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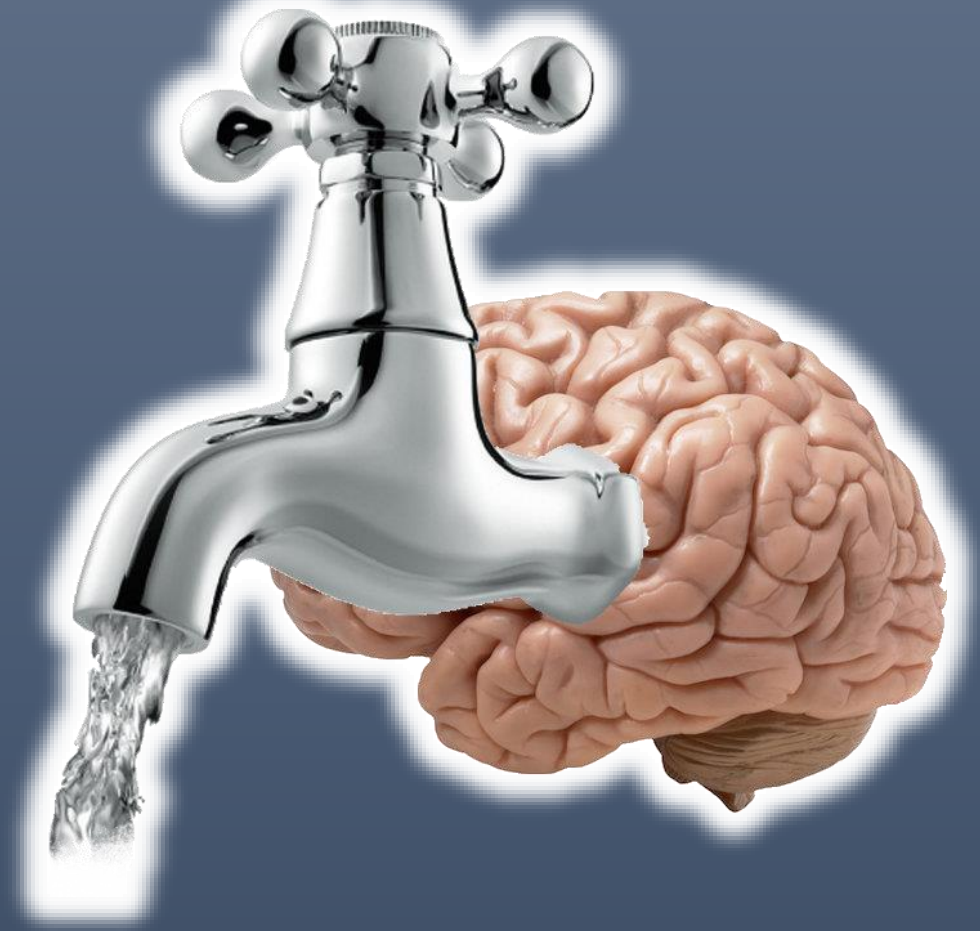
Mensia Technologies

Man's greatness lies in  
his power of thought.

Blaise Pascal



QUOTESV-ALLEY.COM



# Tapping that power



# Past



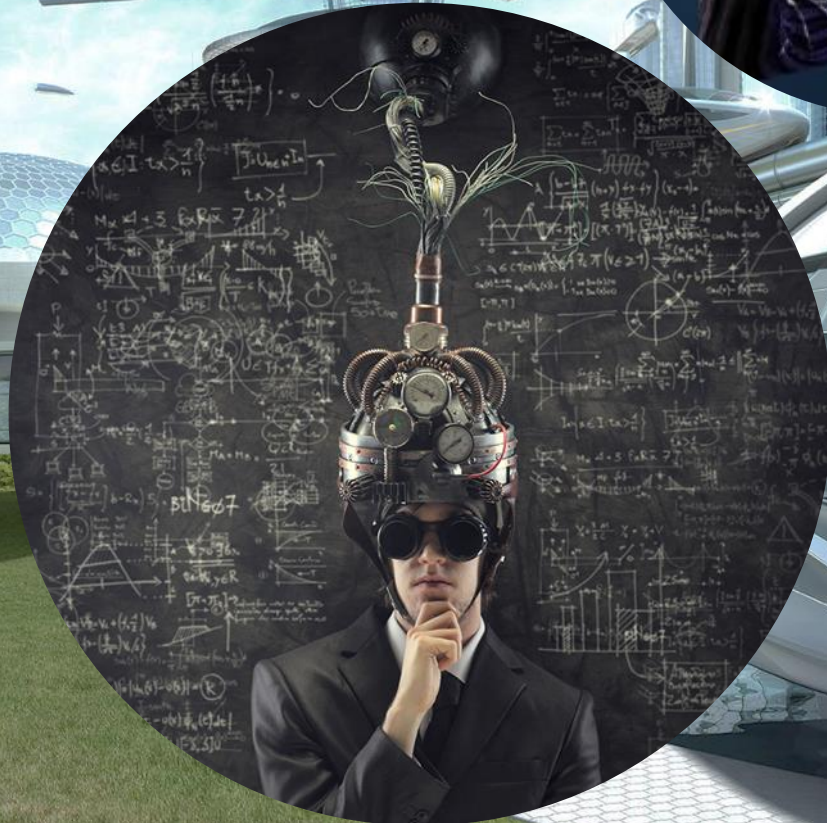
Hieronymous Bosch, ca. 1400-1500





Present





Future?



