A Game You Control With Your Mind (nytimes.com)

Posted by EditorDavid on Sunday August 27, 2017 @03:50PM from the brain-games dept.

A startup recently demoed their prototype for a VR headset using sensors that read brain waves. An anonymous reader quotes the New York Times: *There is no joystick or game pad. You must use your thoughts. You turn toward a ball on the floor, and your brain sends a command to pick it up. With another thought, you send the ball crashing into a mirror, breaking the glass and revealing a few numbers scribbled on a wall. You mentally type those numbers into a large keypad by the door. And you are out. Designed by Neurable, a small start-up founded by Ramses Alcaide, an electrical engineer and neuroscientist, the game offers what you might call a computer mouse for the mind, a way of selecting items in a virtual world with your thoughts...*

The prototype is among the earliest fruits of a widespread effort to embrace technology that was once science fiction -- and in some ways still is. Driven by recent investments from the United States government and by the herd mentality that so often characterizes the tech world, a number of a start-ups and bigger companies like Facebook are working on ways to mentally control machines... Although sensors can read electrical brain activity from outside the skull, it is very difficult to separate the signal from the noise. Using computer algorithms based on research that Mr. Alcaide originally published as a doctoral student at the University of Michigan, Neurable works to read activity with a speed and accuracy that is not typically possible.

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