1. <https://www.valeryvermeulen.net/wp-content/uploads/2017/04/Workshop_Biofeedbackinartisticcontext_ValeryVermeulen.pdf>
2. <https://medium.com/supplyframe-hardware/using-biofeedback-to-create-large-scale-interactive-art-installations-8d5fe7509db4>
3. <https://www.amykarle.com/project/biofeedback/>
4. <https://dl.acm.org/citation.cfm?doid=3212721.3212843>: Auditory feedbacks are becoming increasingly popular in sports providing opportunities for monitoring and gait (re)training in ecological environments. We present the design process of a sonification strategy for modification of running parameters. The sonification provides real-time feedback of the performance through introduction of distortion of a baseline music track. The music BPM is continuously matched to the runners' cadence. The noise-based continuous feedback was able to significantly alter the mean running cadence in a non-instructed and non-disturbing way and performed better than standard verbal instructions. Although some of the participants did not respond effectively to the feedback, a large majority of the participants positively rated the feedback system in terms of pleasantness and motivation.
5. [Enhancing Creativity in the Performing Arts with Neurofeedback](https://www.researchgate.net/publication/328278456_Enhancing_Creativity_in_the_Performing_Arts_with_Neurofeedback)
6. [Effects of music-based biofeedback on walking and running](https://biblio.ugent.be/publication/8540383/file/8540384.pdf)