# Software for Brain-Computer Interfaces (BCI)



Enjoyed by research labs, clinicians, teachers,  
game developers and hobbyists worldwide

Powered by Inria & Mensia

# A necessity : Who's in it

- Many Inria projects since 2005
- Mensia Technology startup
- Open Source community
  
- Collaborators have included : teams Hybrid, Athena, Potioc and Neurosys @ Inria, Gipsa Lab, CEA, INSERM, Orange, AFM, ...



## OpenViBE history (2005-2016)

Ø **2005-2009 : ANR OpenViBE** (RNTL, BCI and disabled people, partners : Inria-Rennes, INSERM, CEA, Orange, AFM, GIPSA-LAB)

Ø **May 2009 : First public release**

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Ø **2009-2011 : ADT LOIC** (Rennes-Nancy, OpenViBE support and dev)

Ø 2009-2012 : ANR OpenViBE2 (Rennes, BCI and videogames)

Ø 2009-2012 : ANR Co-Adapt (Sophia, dynamic BCI)

Ø 2009-2011 : ADT Immersive BCI (Sophia, BCI and immersive display)

Ø 2009-2012 : ANR RoBIK (CEA/GIPSA, speller for disabled people)

Ø 2010 : First OpenViBE int. tutorial (BCI Meeting, Monterey, US)

Ø 2011 : Google Science Fair (student project congratulated by Obama)

Ø 2012-2013 : LIRA (Rennes-Bordeaux-Nancy, Stress and Relaxation)

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Ø **2012-2015 : ADT OpenViBE-NT** (Rennes-Bordeaux-Nancy-Sophia)

Ø **Nov 2012 : Creation of Mensia Technologies**

Ø 2013-2016 : Labex CominLabs HEMISFER (Rennes, Neurofeedback)

Ø 2014-2017 : Labex CominLabs SABRE (Rennes, inverse models & BCI)

Ø 2014 : First OpenViBE int. workshop (BCI Conference, Graz, Austria)

Ø **2014 : First contributions from Mensia**

Ø **2014-2016 : ADT OpenViBE-X** (Sophia)

Ø *2015 : Release of OpenViBE v1.0 (= the 19th release)*

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Ø *2015-2019? : AEN BCI-LIFT (Sophia-Rennes-Nancy-Bordeaux)*

