

A wearable for gamers and game development studios



The Polish start-up producing Aidlabs has successfully taken part in GamelNN - a competition organized by the Polish National Centre For Research and Development. The Aidlab project will receive funding of more than 1 million USD, allowing for further development.

The solution proposed by Aidmed is a response to the growing demand from computer game developers to increase the realism of control of the game world through the use of signals reflecting the player's physical activity, emotions

and engagement. Game developers are conducting a continuous "arms race" to attract the largest possible community of players. Initiatives to increase integration between the player and the game world are one of the elements of this race. The aim of Aidlab is to develop functions and libraries that enable the transformation of signals collected from the player's body into structured data sets representing specific movements and one's emotional state. The objective of Aidlab is to enable the integration of the recorder with any game.

The result of the project will consist of a set of SDK-type tools, implementing the following major features:

- transformation of large amounts of data from biometric sensors to a low-dimensional representation describing physiological state
- segmentation and classification of movement activities (e.g. jumps, squats)
- measurement of player engagement

The SDK libraries will provide pre-trained motor activity classifiers based on Machine Learning methods, as well as tools for expanding the activity catalogue (through activity demonstration) and personalisation of classifiers (adaptation to the individual player's motor profile).

Aidlab will be a useful tool not only purely in game development, as a new way of controlling the game world, but also as testing equipment for game developers, making testing gamer engagement before the game's release easy and very insightful at the same time.

Developers have already been working on games that utilize Aidlab as the game controller - for example *Breathing Sky*, which lets you control the flying bird by your breath. The game could be further developed to include special levels with breathing exercises, providing not only entertainment, but also relaxation.



Another one is an endless runner type game, which is fully controlled by body movement. Both games still under development - but hopefully will be released soon.



Company info:

Aidlab is a producer of smart wearables that can track your activity and measure many insightful biosignals, including ECG, heart and respiration rate, skin temperature and more. Although they haven't been on the market for long, their client list includes Jeppesen (The Boeing Company), Stanford University and more than 300 others. Besides influencing the gaming industry, their objective is to enter the healthcare market and simplify the diagnostic and monitoring process of chronic pulmonary diseases by providing a solution that could be used both in a clinical setting and at the patient's home.



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