

# IoT in Games

Case study

# IoT in Multiplayer games or remote controlled games

- The sensors/actuators – or the ‘things’
- Edge processing
- The communication protocols
- Cloud gaming



- oT games, smart games, IoT-based games, IoT pervasive games), the
- terms hybrid, trans-reality, ubiquitous, pervasive, and location-base
- sense location, movement, acceleration, humidity, temperature, noise, voice, visual information, heart rate and blood pressure

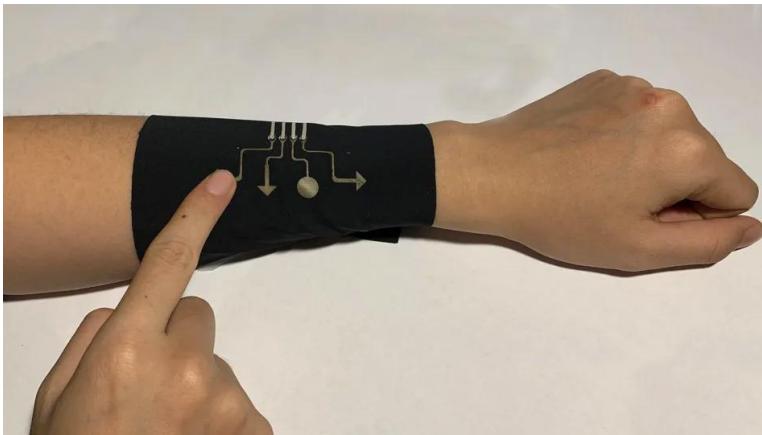


[https://www.youtube.com/watch?v=RMkrlqZM0\\_w](https://www.youtube.com/watch?v=RMkrlqZM0_w)

- <https://www.xbox.com/en-US/accessories/controllers/xbox-adaptive-controller>
- <https://www.youtube.com/watch?v=jKCwi6L8pHI>
- <https://www.youtube.com/watch?v=Y6-JAm3NCAk>
- <https://www.youtube.com/watch?v=mICLzhMdxZU>
- <https://www.youtube.com/watch?v=2sj2iQyBTQs>
- <https://www.youtube.com/watch?v=HAHHb9MeZ3I&t=17s>



