

Senseplay - <http://senseplay.net>

World's only dedicated sensor and software ecosystem for affective gaming and creative exploration biological signals to deliver audio-visual feedback of a person's emotional indices in affective gaming, mental wellness apps & games, guided meditation, and all forms of recreational biofeedback.

Play games using your biological signals to train for mindfulness, relaxation, or use as a professional tool to improve concentration and performances. Find ways for creative exploration of inner emotions through biological signals.

Our interaction with games will be transformed as we are able to detect when a user is becoming increasingly relaxed to modify in-game parameters (such as number of enemies, type of enemies, environmental lighting levels, or the sounds which are played to the user) so as to reduce the intensity of the gaming experience and put the user more at ease."

It also notes that the opposite could be true, and the game could step up the difficulty or intensity if it senses that a player is being sufficiently excited.

SensePlay team likes to fund the production of the device in a distributed crowdfunding manner. We are taking this approach to reduce the gap between creators and to actively leverage the expertise of each one of the beta user for creating the best market-fit experience.

For the success of our intent we would require 100 people to sign-up for the beta user program and Pre-Order SENSE.PLAY at an Early bird price of \$99 + Shipping. The devices will be shipped to the backers within 60days from the day we complete 100 people mark.

Our main goal is to build the community of early adopters, Partners, supporters and ambassadors also rise the funds through them.

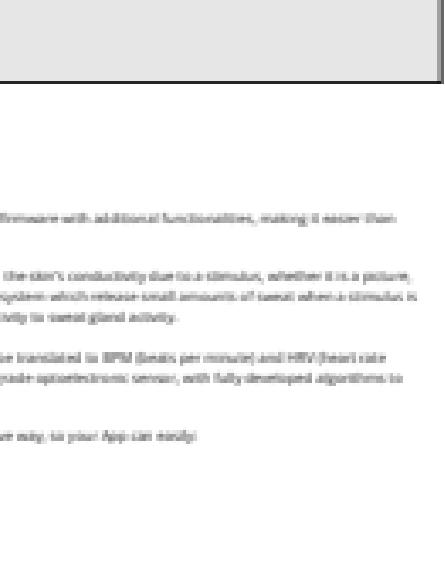
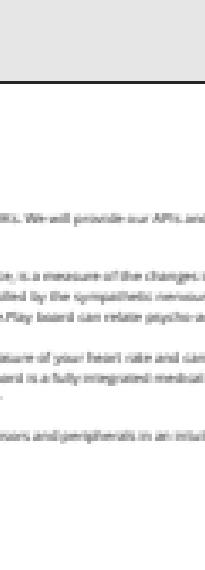
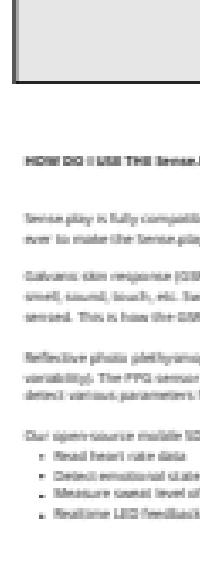
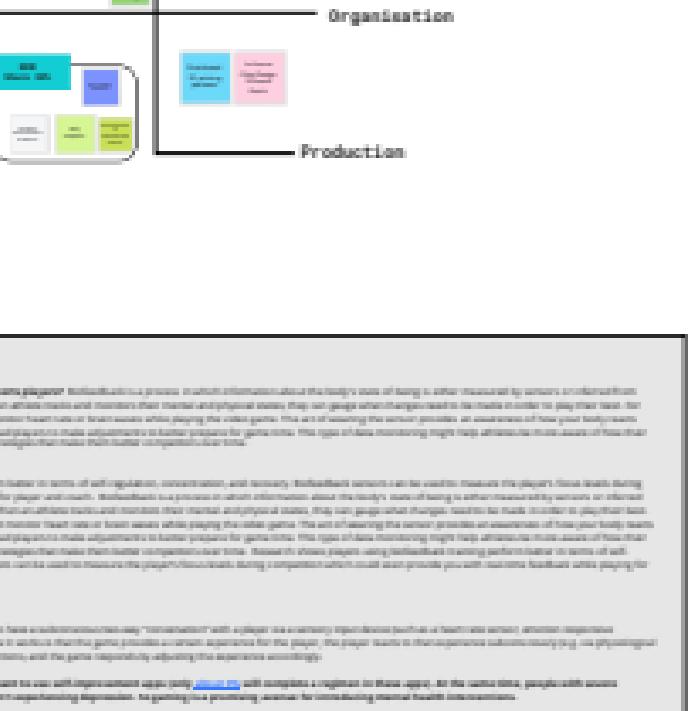
We are aiming to rise the total sum of \$60000 out of which 50% is spent to the production, 30% for Unity Plugin Development and the rest 20% for in-house operational management.

