

A biofeedback system that uses the game to study electrical muscle activity

Paweł Troka, Biomedical Engineering Department, Gdańsk University of Technology, Poland

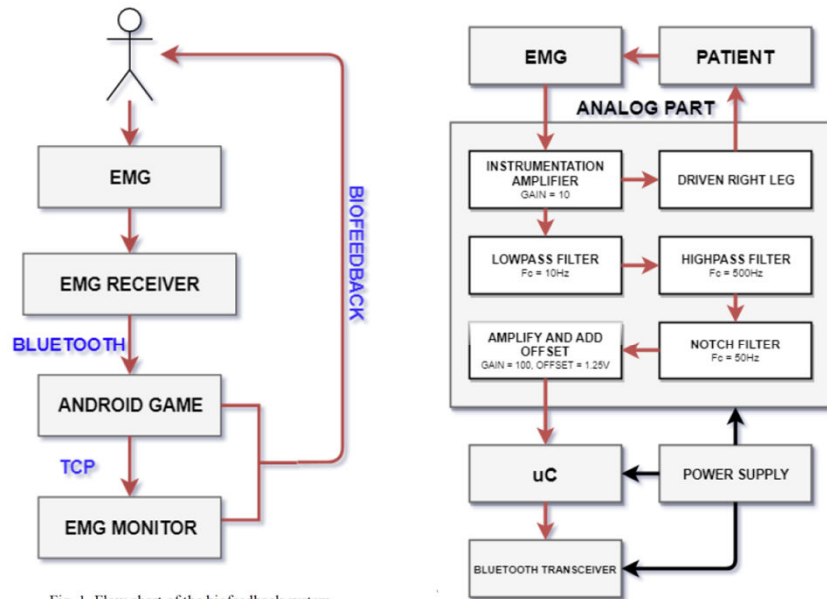


Fig. 1. Flow chart of the biofeedback system

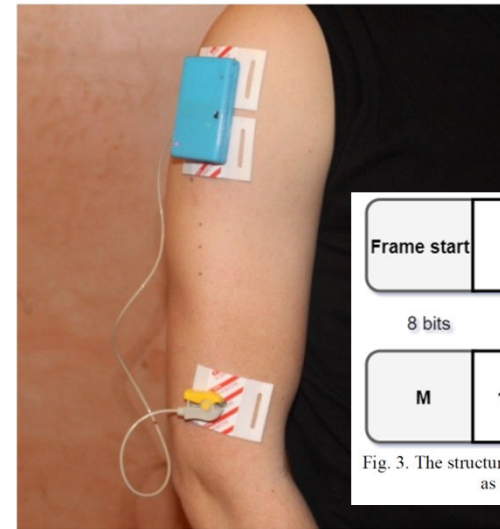
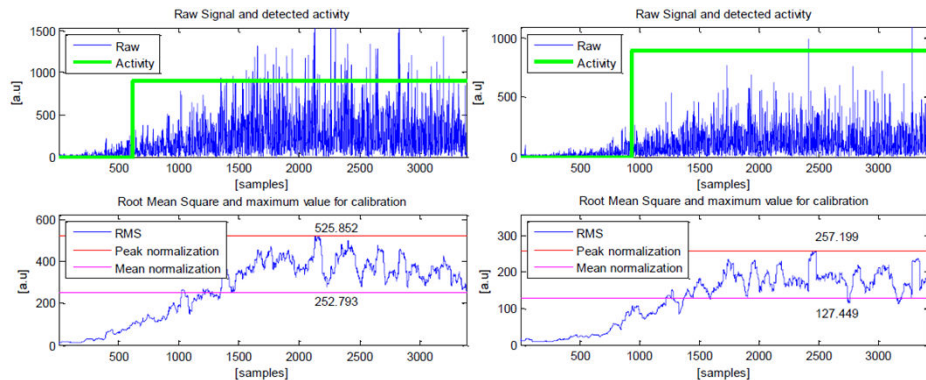


Fig. 7. EMG receiver prepared for starting the exercises

Frame start	Data	Data end	Frame end
8 bits	N * 8 bits	8 bits	16 bits
M	1490, • • • 1505,	K	\n

Fig. 3. The structure of data (the upper diagram) and exemplary data package as well as special characters (lower diagram)

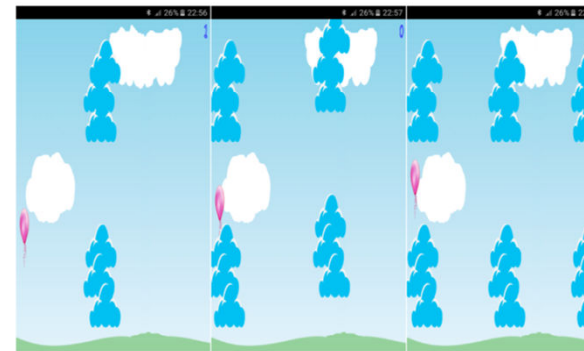


Fig. 6. Windows of the mobile game for easy, random and difficult modes, respectively. The screens display a pink balloon and blue clouds (obstacles) that must be crossed by flying between them.