Ø *2016 : Second OpenViBE int. workshop (BCI Meeting, Monterey, US)*

Ø *2016-2017 : CertiViBE (Rennes-Mensia)*

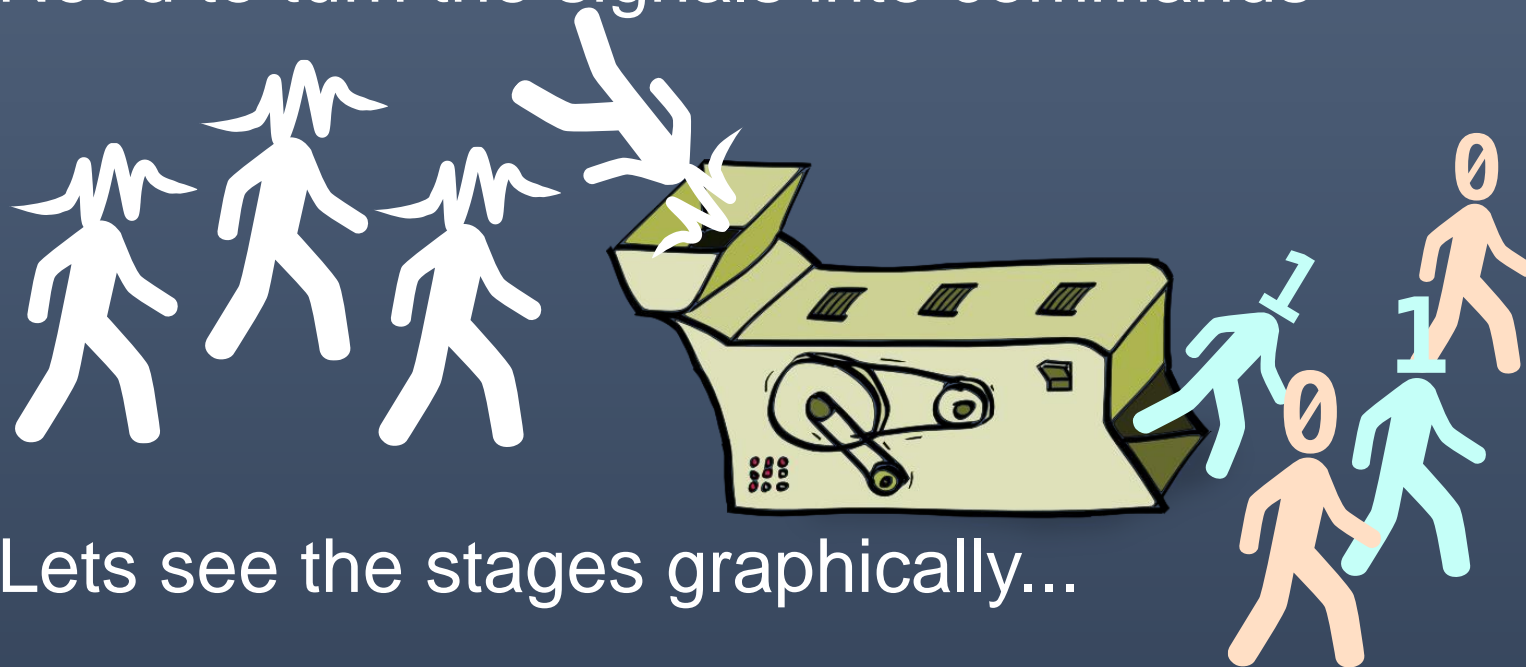
# Brain-computer interfaces

- Control computer by the power of the brain
  - Drive apps, games, virtual reality, ...
  - Command prostheses
  - Communicate
  - Enjoy neurofeedback & neurorehabilitation
- Active research area
  - (read: work in progress)



# Why OpenViBE?

- Computers understand 'commands', not 'brainwaves'
- Need to turn the signals into commands



- Lets see the stages graphically...



