

neuraltone



Training Brains with Games

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What's going on with neuraltone?

This week, we returned to Dr. Holt and her team to present our prototypes live. They were very well received and we got a lot of good feedback to help direct our team in choosing which direction to take this project. We also talked in depth about the data that our game should collect, as well as what variables of the game should be exposed to researchers for modification.

Next week is quarters, and we are hard at work making sure our prototypes are pretty and playable. We hope to get some help focusing down our goals for the semester, as well as helping pick which game would be most feasible for this project.

We're planning on holding a focus group playtest on Monday to get some user feedback on each of the prototypes, and we think this will help guide our discussion when quarters rolls around.

We also settled on Erica's design for our team logo and posters. Jingyi has updated our website to reflect the new branding, so we're pretty much ready for presentation to the world! On Monday, we will post our current prototypes in a Unity WebPlayer so visitors can see what we've been building.

We're happy with our progress so far and we're very excited about where this semester will take us!

See the next pages for our poster and half-sheets!



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What's going on with neuraltone, continued.

Page 2

Final poster design

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Learning to listen

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What's going on with neuraltone, continued.

Page 3

Final half-sheets

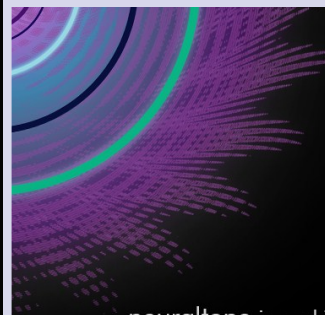
Front

Back

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Learning to listen

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neuraltone is working with Dr. Lori Holt of the Center for Neural Basis of Cognition, a joint venture of the University of Pittsburgh and Carnegie Mellon University. Dr. Holt is conducting research about how the brain categorizes complex audio patterns and how that process relates to perceiving linguistic sound categories. They have found that a simple video game, developed in-house, can be used to train players to better recognize different sound categories is far more effective than traditional explicit feedback-based training.

This semester we are creating a new game with which to conduct this training research. Our goals are to make a game that is highly engaging and fun, while retaining the effect of implicit sound categorization learning that occurred in the original game. It will also be highly customizable, allowing the researchers greater control over such elements as difficulty, timings, and art. Additionally, our game will output extensive, in-depth data about the play session for each re-

