

Explorations Into A Digital Self

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Proposal 1 : Environmental Genesis

Precedents



Image supplied from
<http://www.saxcretino.com/>



Image supplied from
<http://wraughk.com/deepsea/>

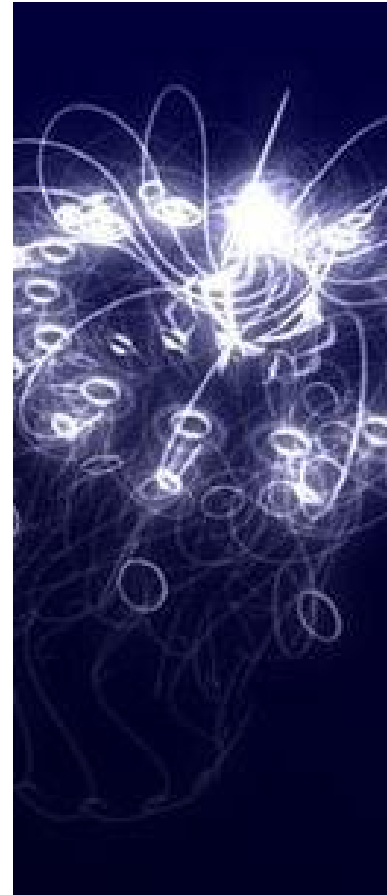


Image supplied from
<http://thatgamecompany.com>

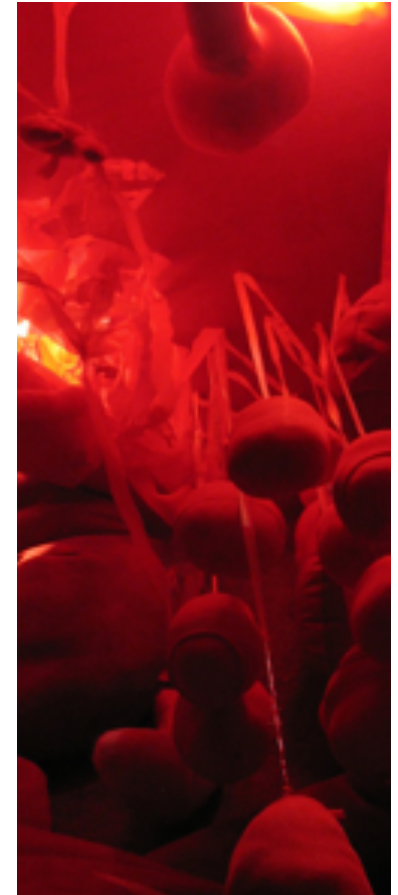


Image supplied from
<http://www.sonicbody.co.uk/>



Proposal 1 : Environmental Genesis Scientific/Play Studies



Brainball – using brain activity for cool competition

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Beats Down: Using Heart Rate for Game Interaction in Mobile Settings

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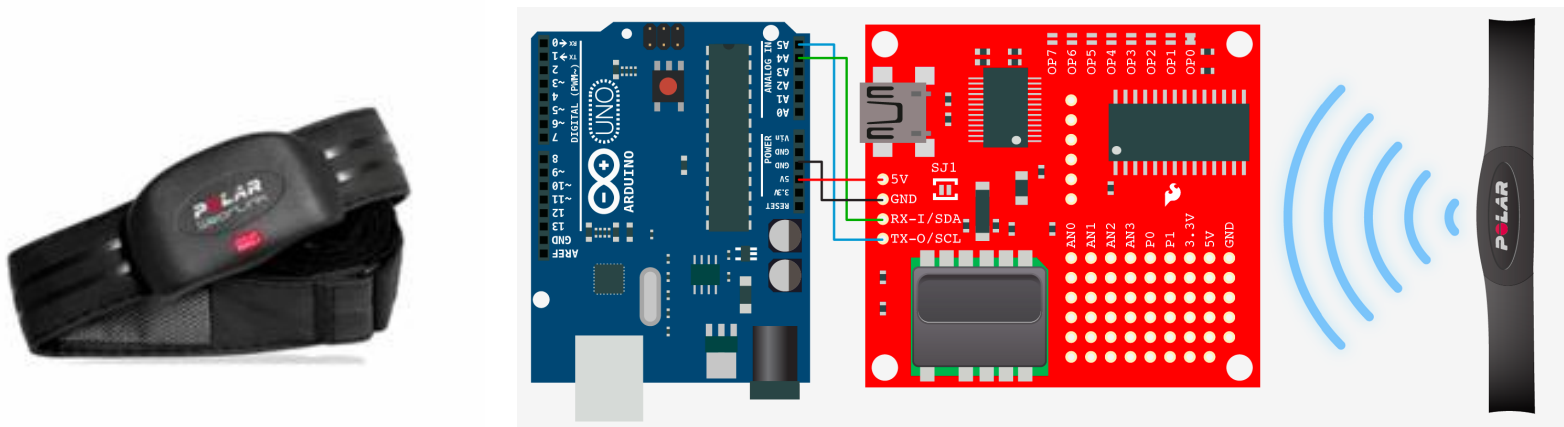


