

情報電子工学科 学会発表

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学会名	第57回日本生体医工学会大会
演題名	Digital game devices using for basis of physiological measurements
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内容	<p>We have been attempted and proposed a novel concept of physiological measurement by using equipment embedded in digital game devices. For this concept, physiological measurement equipment such as sensor device for photoplethysmography embedded in VR displays, ECG measurement by using electrodes combined with a game controller were developed and evaluated. Because daily self-health-relating-measurement such as home phygmomanometer is not always easy but playing game daily might be relatively easy, if physiological measurements should be achieved during gaming naturally, that could be a novel methodology to maintain health status in home. By sensors attached and or embedded with game devices, long-term measurement should be achieved, then, accumulated physiological data could be useful. We call this future outlook as ""incorporating physiological measurement with gaming"" and consider that this can be a health management methodology in the nearfuture. This work was partially supported by the JSPS KAKENHI Grant Number 15H02798.</p>