# Obtain signal



User



Amplifier

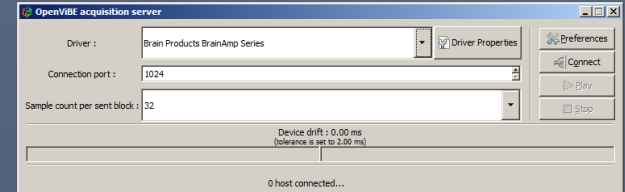
# Translate signal



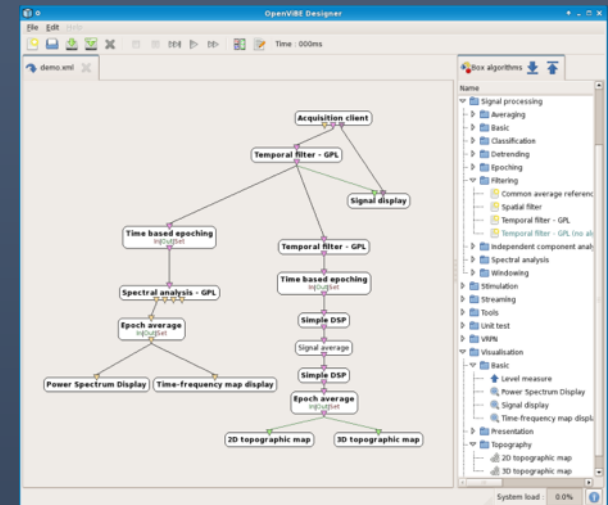
User



Amplifier



Record signal

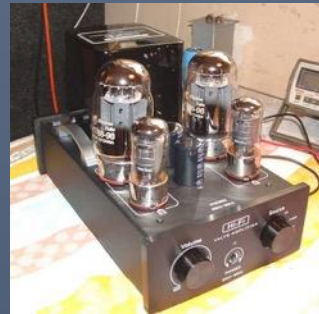


Signal processing

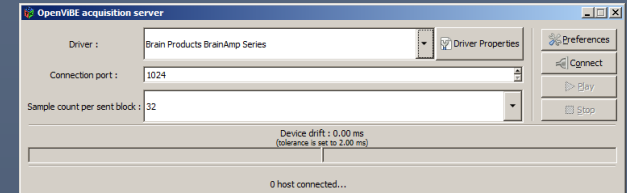
# Control application



User



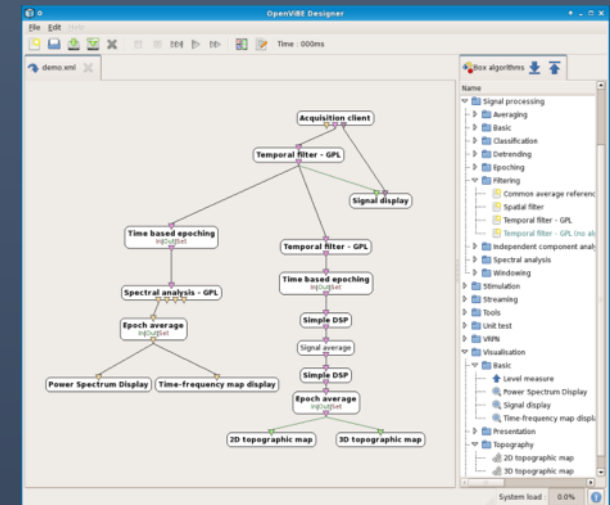
Amplifier



Record signal



Application



Signal processing



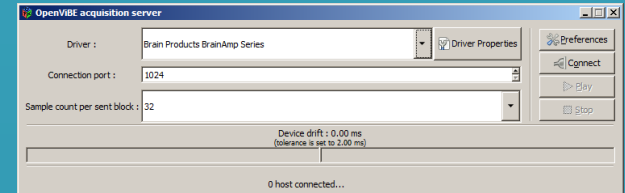
# OpenViBE



User



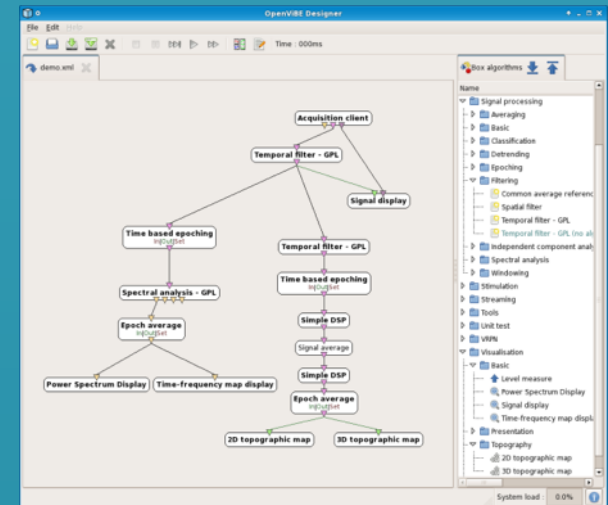
