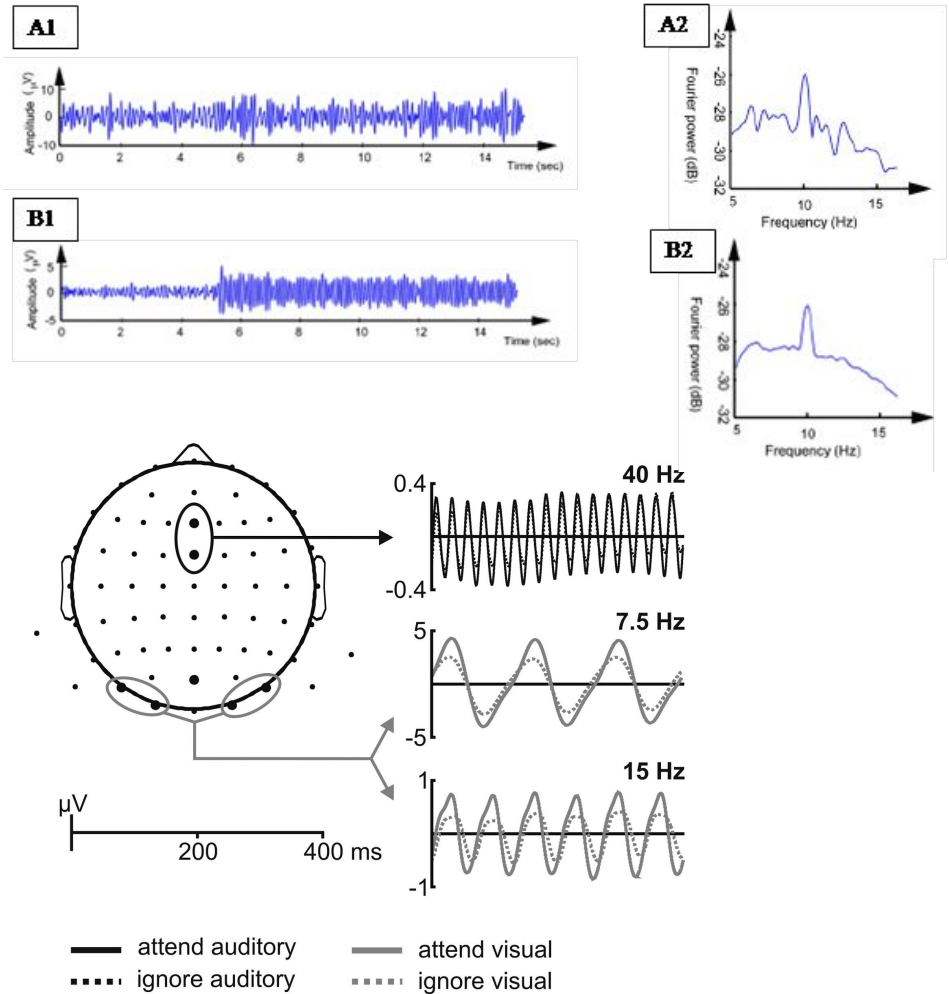
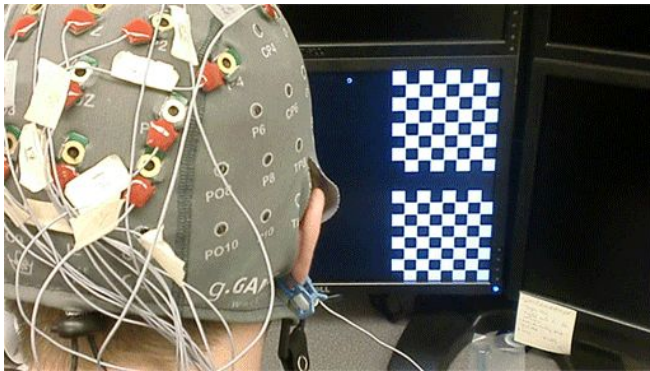


Build your own BCI

SSVEP

Steady State Visually Evoked Potentials



SSVEP BCI Demo

Download Processing 2.0 (not 3.0!)

