Neural gaming

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Biofeedback and / or human-machine interaction via brainwaves (e.g. EEG or EOG) has been used in the scientific community and in military R&D for quite some time and has yielded a broad spectrum of different results. Still it struck me as odd, when i saw techreport reporting on a new gadget for gamers: a neural headband controller. I really like innovation in the field of input-controllers, but this took me by surprise. And surprise (or rather the startle reaction) mapped onto a controller might be just the thing to come in handy when in close-combat battles in an FPS and is something i often wished for already.

I highly doubt that the controller will be something that sells well or even work well enough to be usefull as a single controller. As an addon for pro-gamers this might give a certain edge in the competition though, as the startle response is much faster than other motor reactions in gaming. The more one practices games though, the less startled one gets, so this might also be a short-lived gain in superiority only. I d love to get my hands on one of those to test it myself. The last thing i was so excited about was 3D-Shutter glasses and they turned out to be a nuisance rather than aiding the experience. I really hope for OCZ to succeed with this so they can perfect the design or come up with other innovative ideas to spruce up the gaming world.