

Research Journal - Brain controlled games via brain-computer interfaces

COMP160 - Software Engineering Essay

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abstract

1 Gaming controlling via brain-computer interface using multiple physiological signals

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2 Playing checkers with your mind: An interactive multiplayer hardware game platform for brain-computer interfaces

[2]

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**3 A brain-computer interface for shared vehicle control
on TORCS car racing game**

[3]

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**4 Development of a mind-controlled Android racing
game using a brain computer interface (BCI)**

[4]

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**5 Design a brain computer interface gaming system
using steady-state visual evoked potential**

[5]

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**6 A spacecraft game controlled with a brain-computer
interface using SSVEP with phase tagging**

[6]

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Conclusion

References

- [1] S. A. Chen, C. H. Chen, J. W. Lin, L. W. Ko, and C. T. Lin, “Gaming controlling via brain-computer interface using multiple physiological signals,” in *2014 IEEE International Conference on Systems, Man, and Cybernetics (SMC)*, Oct 2014, pp. 3156–3159.
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- [3] D. Kim and S. B. Cho, “A brain-computer interface for shared vehicle control on torcs car racing game,” in *2014 10th International Conference on Natural Computation (ICNC)*, Aug 2014, pp. 550–555.
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