# BBPE – Buckyball Psychophysiological Engine

## Narrative Description

BBPE is a group session engine that uses biometric cues to segment or merge group simulations in real time. It evaluates readiness, connection depth, and subgroup formation by monitoring biometric responses and social cues.

## Algorithm Pseudocode

# Inputs  
group\_members = get\_current\_participants()  
bio\_profiles = collect\_all(HRV, EDA, blink\_rate)  
  
# Readiness Scoring  
readiness\_matrix = score\_readiness(bio\_profiles)  
  
# Group Structuring Logic  
if average(readiness\_matrix) > high:  
 allow deep group immersion()  
 unlock subgroup breakout options()  
  
elif min(readiness\_matrix) < low:  
 isolate\_stressed\_members()  
 provide stabilizing mini-session()  
  
log\_group\_structure()  
save\_adaptive\_branch\_map()