Testing Setup

EEG Visualisations (update per second)

Unity Karting game

Karting Game Scenario

1. Real-time brain signals recordings and visualizations from an EEG headset.
2. Human brainwaves to control an agent.
3. Create an agent playing games in Unity.

BACKGROUND: Developing an EEG-based brain computer interface is an important study to contribute to the human-agent interaction community. Currently there is no open-source systemic work that links from online EEG recording, visualization, and processing with a deep learning core to a flexible agent design platform, such as Unity3D for games. Our study aims to develop an open-source online human-agent interaction system: a brain-controlled agent playing games in Unity, focusing on:

HARDWARE

 Emmaio EEG Headset

Sensor Placement

Github code: https://github.com/nomatterhoe/Online-EEG-HAI

SOFTWARE

RESULTS

Take a picture to view the demo video

Zehong Cao, Jie Yun
zehong.cao@utas.edu.au
jie.yun@utas.edu.au

UNIVERSITY of TASMANIA