Hivemind

A smart city urban environment control system based on all citizen's realtime brain data. All citizens' brain data are proceeded and accumulated. For example, real-time emotion data of all citizens superpositioning together into an emotion map and the city's lighting and noise control decision will be made based on the data.

Psychonaut

An ambient room environment for meditation, room environment such as lighting and sound controlled by meditator's brain waves

Superintelligence

Brain signals control the environmental parameters, which then control the movements of a group of swarm robots.

Swarm

Collective painting based on multiple users' brain signals. Each user's BCI control a painting brush making abstract lines and symbols on the same canvas. These symbols and lines form into a collective expressive painting.