



Introduction to Real Time User Interaction in Virtual Reality Powered by Brain Computer Interface Technology

Event Type

Real-Time Live!

Interest Areas

Gaming & Interactive New Technologies

Description

How can VR/AR platforms personalize the user experience? I discuss how Looxid Link, the most VR-compatible, brain-sensing technology, can connect users' minds to VR by visualizing, interacting with, and analyzing the users' minds in VR by demonstrating real-time examples using users' EEG feature and mind indexes.

Contributors

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