



WEEK 08 : NonXense

WEEK OVERVIEW

This week most of the team was at the 2012 Game Developer's Conference in San Francisco. We expected to be unproductive, but we ended up getting new NeuroSky headsets that have addressed some big concerns.

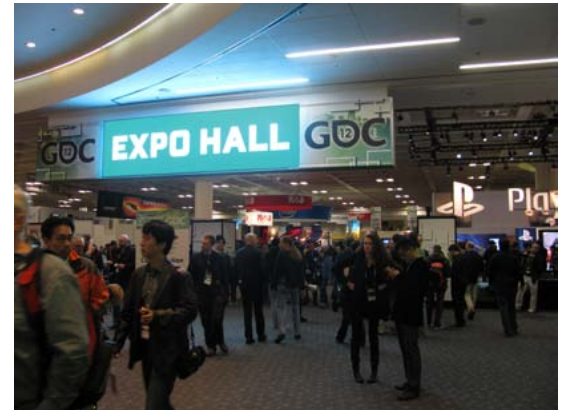
PROGRESS

Over the past few weeks, the team has had a dilemma with the NeuroSky products we were using: The MindWave, despite having an excellent form factor for general use, used a proprietary communication protocol that made it debilitatingly slow. The older MindSet, on the other hand, used BlueTooth but had fabric cushion components that would certainly not survive the wear-and-tear of museum use. The team had made our concerns known to NeuroSky but was prepared to have to move forwards with the MindSet.

This week, however, we ran in to some NeuroSky representatives on the GDC expo floor. They had received similar concerns from other customers, and were, for GDC, releasing a new version of the MindWave with BlueTooth. For them, their new "MindWave Mobile" could now be paired with mobile devices. For us, this meant that we now had the best of both worlds, and were another step closer to finishing our neuroprosthetic exhibit. The team has purchased two and look forward to testing next week.

PLANS

Next week is Spring Break for CMU, but since the team had this week off for GDC anyway, we expect to be working next week: We need to complete the neuroprosthetic prototype and prepare for half-semester presentations.



Above: GDC Expo Floor.
Middle: NeuroSky booth.
Below: The new MindWave Mobile in box - apparently also comes with MyndPlay software.

