



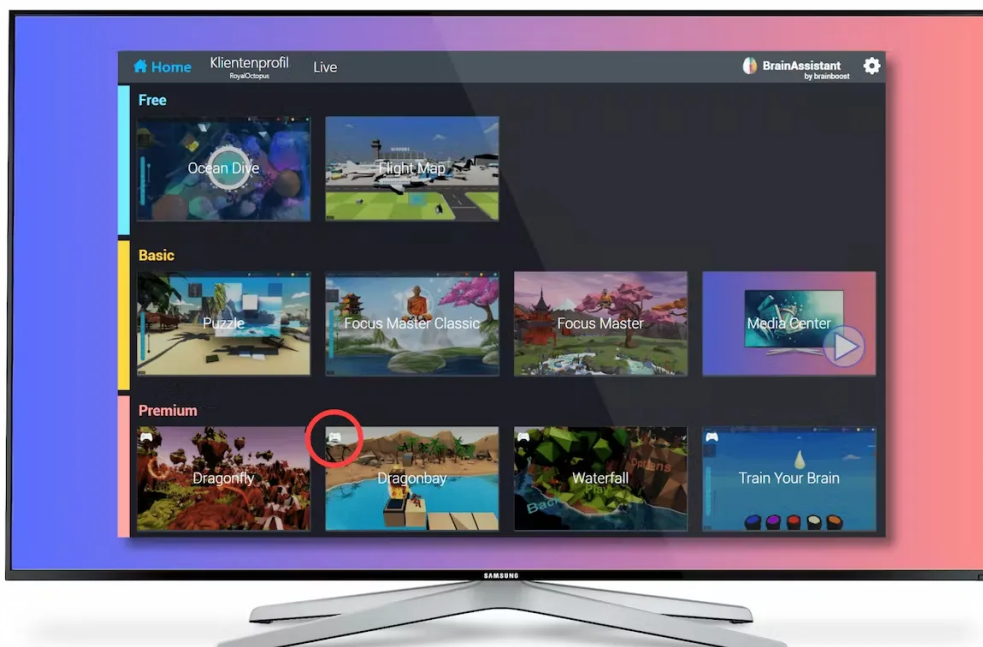
Use an XBOX Controller in the BrainAssistant

The BrainAssistant supports the Microsoft XBOX Controller for many interaction between the client and the feedback.

Do all BrainAssistant sessions / games need a controller?

No, there are many games which will not require an additional controller or input.

You will be able to identify these games by the little controller icon on the game thumbnails. (see red circle in the image below)



Advantages of using a controller for Neurofeedback training

- Higher level of engagement of the client with his or her feedback.
- Support the self-efficacy of the client.
- Combining mental and physical (fine motor skill) tasks.
- Advanced applications to improve transfer into everyday life.
- Exploring and targeting different brain activities during motor activation.
- Often helps to deflect or alleviate motor restlessness for a more steady neurofeedback training and less measurement artifacts rooting from unquietness.
- More complex gameplay possible for higher motivation and more fun during training.

Which controllers can be used?

We highly recommend using the original XBOX controller with PC support (make sure to pick the one with the little USB receiver).

This controller is durable and all the controls displayed in the games will match it perfectly.

Unfortunately, we can't guarantee that other controllers work.

How do I connect the controller?

1. Plug a Xbox wireless adapter into your PC. The Windows will install the Xbox One controller driver automatically for you.

2. Make sure there are batteries in your controller. Press the Xbox button to turn on your controller.



3. Press the button on the edge of the Xbox wireless adapter.



4. Press the controller bind button on the top of your controller.



5. The LED lights on your controller and adapter will blink a few times. Once the lights go solid, your controller is connecting to your Windows.

