

Project - The Game Cube®

Technologies for human-computer interactions

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1 Introduction

The goal of this project is to build a game exploring original human-machine interactions. For that, we used a galvanic skin response (GSR) sensor as the main mean of interaction and the **Blender** 3d software to create the game. In our project, we use the GSR data - which measures skin conductance - as an indicator for stress and arousal. The goal of the game is for the player to manage her stress level and relax.

2 Project

2.1 Sensor data

We started from the premise that the GSR sensor could be used as an indicator of excitement. Psychological arousal is linked with nervous activity that changes skin conductance. However, data from the GSR sensor aren't necessarily stable and skin conductance is subject to sudden changes (spikes) that doesn't reflect a general state of being.

In our game,

moving average formula why use constant no peak directly translated into rotation comparison with....

2.2 Game design

missions etc

2.3 Blender

style

3 Evaluation

4 Conclusion