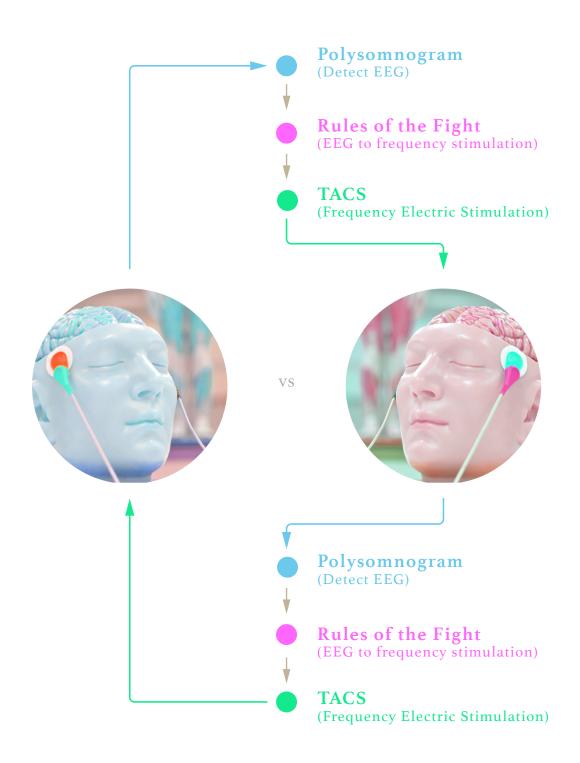
#### hypnomachia

Hypnomachia is a performative installation in which two sleeping subjects engage in a subliminal conflict where they influence each other's brain activity.



H Y P N O M A C H I A T E C H N I C A L L Y

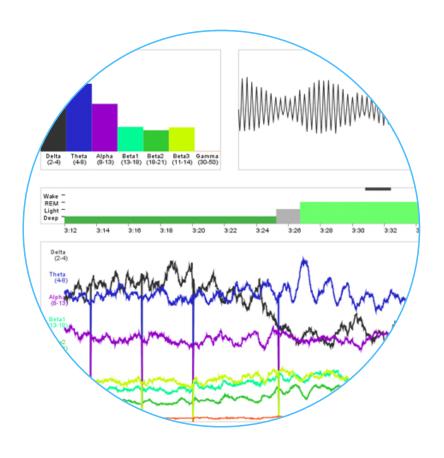
# First we detect if subject A is sleeping. We use a polysomnograph



It is a portable and consumer oriented one called the ZEO Sleep Monitor

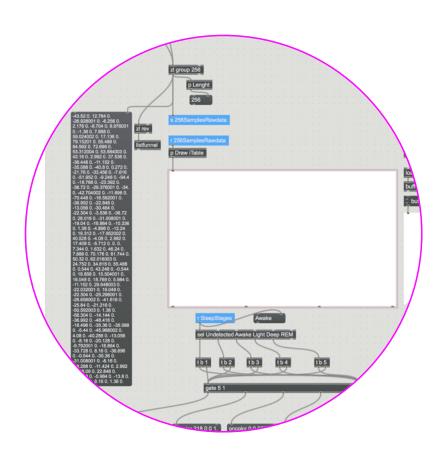
### With the polysomnograph we detect subject A's

### Brainwaves and sleep phases...



We get: EEG raw wave 7 filtered brainwaves (after FFT) Sleep Stages: Awake, Light sleep, Deep Sleep, REM

## ...that we analyse with our software to start a brainwave manipulation onto subject B...



MaxMSP patch that uses the data to perform game theory strategies

### ...through an Electronic stimulation that will force subject B's brainwaves to entrain



Transcranial Alternate Current Stimulation has been proved to be able to entrain brainwayes Likewise, the same process is repeated from subject B to subject A. In a circular biofeedback loop



While both sleepers unconsciously attempt to manipulate each other's brain in this biological propaganda-like fight,

a real-time sonification grants the audience access to this hidden confrontation.

