Controlling Player Avatars and Influencing Game Worlds Using Multi-Modal Input Systems

Final Year Project: Dissertation Literature Review

# Section Plan:

# Literature References:

## Demonstration of a Semi-Autonomous Hybrid Brain–Machine Interface Using Human Intracranial EEG, Eye Tracking, and Computer Vision to Control a Robotic Upper Limb Prosthetic [Literature Review Incomplete]

<https://ieeexplore.ieee.org/abstract/document/6683036?casa_token=8eFYNtMeT2gAAAAA:ptQ8BBvUlh8lAUUPHZ6g9HQx5w1zm7Rb593ojrATAKlB7ZmLef5Sxiz4bjS2aou0V0wJ7hGu_A>

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