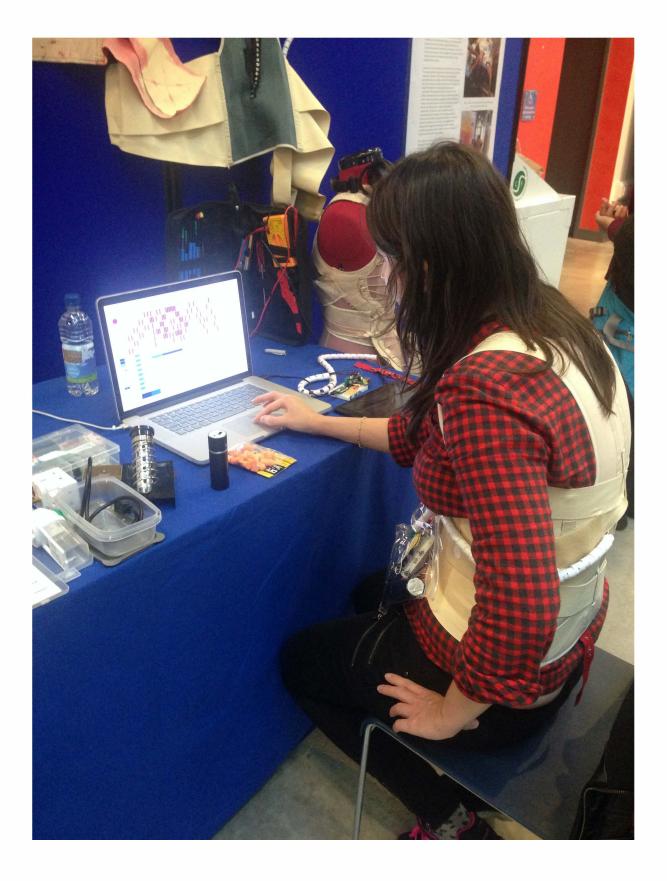
HAPLÓS/Bisensorial EXHIBIT: A Speculative, Adaptive, and Wearable Technology for Inducing Mental States Using Touch

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How might cognitive wellness and therapeutic practices look in the future? Can mental discord be treated autonomously? Given that people are different and will therefore need different interventions, how can autonomous brain based therapy technologies be tailored to suit the needs of individuals at any given time? This exhibit suggests one potential future of therapeutic treatment and what this future looks like right

now. HAPLÓS/Bisensorial is a speculative design concept and functioning prototype of wearable technology based on research in embodied cognition, somatic learning, and the effect of sound on cognitive processes. It uses binaural sound and tactile vibration on your back to induce mental states - such as calm. A genetic algorithm generates patterns of auditory and tactile stimuli, based on readings provided by an EEG headset. The result is intended to be an optimized and personalised soundscape and 'touchscape' that adjusts to your needs. HAPLÓS/Bisensorial is being developed at Plymouth University as part of the CogNovo programme. More information: <u>https://cognovo.eu/events/otlip16-bizarre-bazaar.php</u>





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How might cognitive wellness and therapeutic practices look in the future? Can mental discord be treated autonomously? Given that people are different and will therefore need different interventions, how can autonomous brain based therapy technologies be tailored to suit the needs of individuals at any given time? Have a look at one potential future of therapeutic treatment and what this future looks like right now.

HAPLÓS/Bisensorial is a speculative design concept and functioning prototype of wearable technology based on research in embodied cognition, somatic learning, and the effect of sound on cognitive processes. It uses binaural sound and tactile vibration on your back to induce mental states - such as calm. A genetic algorithm generates patterns of auditory and tactile stimuli, based on readings provided by an EEG headset. The result is intended to be an optimized and personalised soundscape and 'touchscape' that adjusts to your needs. HAPLÓS/Bisensorial is being developed at Plymouth University as part of the CogNovo programme. The technology has been opened to interested users during the two Manufactory days on Thursday and Friday – maybe you have already signed up for the workshop?



presented by: <u>Diego S. Maranan, Agi Haines, Jack</u> <u>McKay Fletcher</u>, Sean Clarke, Kim Jansen, Claire delle Luche