Proposal 1 : Environmental Genesis

Objectives



- Heart monitor and breath sensor to capture both natural and accelerated body rhythms
- Visual/audio stimulus are affected by speed of users body (maybe modified versions of the sounds themselves to be made out as something else) enabling the users creativity and self conscious to create an “environment”.





Proposal 2: Stimulus On The Brain

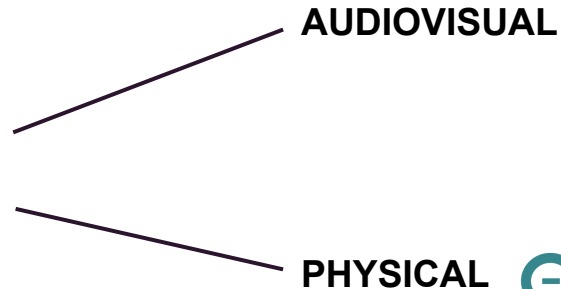


Concept

Explore problems of real space / digital space in relation to real self / digital self.

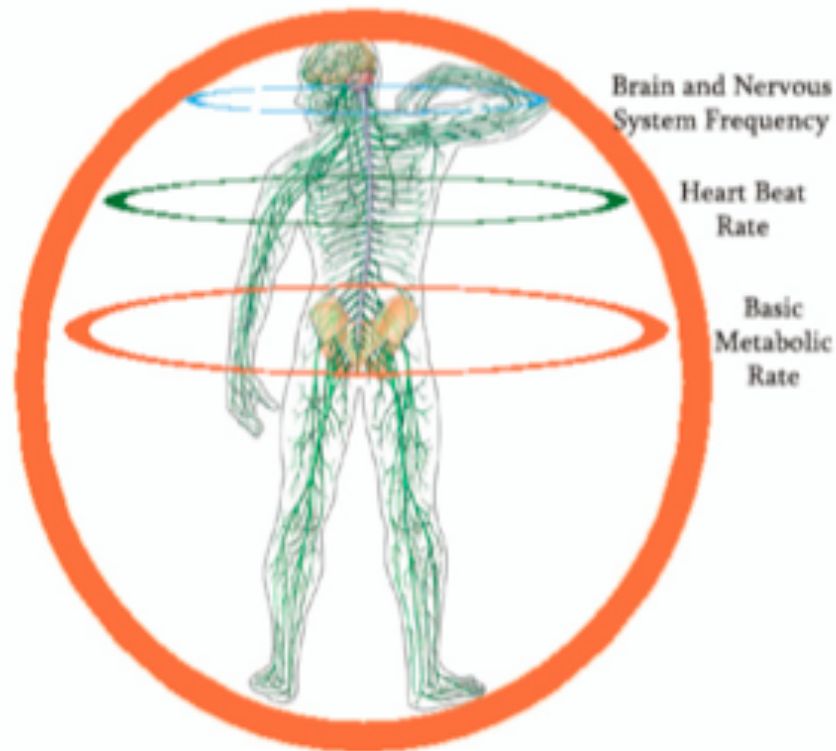
Iterations

- Input from a NeuroSky MindWave Headset is connected through OF via Bluetooth to an audiovisual experience : Using '**Attention**' and/or '**Meditation**' data to control the audiovisual.
- Input from a NeuroSky MindWave Headset is connected through OF via Bluetooth to a physical experience : Using '**Attention**' and/or '**Meditation**' data to control an object or a body.



