



## 2020 / neUIro LAB

### Multisensory user experiences from AR/VR to brain-computer interfaces

ANALYSIS	ARTIFACTS	ACTIONS (* could change due to covid)
In-depth examinations and reports of the topic of interest.	Design objects based on the interactions, inquiries, and provocations from our analysis.	Primary research and findings that feedback into our analysis.
<b>01. Neurotech: The Next User Interface</b>	<b>01. Remote Body Control</b>	<b>01. Interfaces beyond immersive</b>
Startups and tech giants are developing tools to connect our biological brains with digital devices	A device that allows a user or software to control a robot, animal, or human limb	Webinar and survey on BCIs for nonmedical applications-
<b>02. Immersive to Invasive Experiences</b>	<b>02. Digital Synesthesia</b>	<b>02. Bright ideas, bright futures</b>
Uses on both sides of the line between wearable/on-body and implantable/in-body	A device that switches or merges different senses and stimuli (hearing red or seeing salty, for example)	Panel and survey with leading neurohackers, investors, and neurotech startups
<b>03. Brain-Computer Interfaces</b>	<b>03. Amplified Dreaming</b>	<b>03. Neuroparty!*</b>
An explanation and forecast of components and companies making BCIs	Electronic and chemical means of modifying – and possibly sharing – dreams	Beta testing consumer-grade neurotech in a casual, festive setting
<b>04. Caffeine and Chemical Multipliers</b>	<b>04. Electronic Kiss</b>	<b>04. Workshop on therapeutic BCIs*</b>
Chemical catalysts for exploring and increasing focus, creativity, and even dreams	A device that causes altered and novel tactile sensations beyond pressure, texture, warmth, etc	Workshop at <a href="#">International Conference on Pharmaceutical and Biomedical Engineering</a> (Sept 21-22)
<b>05. neUIro in Entertainment</b>	<b>05. Braingames</b>	<b>05. Workshop on Brain-Machine Interface Systems*</b>
Gaming is the first non-medical application of BCIs, with other forms of fun following fast	Device for playing video games using brain waves, EMG, etc	Workshop at <a href="#">Technical (IEEE) Neurotechnology Conference</a> (Oct 11-14)
<b>06. neUIro in Health and wellness</b>	<b>06. Empathy prosthesis</b>	<b>06. SciFutures Empathy Workshop</b>
Acute, chronic, and lifestyle diseases to learning and psychological well-being	An empathy-inducing device (possibly a placebo) provoking discussion about psychosomatic suggestibility	A study in the form of short fiction with SciFutures on the future of empathy