<https://processing.org/download/?processing>

https://github.com/jnaulty/OpenBCI_Processing/archive/ssvep-neurogaming.zip

3 Components:

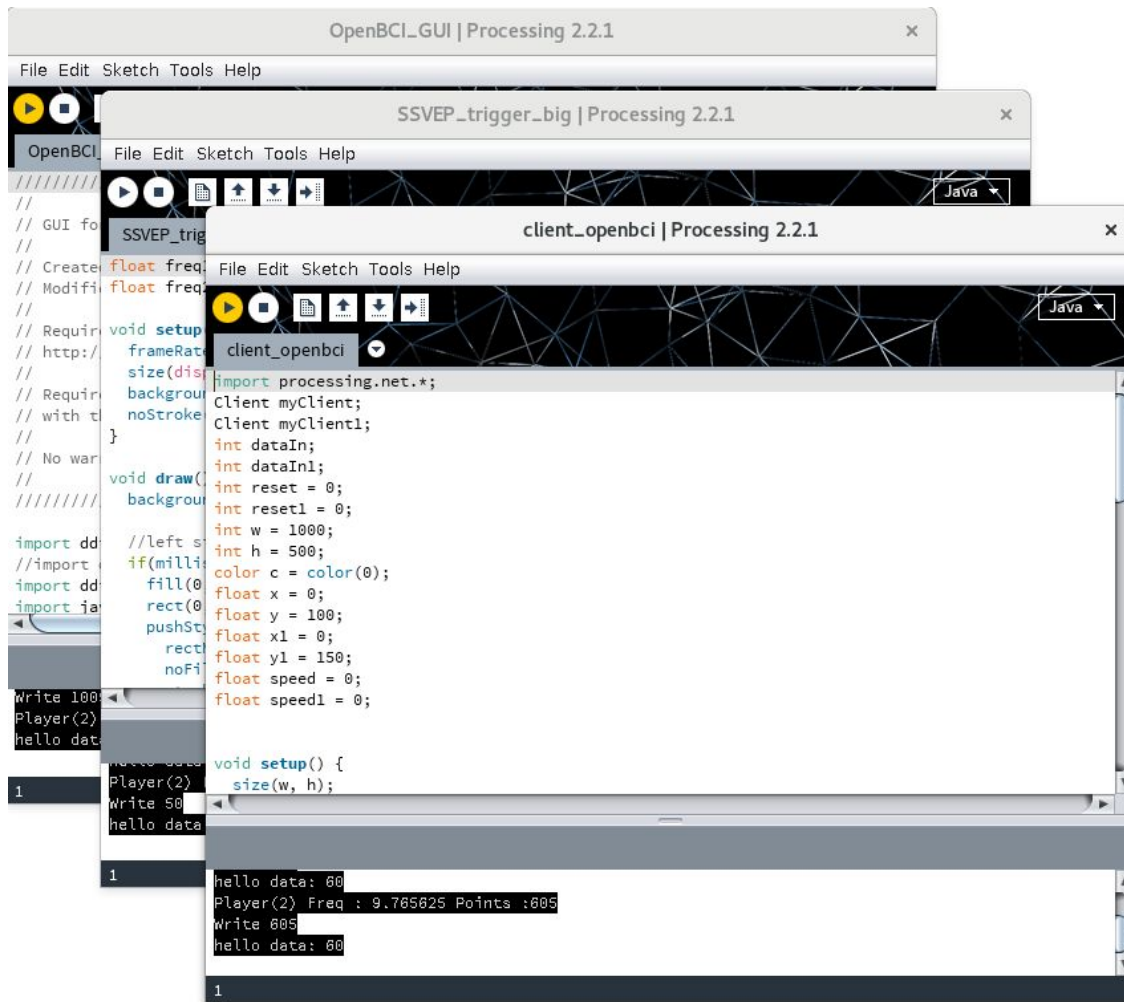
1. OpenBCI GUI (modified)
2. SSVEP Stimulus (Flashing squares at different Frequencies)
3. Game Client