Amplifier



Record signal

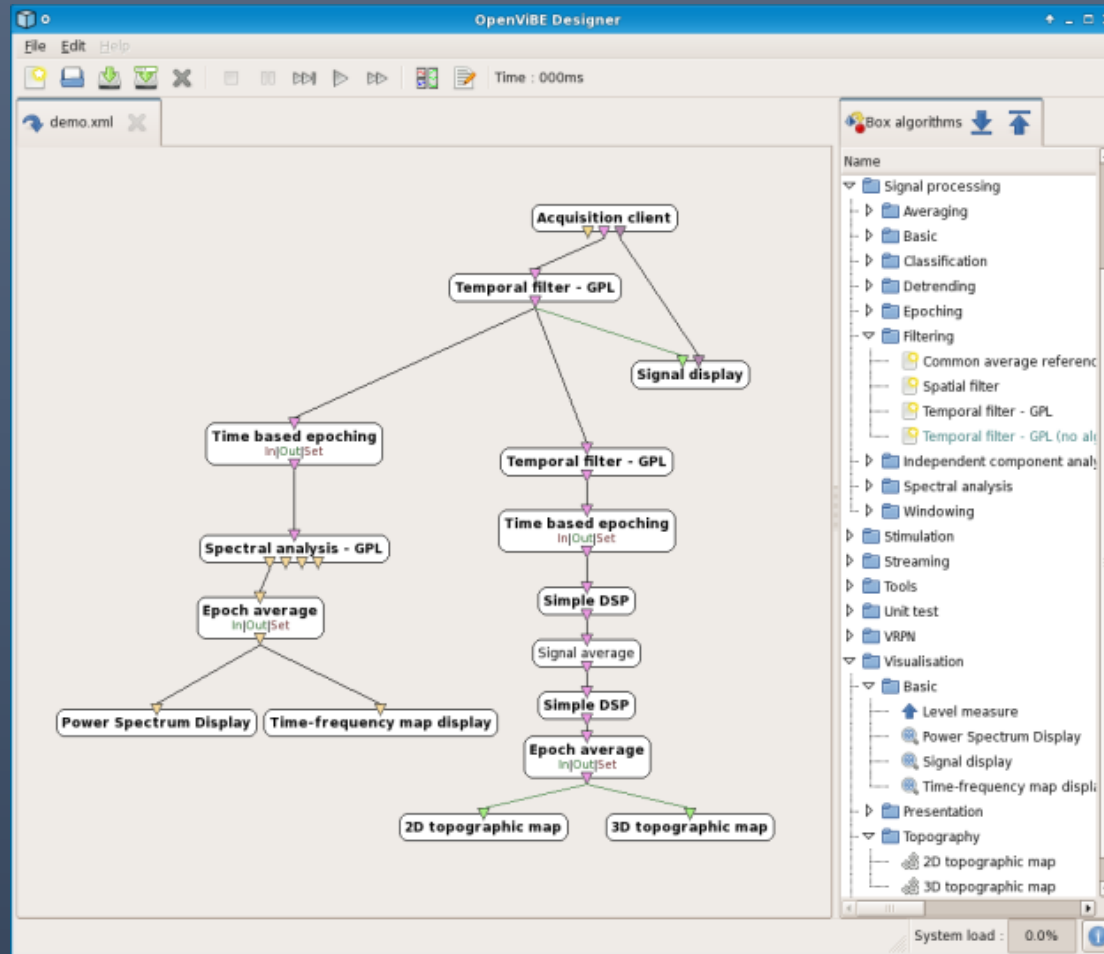


Application



Signal processing

# Closeup: Signal Processing



# With OpenViBE, you get

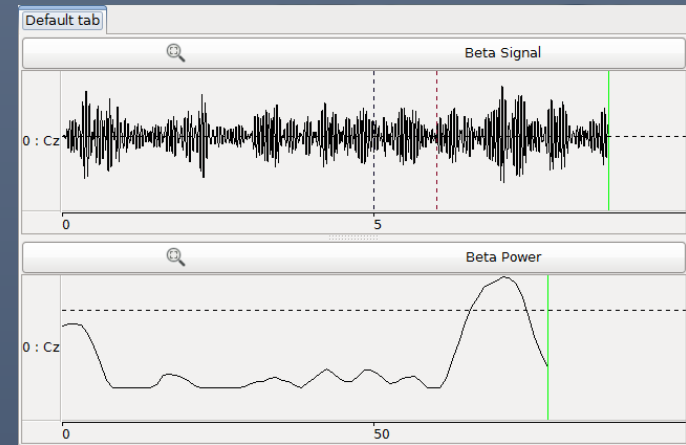
- A unifying framework for EEG amplifiers
- Graphical organization of signal processing
- Plugins for DSP, classification and visualization
- Formats for sharing BCI solutions and data
- Reproducible research
- Exciting demos!



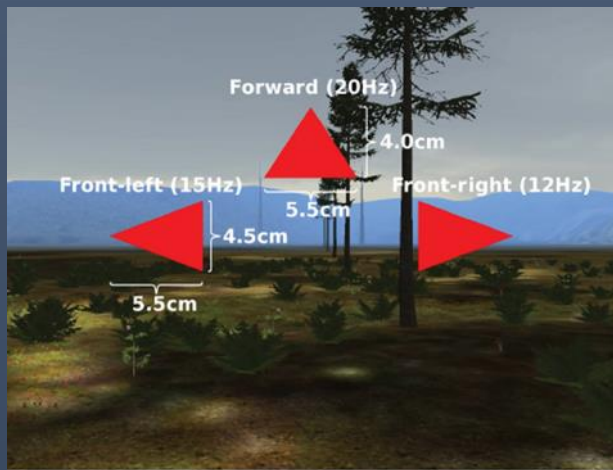
# Some BCI implementations made with OpenViBE



