

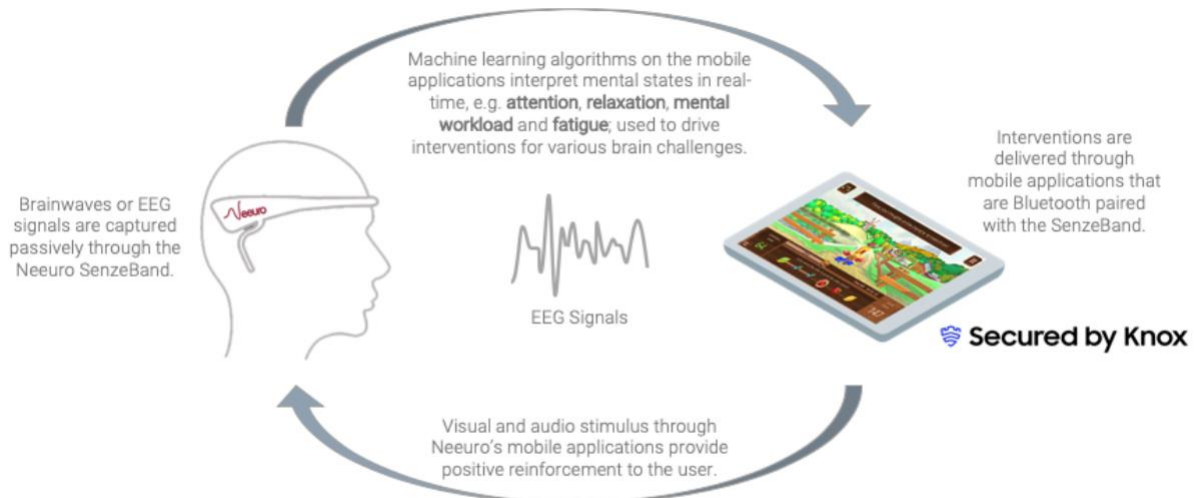


Annex A – About CogoLand

CogoLand is a locally developed game that was created based on BCI technology developed at A*STAR’s Institute for Infocomm Research (I²R). Neeuro licensed the technology that created CogoLand and developed it into a commercial product, which consists of the SenzeBand headband to track brain signals as well as the CogoLand mobile application. The aim of the game is to move a character through a maze. Unlike most games where users use a gamepad or touchscreen, the character’s movements can only be controlled by brainwaves. By keeping the mind focused on the character, the character moves forward. A loss of focus results in the character slowing down or remaining stationary. At higher levels, the user also needs to hit a button on the touchscreen to make the character jump while moving at the same time.

Users will be required to pair the CogoLand mobile application with a Neeuro SenzeBand for the detection of brainwaves. The user dons the SenzeBand headband, which has six sensors to track his/her brainwaves. Machine learning algorithms will capture and interpret the mental states of users based on their brainwaves, and these subsequently drive various challenges within the game.

Brainwaves and health data are captured through the SenzeBand headband, and will be transmitted in real time via Bluetooth wireless technology to CogoLand. Neeuro has partnered with Samsung for the application to be deployed on their tablets leveraging on Samsung Knox mobile security solution.



The CogoLand game trains the user on attention and inhibition.

Attention level of the user computed from his/her EEG signals drives the virtual character on the screen to run faster.

This real-time visual feedback of the running virtual character motivates the user in learning how to focus.