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Proposal 3: Thought Patterns In An Environmental Genesis



The Three Basic Rhythms of the Body
www.Energy-Treatments.com

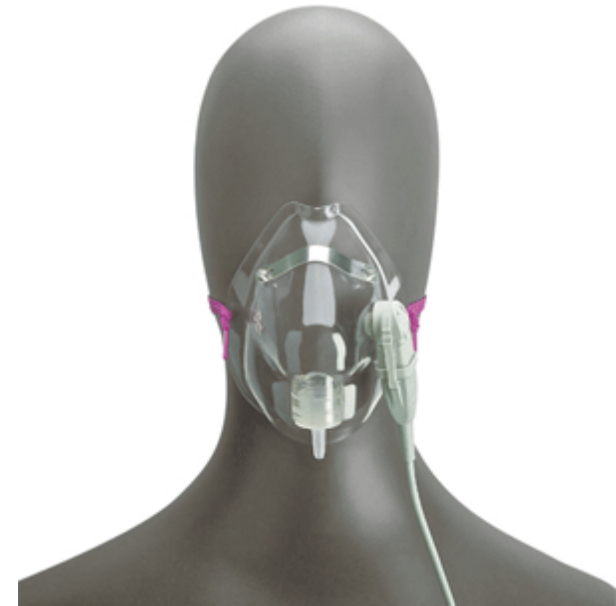
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Proposal 3: Brain & Environmental Genesis

Objective



- Visual/audio stimulus are created by one's breathing and heart rate, but after development affected by conscious to modify the "environment".



+ Proposal 4: Emotional Stimulus Triggering Physiological Responses or Brain Wave Patterns



“Increases or decreases in heart rate, cutaneous blood flow (blushing or turning pale), piloerection, sweating, and gastrointestinal motility can all accompany various emotions.”

Purves D, Augustine GJ, Fitzpatrick D, et al., editors. NeuroScience 2nd ed. Sunderland (MA): [Sinauer Associates](#); 2001.

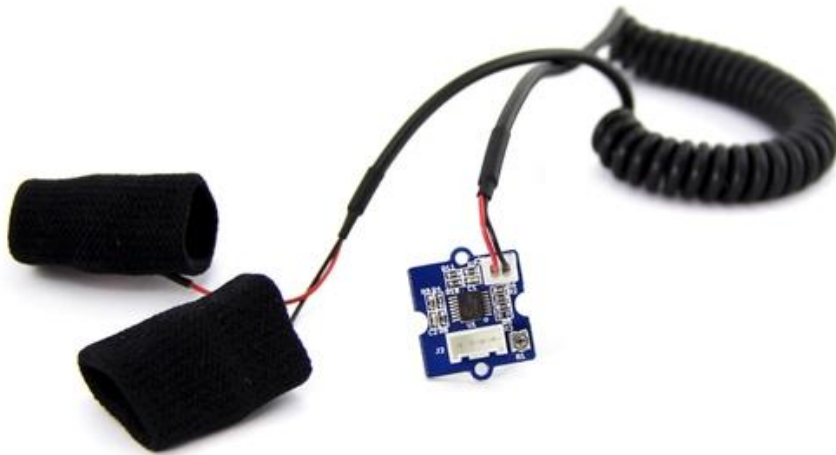


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Image supplied from
<http://www.pulsesensor.com>



Proposal 4: Emotional Stimulus Triggering Physiological Responses or Brain Wave Patterns



Visualizing the data:

Art Therapy:

being able to see your emotions

users can actively practice emotional control with visual feedback