Motor Imagery



Neurofeedback

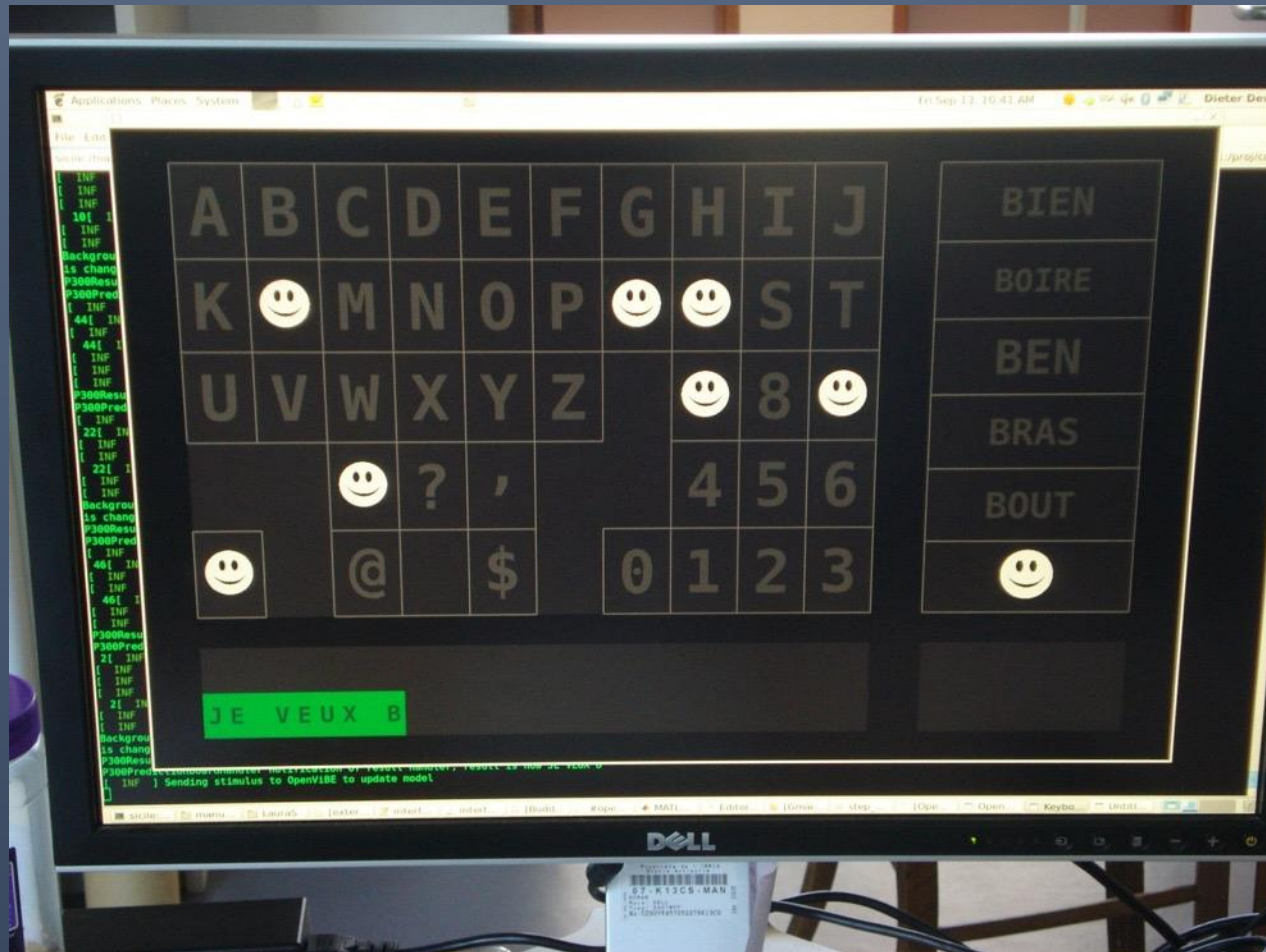


SSVEP



Concentration

# CoAdapt P300 Speller (ATHENA/Inria)

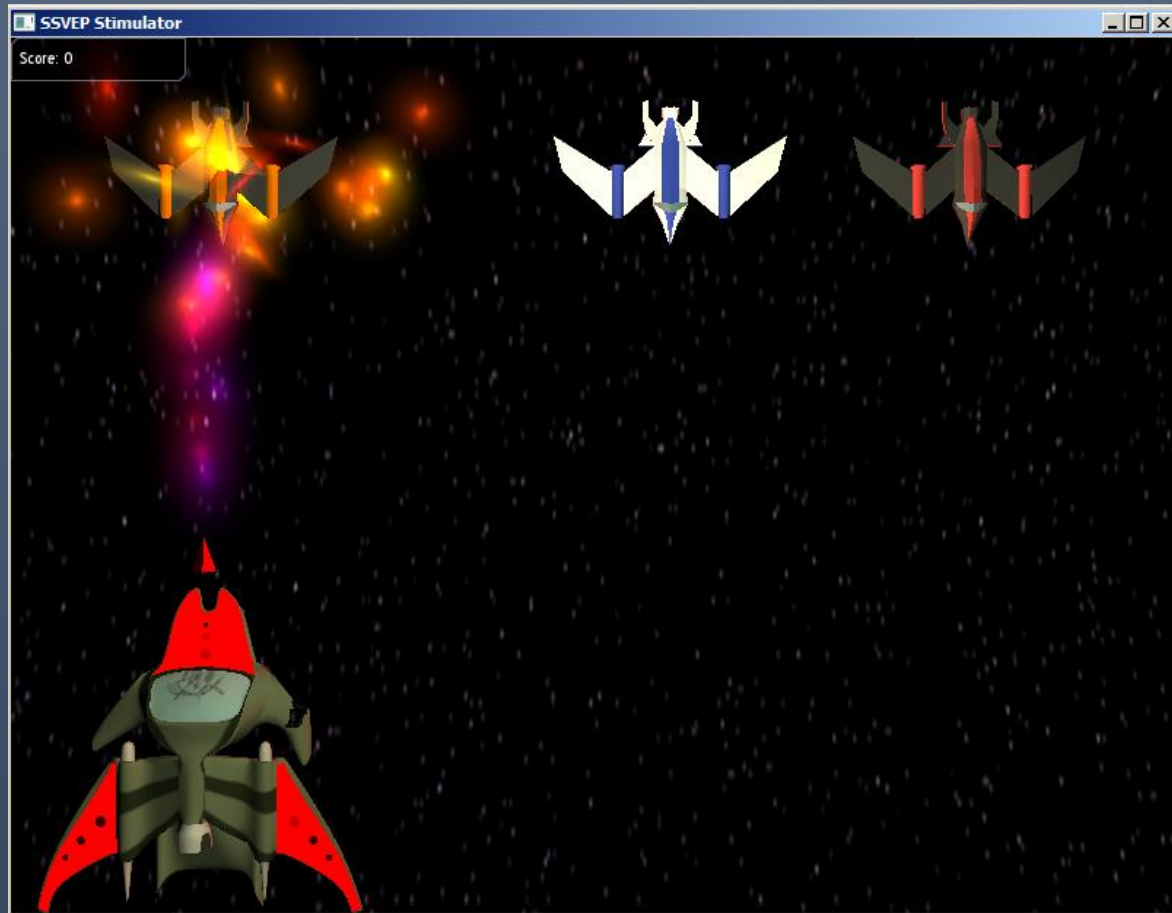


