Education Edition

Back

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$2,500.00

Main: Education Edition - Windows v2.0.0.20($2,500.00)

Additional: ----------none----------

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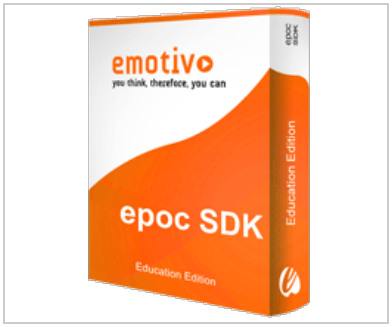

The Education Edition SDK is designed for academic and educational institutes undertaking experimental or developmental non-commercial research where no direct financial benefit is being derived from the results of such activities. The license is to the department within the Institute that made the purchase and can be used by other members of staff within that department for teaching/research purposes.

The initial purchase of the headset and license are sold and priced as a single product. In accordance with our end user agreement you receive a substantial discount for additional software platforms instead of paying full price. This will enable you to use the existing headset on other Operating Systems for $99.95 each.

The Education Edition SDK **includes an Emotiv EEG neuroheadset**: a 14 channel (plus CMS/DRL references, P3/P4 locations) high resolution, neuro-signal acquisition and processing wireless neuroheadset. Channel names based on the International 10-20 locations are: AF3, F7, F3, FC5, T7, P7, O1, O2, P8, T8, FC6, F4, F8, AF4. Additional Emotiv EEG neuroheadsets can be purchased for $750.00/unit.
TestBench™ software included in the Education Edition SDK provides:

- Real-time display of the Emotiv headset data stream, including EEG, contact quality, FFT, gyro, wireless packet acquisition/loss display, marker events, headset battery level.
- Record and replay files in binary EEGLAB format1. Command line file converter included to produce .csv format.
- Define and insert timed markers into the data stream, including on-screen buttons and defined serial port events. Markers are stored in EEG data file
- Marker definitions can be saved and reloaded. Markers are displayed in real time and playback modes.
- Export screenshot for documentation

Features

EEG display:

- 5 second rolling time window (chart recorder mode)
- ALL or selected channels can be displayed
- Automatic or manual scaling (individual channel display mode)
- Adjustable channel offset (multi-channel display mode)
- Synchronized marker window

FFT display:

- Selected channel only
- ALL or selected channels can be displayed
- Adjustable sampling window size (in samples)
- Adjustable update rate (in samples)
- dB mode – power or amplitude calculations
- dB scale
- FFT window methods: Hanning, Hamming, Hann, Blackman, Rectangle
- Predefined and custom sub-band histogram display – Delta, Theta, Alpha, Beta, custom bands

Gyro display:

- 5 second rolling time window (chart recorder mode)
- X and Y deflection

Data Packet display:

- 5 second rolling graph of Packet Counter output
- Packet loss – integrated count of missing data packets
- Verify data integrity for wireless transmission link

Data Recording and Playback:

- Fully adjustable slider, play/pause/exit controls.
- Subject and record ID, date, start time recorded in file naming convention.

More Views

Product Awards

Availability

- Ships to educational, research institutes, not-for-profit research customers worldwide
- Software and serial keys for installation will be delivered electronically to your account upon payment
- Headset ships within 2 weeks

System Requirements

- 2.4 GHz Intel Pentium 4 processor (or equivalent).
- Microsoft Windows XP with Service Pack 2, Windows Vista or Windows 7.
- 1GB RAM.
- 50MB available disk space.
- One or two unused USB 2.0 ports (depending on the number of neuroheadsets you wish to use simultaneously.
- Runs on all Intel based Macs
- FOR SOFTWARE ONLY PURCHASE, CORRESPONDING SDK REQUIRED

Mac Requirements

- MAC OS X (10.5.x, 10.6.x, 10.7.x)
- Intel-based Macintosh
- Hard disk with 500Mb available

The Education Edition SDK also includes our proprietary software toolkit that exposes our APIs and detection libraries. It includes EmotivControlPanel.exe, EmotivComposer.exe, EmoKey.exe, header files and import libraries, and sample code. The EmoComposer & EmoKey is a hardware emulator that will enable you to commence immediate development for the headset. The SDK provides an effective development environment that integrates well with new and existing frameworks.

The detection suites that are incorporated into the Education Edition SDK are:

Affectiv™ Suite

The Affectiv suite monitors player emotional states in real-time. It provides an extra dimension in game interaction by allowing the game to respond to a player's emotions. Characters can transform in response to the player's feeling. Music, scene lighting and effects can be tailored to heighten the experience for the player in real-time. The Affectiv suite can be used to monitor player state of mind and allow developers to adjust difficulty to suit each situation.

Cognitiv™ Suite

The Cognitiv suite reads and interprets a player's conscious thoughts and intent. Gamers can manipulate virtual objects using only the power of their thought! For the first time, the fantasy of magic and supernatural power can be experienced.

Expressiv™ Suite

The Expressiv suite uses the signals measured by the neuroheadset to interpret player facial expressions in real-time. It provides a natural enhancement to game interaction by allowing game characters to come to life. When a player smiles, their avatar can mimic the expression even before they are aware of their own feelings. Artificial intelligence can now respond to players naturally, in ways only humans have been able to until now.

For more detailed information about this product, please review our specification document.

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