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

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Fig. 1. Flow chart of the biofeedback system

Fig. 7. EMG receiver prepared for starting the exercises

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.