# Robotic arm control (NEUROSYS/Inria)





# Mind Shooter game (Hybrid/Inria)

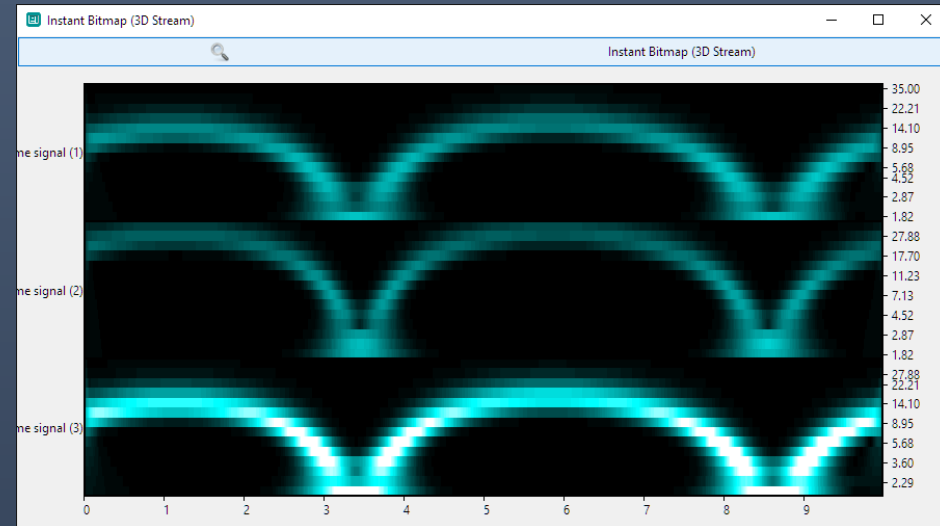
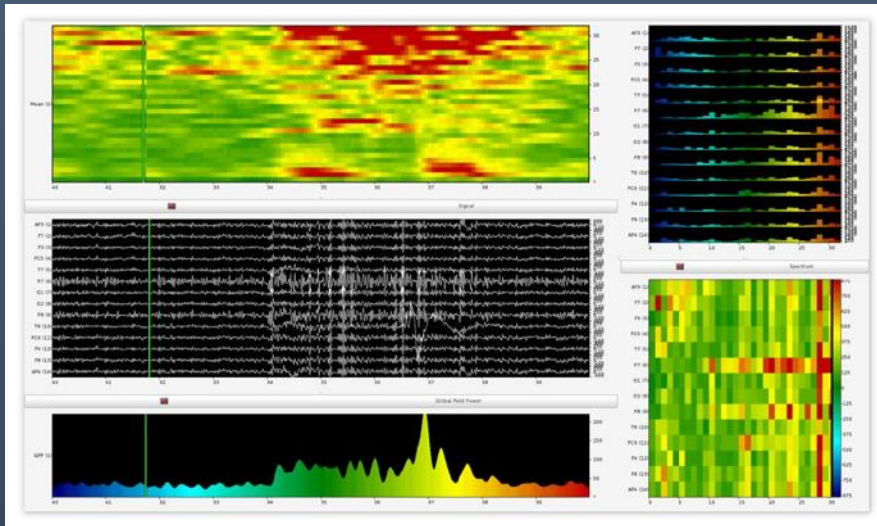


