

Mind and Body User Interfaces

Physiological measurements for interactive virtual worlds

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Interdisciplinary College 2025



Youtube - Viva La Dirt League

What to expect?

- Practical Course -> hands-on hackathon-style
- Course Learning Goals:
 - Physiology Basics: Understand key aspects of EMG, ECG, and EEG origins and measurement.
 - Sensor Integration: Gain practical skills connecting physiological devices (Myo, Muse, Polar) with Unity applications.
 - Collaborative Prototyping: Practice teamwork, rapid idea development, and hands-on prototyping.
- Have fun with game development!

Timeline

Intro &
Background

Ideation &
Concept

Implementation &
Refinement

Pitch
Presentation

Sat 9:00

Mon 16:30

Tue 11:00

Tue 16:30

Thursday

Prizes

- Bragging rights
- Certificates
- Some sweets

Not a Coder?

- Not a problem! UI/UX Designers, Artists, Communicators welcome!
There will be tasks for
 - Ideation and conceptualization
 - UX/UI design & testing
 - Art design (visual / audio)
 - Pitch creation (with video) and presentation
- Also: Unity is well documented and ChatGPT can help you!
 - And you can ask us :)

Super motivated?

- That's great!
- There are gaps in our schedule and before the final pitch so you can continue refining your prototype
- But please don't pressure your teammates! Enjoy IK, this is meant to be fun, not competitive

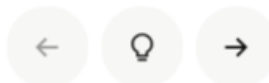
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 Mentimeter



Let's see what you expect from this course

Don't worry, everything you say will be totally anonymous



Team Formation Survey

