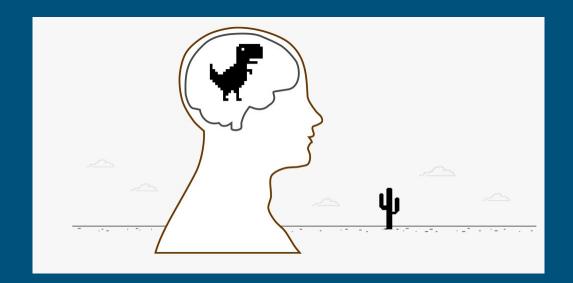
## MindGames

MIDTERM PROJECT REPORT 4/5/2022

Brandon Knotek (bk11@hood.edu)
Walid Muhammad (wm5@hood.edu)
Jack Wilder (jmw38@hood.edu)

### Our Idea



• Enhance Accessibility

Efficient Usage and Setup

## Why Bother?

Motor-Limiting Diseases/Injuries

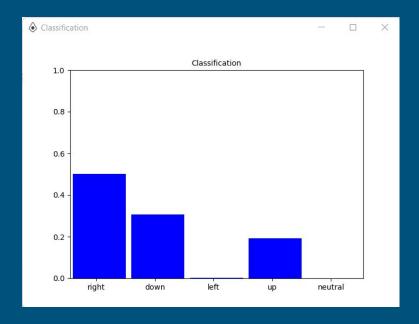
Communication Improvement

Muscle Activation is Nearly Universal

## Unraveling the Brain

Electroencephalography (EEG)

Data and Signal Processing



#### Mental Control - Not Just Sci-Fi

Not a Universal System Immediately

Training Modules

Continuous Comparison



#### Our Plan

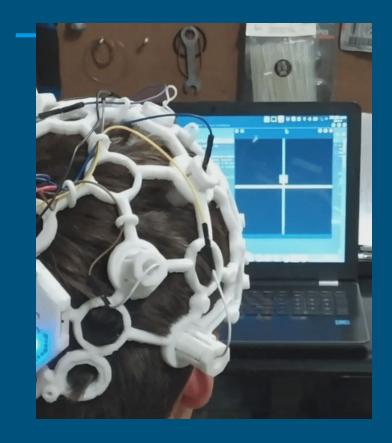
Configure Headset

Develop Efficient Method for Training

Transmit Matched Commands to Pac-Man

#### **Previous Solutions**

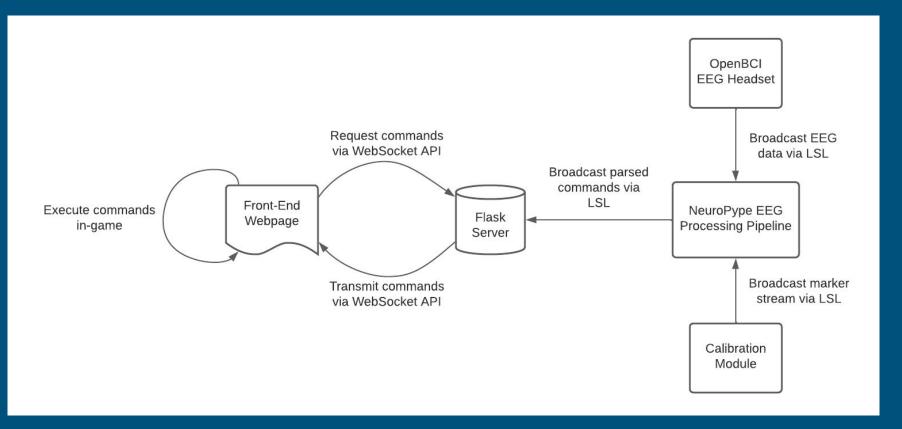
Citation: https://github.com/CrisSherban/BrainPad#readme



• Bigger, More Complex Systems

Generalized Signal Processing

## System Overview

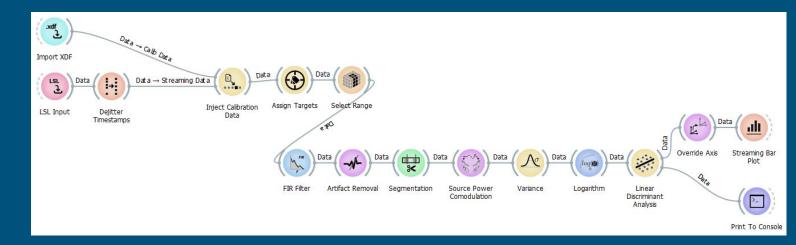


#### Communication Protocols

- Bluetooth
  - EEG data (external)
- LSL (Lab Streaming Layer)
  - EEG data (internal)
  - Marker stream
- WebSocket
  - Parsed commands

## Accomplished Work

- Configuration/Training
- Pipeline Connections
- Pac-Man



## Development Dynamics

Each Member Excelled in Certain Areas

• Consistent Group Meetings

Individual Methodologies

#### Lessons Learned

Importance of Subdivision of Tasks

• One Step at a Time

Development Needs a Large Breadth

#### What's Left?

Refinement of Signal Processing

Expansion of Applicable Movements

New and Different Real-World Applications

# Questions?