# Commercial applications: Mensia

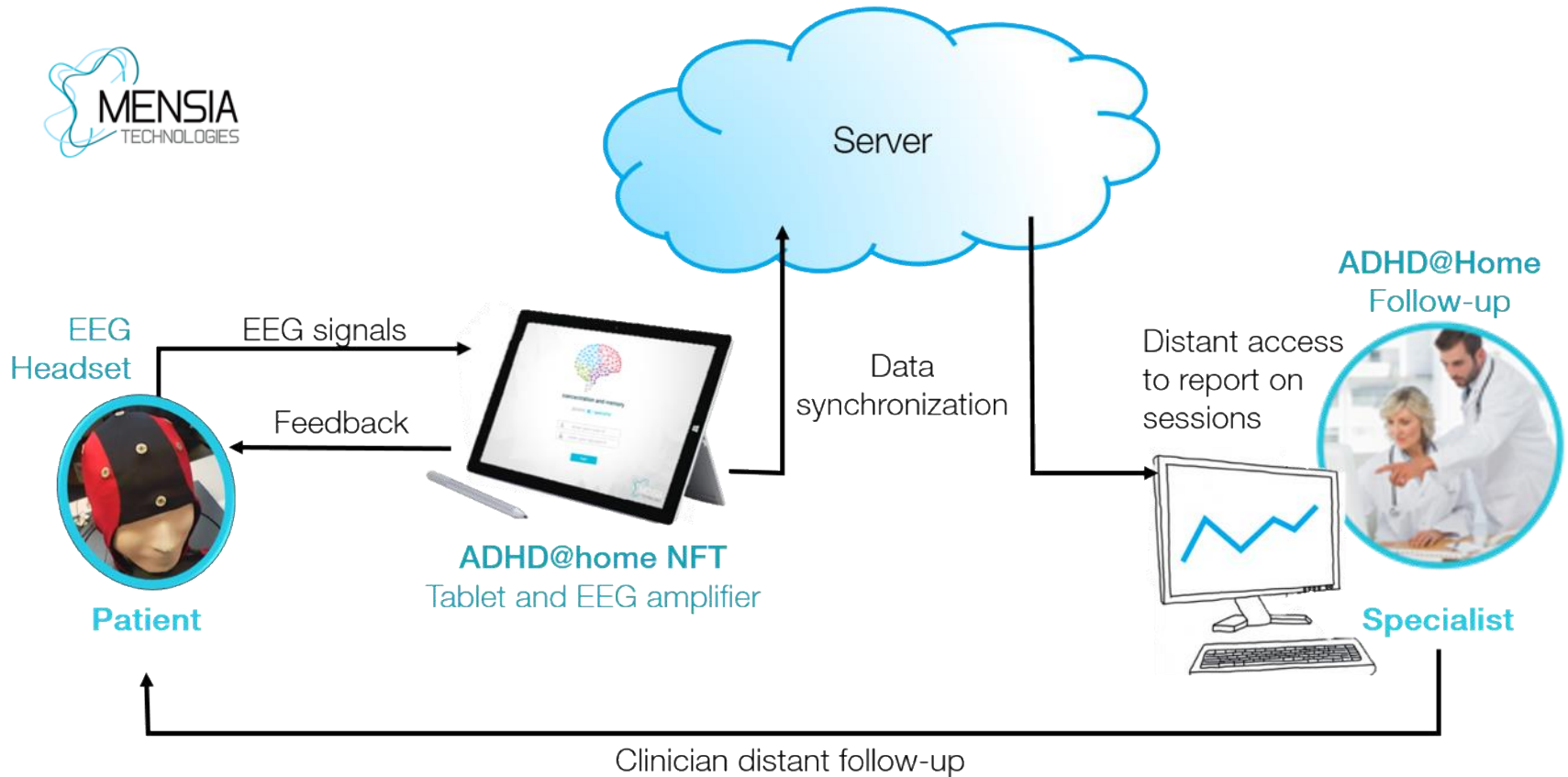
- Mensia has commercial license for OpenViBE exploitation
  - Think VirtualBox
- Collaboration with Inria on certification and traceability

# Commercial applications: Mensia

- Research tool based on OpenViBE: NeuroRT Studio
  - High resolution graphics
  - More signal processing (gifts from Mr. Riemann)



# Commercial applications: Mensia



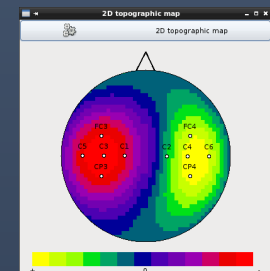
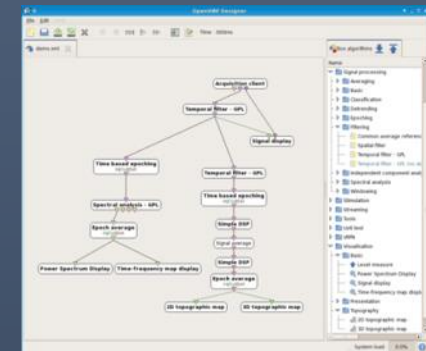
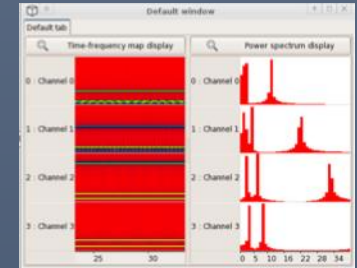
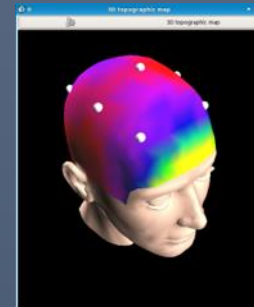


# Now behold the fully operational OpenViBE

- Open source (AGPL3)
- On Linux & Windows
- Core in C++. Python, Matlab & Lua as plugins.
- $\approx 25$  hardware devices supported
- Many plugins for DSP, visualization, interfacing, ...
- $\approx 250.000$  lines of code (headers counted)

Past development effort:  $\approx 30$  man-years at Inria  
(and various multi-partner projects since 2005)

- For 2012 – 2015:  $\approx 500k$  page views, 24000 downloads



# Future?

- Research at Inria: BCI Lift, SABRE
- OpenViBE medical certification project
- Mensia ADHD treatment product now in clinical trials
- The direction you like to develop it to ...

# Thank you for listening!



More information at

<http://openvibe.inria.fr>

<http://mensiatech.com>