Maddcog

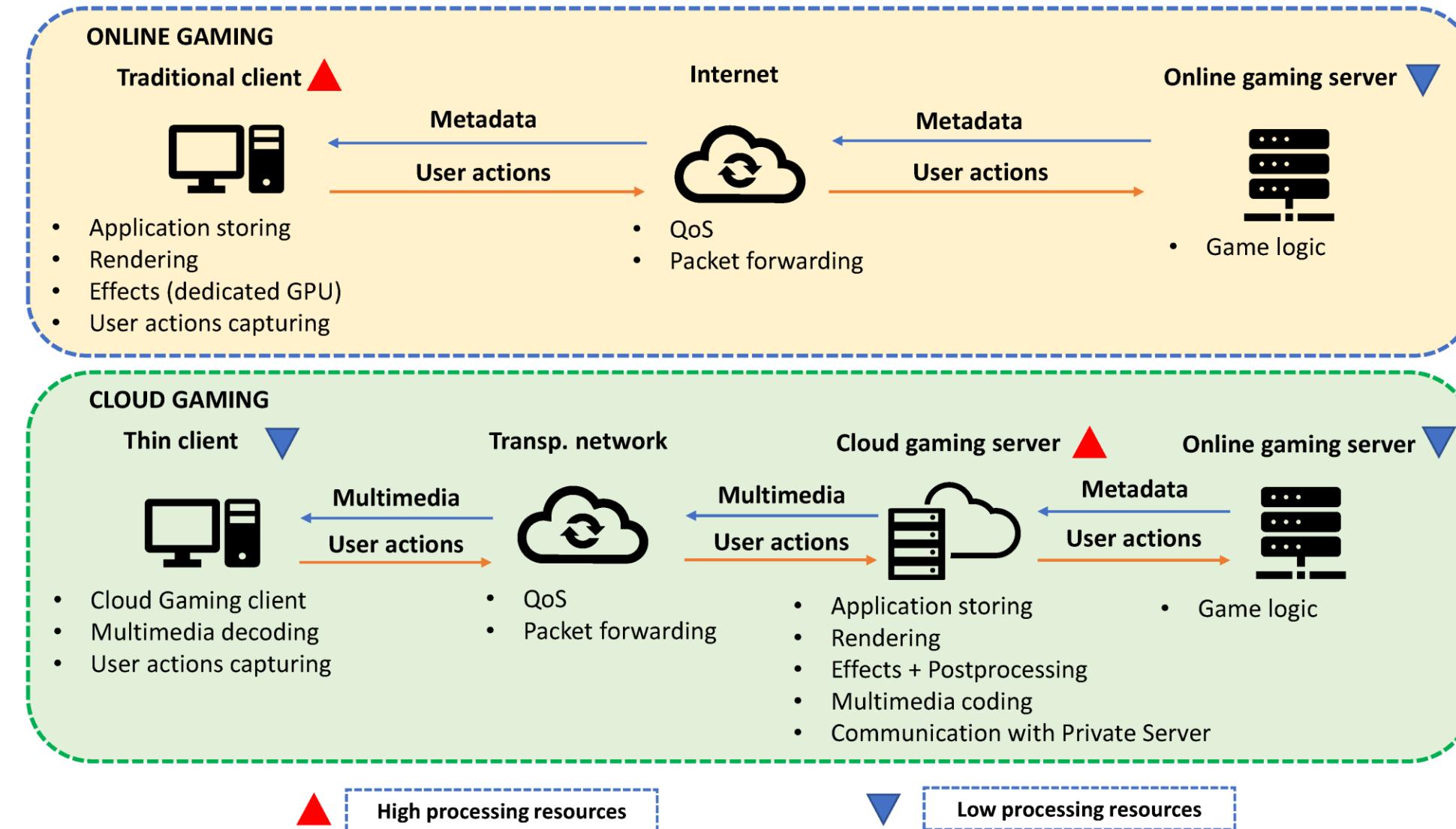


**Researchers, North Carolina State University , control a game of Tetris using a breathable wearable sleeve**

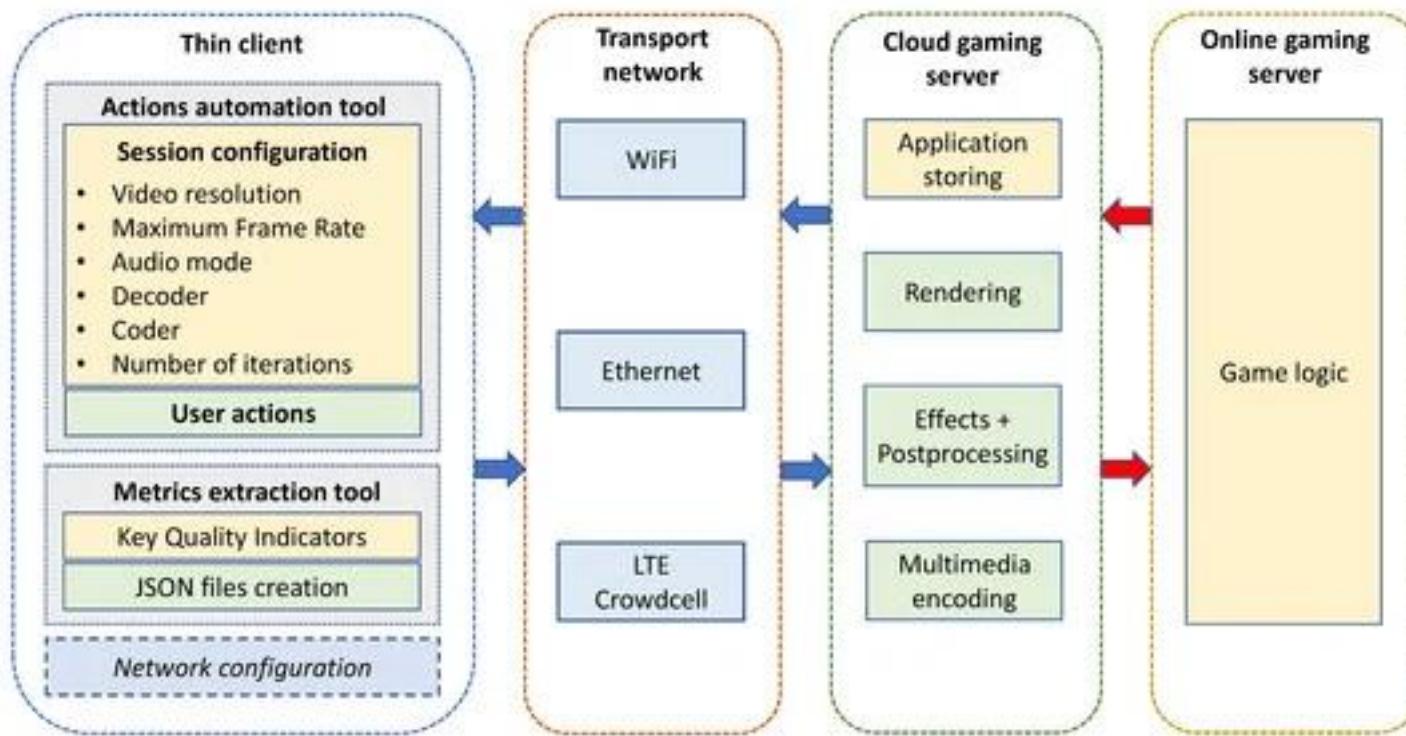
[https://www.youtube.com/watch?v=7AO\\_cq8A\\_BE&t=7s](https://www.youtube.com/watch?v=7AO_cq8A_BE&t=7s)

<https://www.youtube.com/watch?v=U8pUYU7-h6M>

# Cloud gaming



# Cloud gaming architecture



**Measuring Key Quality Indicators in Cloud Gaming:Framework and Assessment Over Wireless Networks :**<https://doi.org/10.3390/s21041387>

# BCI & IoT

# Brain Computer/Machine Interface



**Adapting the P300-Based Brain–Computer Interface for Gaming: A Review**

- June 2013
- IEEE Transactions on Computational Intelligence and AI in Games 5(2):141-149

<https://www.youtube.com/watch?v=Ll-rPnriG88>