OpenBCI opens a socket which the game client listens on. It's not perfect, by any means

Install Processing libraries

Go to File

- ControlP5
- gwoptics
- sprites



OpenBCI GUI Source

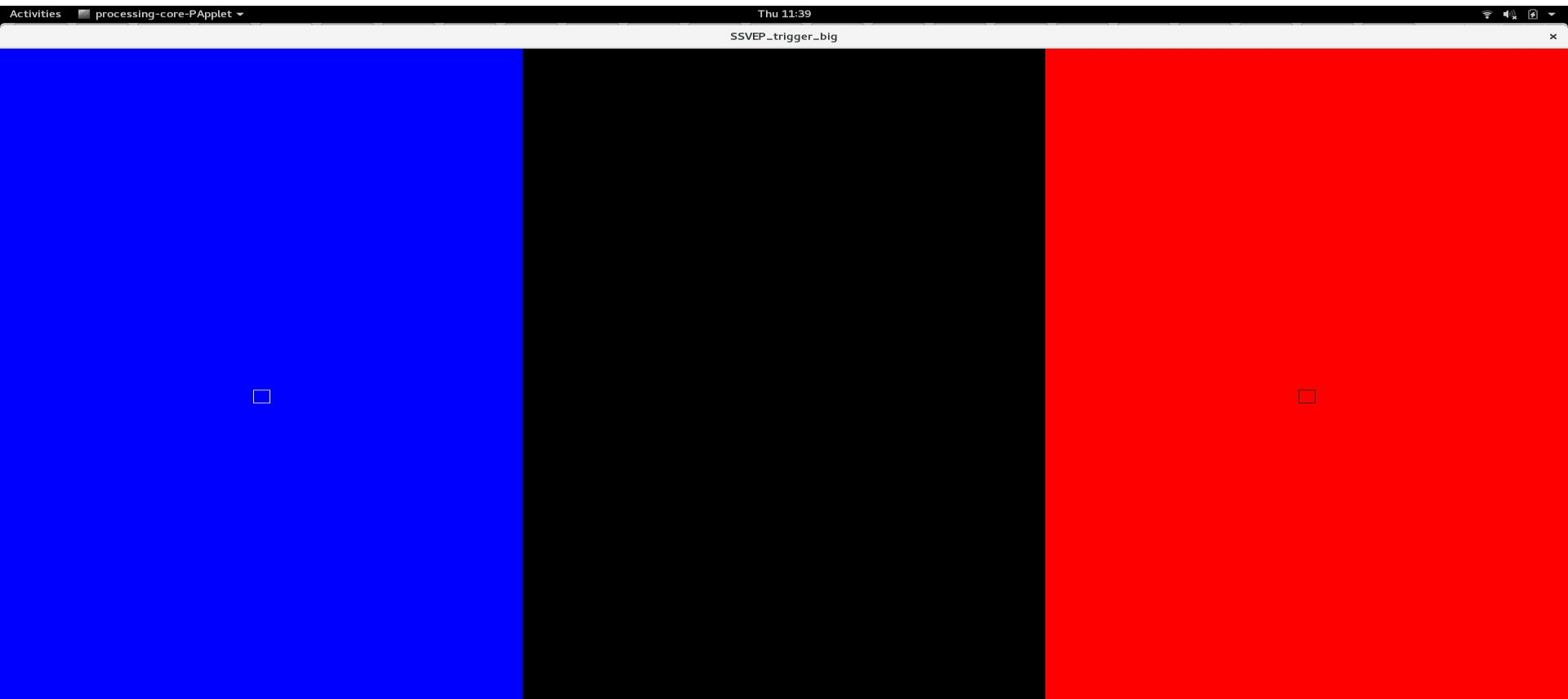
Requires Processing=2.2.1

Libraries:

- Gwoptics
- Sprites
- controlP5

Sketch → Import Library → Add Library ...

SSVEP Stimulus



'Race Game'

client_openbci

x



Player 1

Player 2