Instructions Mindball Play for Science Centers – Brainlink version

Mindball Play instructions

Minimum Computer Capacity
OS: Windows 10, 64bit version
Processor: 2 GHz Processor
Memory: 4 GB RAM
Graphics: GeForce GTX 460
DirectX: Version 10
Network: Broadband Internet connection
Storage: 5 GB available space

Install Mindball Play
Follow the instructions when clicking on the file provided separately.

Get to know Mindball Play
When started Mindball Play will begin in "screen saver mode" where it displays instructions and waits for players.

As soon as it detects that someone is wearing a headband, it will switch to "checking mode" where it waits for a good signal from each worn headband.

If left inactive with no one wearing a headband it will switch back to "screen saver mode".

As soon as each player has a headband with a good signal, it will begin a countdown and then start a race.

After the race the game will show the results of the race. After a short while it will automatically return to the "checking mode".

Headband settings in Mindball Play
The Focus Meter presented around the ball will show you how well you are focusing. If you want you can also, or instead, have a focus level symbol shown down to the right of screen.

Difficulty Level - The slider sets how much focus is required to move the ball. **The difficulty level is default set to automatically adjust the speed of the ball to the person playing, which is highly recommended.** Neither of these settings affect the players focus data that we save, it's just at feature to enhance the experience of the game; when you are having a bad day or moment, the ball will still roll forward (instead of being stuck in one place) and when you are having a really good day or moment the ball doesn't just rush ahead but you will get some "resistance" i.e. the ball will require a higher level of focus in order to roll fast.

———————

BrainLink Instructions

Charge
Start by charging the core unit – the white oval bulb with the blue BrainLink logo on placed in the leather pocket of the headband.
Charge the core unit by connecting it to any 5V USB port with the cable that came along with your headband. **NB! Take good care of the cable, it is not a standard USB cable.**

When the (weak) red light is no longer seen on the core unit, your core unit is charged. Charging the core unit takes around 1.5 hours.

Connect the charged core unit to the dock on the headband.

The functionality of the core unit
Turn ON the headband by pressing the blue button (which is a part of the logo) on the core unit.
You should hear TWO short beeps.

Turn OFF the core unit by pressing the same button.
You should hear ONE beep.

Two short beeps will also be heard when a player puts the headband on. It means that the connection is good, and data is sent.

Five beeps from the core unit means that it needs immediate charging.
A (weak) red light on the core unit shows that the battery is low (and needs charging).

Bluetooth

We strongly recommend that you replace the built in Bluetooth receiver in your computer with a USB Bluetooth adapter. We have evaluated some third-party dongles and so far, this one seems to work the best https://www.inet.se/produkt/5410434/tp-link-bluetooth-4-0-nano-usb-adapter

Preferably this Bluetooth adapter should be inserted into the computer via a prolonged USB cord in order to move the Bluetooth adapter as far away from the computer (and possible electrical disturbance of the Bluetooth signal) as possible.

Make sure the headbands are within reach of the Bluetooth adapter. We recommend max 3m.

Sensor band
Clean the sensor band gently and do not use a wet cloth.

Battery
Battery life in standby is around 7-8 hours.
Battery life connected and in use is around 4-5 hours.