

**Electromyography-(EMG) and -electrooculography-(EOG) for gaming applications - Feature #152  
include multi-modal processing with second armband, prepare presentation**

10/17/2018 11:23 AM - Siamac Fazli

<b>Status:</b>	Resolved	<b>Start date:</b>	10/17/2018
<b>Priority:</b>	Normal	<b>Due date:</b>	10/22/2018
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>		<b>Spent time:</b>	0:00 hour
<b>Description</b>			

**History**

#1 - 10/26/2018 04:49 AM - Siamac Fazli

- % Done changed from 0 to 100

- Status changed from New to Resolved