
Subject: Brain FPS

Posted by [Blazer](#) on Thu, 21 Feb 2008 12:44:08 GMT

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http://finance.myway.com/jsp/nw/nwdt_rt.jsp?section=news&feed=ap&src=601&news_id=ap-d8uuai01&date=20080220

Quote: NEW YORK (AP) — Hands cramping up from too many video games?

How about controlling games with your thoughts instead? Later this year, Emotiv Systems Inc. plans to start selling the \$299 EPOC neuroheadset to let you do just that.

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The company, which unveiled a prototype last year, says the headset can detect emotions such as anger, excitement and tension, as well as facial expressions and cognitive actions like pushing and pulling objects.

The headset will be sold with a game developed by Emotiv, but it can also be made to work with existing PC games, the company said. Users will also be able to access an online portal to play more games, chat or upload their own content such as music or photos.

Emotiv plans to work with IBM Corp. to explore applications beyond video gaming. The "brain computer interface" technology could transform not only gaming, but how humans and computers interact, said Paul Ledak, vice president of IBM's Digital Convergence business.

Subject: Re: Brain FPS

Posted by [Ryu](#) on Thu, 21 Feb 2008 13:24:59 GMT

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Company will go bankrupt and it will probably fail.

Subject: Re: Brain FPS

Posted by [Renx](#) on Thu, 21 Feb 2008 17:18:01 GMT

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Not that I could see something like this failing to begin with, but they're being backed by IBM too, so that just makes it even more unlikely imo...

Subject: Re: Brain FPS

Posted by [cheesesoda](#) on Thu, 21 Feb 2008 17:23:39 GMT

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Does this mean you will shoot and move with your mind? If yes to the shooting, I think that would cause a realism problem. In the real world, like in games currently, your brain interprets the picture, sends message to your body, your body responds accordingly... as in aiming and pulling the trigger. You'd lose that realism if you just went from brain to action.

Subject: Re: Brain FPS

Posted by [jimmyny](#) on Thu, 21 Feb 2008 17:58:35 GMT

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<http://news.bbc.co.uk/1/hi/technology/7254078.stm>

Subject: Re: Brain FPS

Posted by [Jamie or NuneGa](#) on Thu, 21 Feb 2008 18:44:22 GMT

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wouldn't it make hitting stuff too easy... my brain often targets something but my body cannot respond in time to make the shot.

Subject: Re: Brain FPS

Posted by [cheesesoda](#) on Thu, 21 Feb 2008 19:19:08 GMT

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NuneGa wrote on Thu, 21 February 2008 13:44 wouldn't it make hitting stuff too easy... my brain often targets something but my body cannot respond in time to make the shot.

That's basically what I mean about taking the realism away. Our brains wouldn't have to worry about sending a signal to our extremities and then having the accuracy and speed necessary.

I think the technology would be cool for puzzle games that don't take coordination, just lots of thought.

Subject: Re: Brain FPS

Posted by [jnz](#) on Thu, 21 Feb 2008 20:04:42 GMT

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It doesn't work like that, you have to think about something to even move the cursor. You can't just think you want it at a specific location.

I imagine this wont be used for FPS games for a long time yet.

Subject: Re: Brain FPS

Posted by [Romaner](#) on Thu, 21 Feb 2008 21:23:14 GMT

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i seen it on tv, during the demo the guy was still holding the mouse to press shoot. the only thing he was able to do using that headset or whatever its called is move around and turn.

Subject: Re: Brain FPS

Posted by [Starbuzz](#) on Thu, 21 Feb 2008 21:48:26 GMT

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Since we all grew up in the keyboard/mouse world, this stuff will be strange to us.

Subject: Re: Brain FPS

Posted by [Canadacdn](#) on Thu, 21 Feb 2008 22:02:04 GMT

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H4X!

Subject: Re: Brain FPS

Posted by [Dave Anderson](#) on Thu, 21 Feb 2008 23:57:33 GMT

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I think its ridiculous. Its promoting immobility as entertainment. If you want an even more unhealthy and wimpy Americans, go for it.. Sitting at a computer with no daily exercise is bad as-is here in America.

Subject: Re: Brain FPS

Posted by [Dover](#) on Fri, 22 Feb 2008 00:17:11 GMT

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Canadacdn wrote on Thu, 21 February 2008 14:02H4X!

Subject: Re: Brain FPS

Posted by [Starbuzz](#) on Fri, 22 Feb 2008 03:37:39 GMT

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Dave Anderson wrote on Thu, 21 February 2008 17:57I think its ridiculous. Its promoting immobility as entertainment. If you want an even more unhealthy and wimpy Americans, go for it.. Sitting at a computer with no daily exercise is bad as-is here in America.

Nice to see ya Dave!

I have to agree with you on that. At least with keyboard and mouse, you move a bit but to sit still and think your actions...no thanks!

Subject: Re: Brain FPS

Posted by [z310](#) on Fri, 22 Feb 2008 04:11:13 GMT

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So how many calories a day are you burning by typing and using the mouse? Like five? ;o

I go to the gym, so yesplease. I'd just probably much prefer an old fashioned keyboard and mouse for FPS games.

Subject: Re: Brain FPS

Posted by [nikki6ixx](#) on Fri, 22 Feb 2008 04:33:36 GMT

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Call me an old fashioned Luddite, but that sort of stuff creeps me out.

Subject: Re: Brain FPS

Posted by [Starbuzz](#) on Fri, 22 Feb 2008 04:35:31 GMT

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iih3ro wrote on Thu, 21 February 2008 22:11So how many calories a day are you burning by typing and using the mouse? Like five? ;o

I go to the gym, so yesplease. I'd just probably much prefer an old fashioned keyboard and mouse for FPS games.

I actually shortened my post due to going off topic but since you brought that up, I must write what I previously did not. I wrote that you must maintain a healthy balance between using technology and a active lifestyle. I go jogging every morning and gym on the weekends. I enjoy the outdoors as well and am not wired into my computer.

And yes, I agree...keyboard/mouse is the best for me to play FPS games. I have Black for PS2 and can't get a grasp of the stupid controls...makes me feel nauseated.

Subject: Re: Brain FPS

Posted by [CnC-Junk-E](#) on Sat, 23 Feb 2008 12:46:50 GMT

Blazer wrote on Thu, 21 February 2008 06:44

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Headshots everytime...
