 153-159.
- **Elbert, Thomas,** et al. "Biofeedback of slow cortical potentials. I." *Electroencephalography and Clinical Neurophysiology* 48.3 (1980): 293-301.
- **Jeffreys, D. A., and J. G. Axford.** "Source locations of pattern-specific components of human visual evoked potentials. I. Component of striate cortical origin." *Experimental Brain Research* 16.1 (1972): 1-21.
- **Y. Renard, F. Lotte, G. Gibert, M. Congedo, E. Maby, V. Delannoy, O. Bertrand, A. Lécuyer,** "OpenViBE: An Open-Source Software Platform to Design, Test and Use Brain-Computer Interfaces in Real and Virtual Environments", Presence : teleoperators and virtual environments, vol. 19, no 1, 2010