We humbly request you to join the program and support us also share this with your friends who you feel would get the value of what we are creating.

Join the board to track the project live : <https://minio.com/app/board/0.1.174c9d4/>

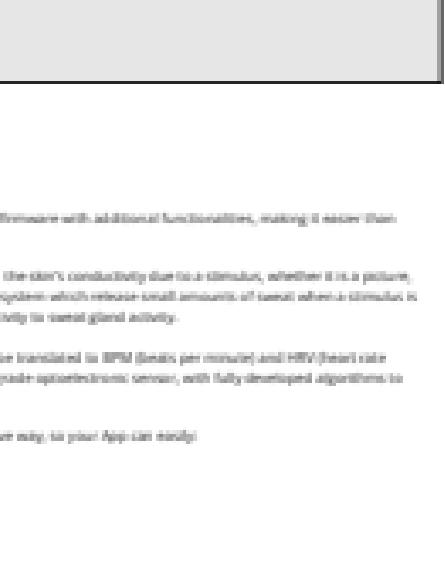
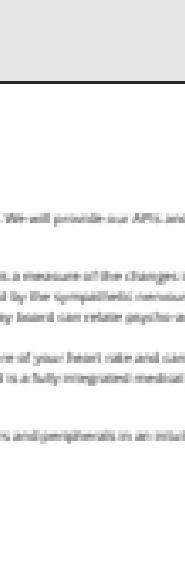
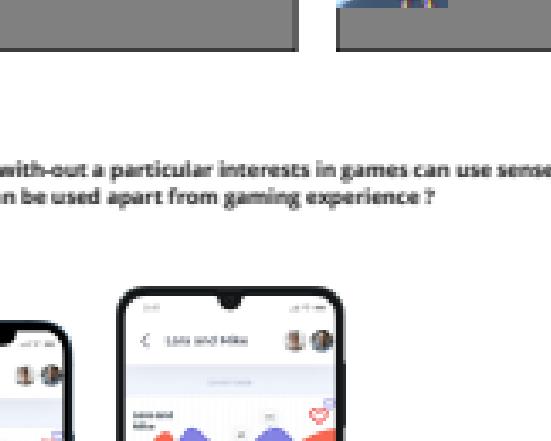
 [Pre-Order Now!](#)



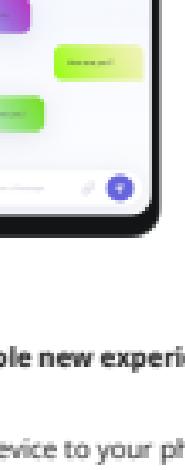
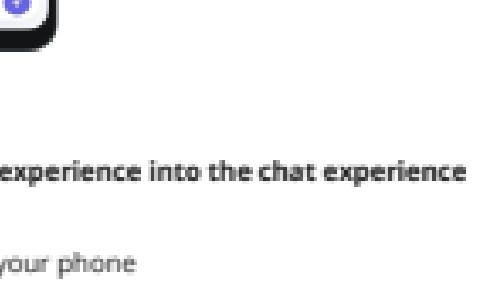
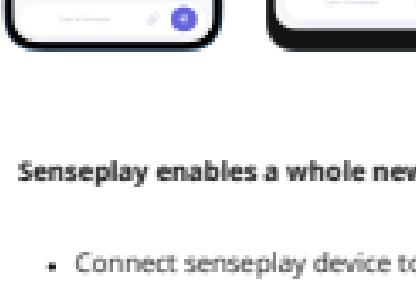


Financials

Spending distributions



How anyone with-out a particular interests in games can use sense-play or how sense-play can be used apart from gaming experience?



HOW DO I USE THE Sense.Play DEV BOARD?

Sense play is fully compatible with Sense play ECG. We will provide our API's and framework with additional functionalities, making it easier than ever to make the Sense play do what you want.

Gauge skin response (GSR), skin conductance, is a measure of the changes in the skin's conductivity due to stimuli, whether it is a picture, sound, touch, etc. Skin glands are controlled by the sympathetic nervous system, which release small amounts of sweat when stimuli is sensed. This is how the GSR sensor on the SensePlay board can relate psycho-activity to sweat gland activity.

Reflective photoplethysmography (PPG) is a measure of your heart rate and can be translated to BPM (beats per minute) and HRV (heart rate variability). The PPG sensor on the SensePlay board is a fully integrated medical grade optoelectronic sensor, with fully developed algorithms to detect various parameters from the pulse signal.

Our open-source mobile ECG aggregates all the sensors and peripherals in an intuitive way, so you can use it easily.

- Read heart rate data
- Detect emotional state of user
- Measure stress level of skin
- Realtime ECG feedback

How senseplay incorporates bio-feedback data in games?

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