Electromyography (EMG) and electrooculography (EOG) for gaming applications - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated
188	Feature	Resolved	Normal	Final report		12/06/2018 06:37 AM
177	Feature	Resolved	Normal	Finishing up report, check figures, add references, etc		12/04/2018 03:57 AM
175	Feature	Resolved	Normal	Update of mesh, writing report		12/04/2018 03:56 AM
168	Feature	Resolved	Normal	Milestone 6 - Analysis with PCA, adding cross-validation and error bars to figures, IEEE latex template preparation, write introduction (with references)		12/04/2018 03:56 AM
165	Feature	Resolved	Normal	Milestone 5 - document data processing pipeline, validation of acquired data with xvalidation, analysis of D vs N		12/04/2018 03:54 AM
152	Feature	Resolved	Normal	include multi-modal processing with second armband, prepare presentation		10/26/2018 04:49 AM
151	Feature	Resolved	Normal	Milestone 4 - continuous data visualization		12/04/2018 03:54 AM
122	Feature	Resolved	Normal	Milestone 3 - Implementation of Continuous EMG Control and Multi-class extension		12/04/2018 03:53 AM
121	Feature	Resolved	Normal	Literature Review		09/28/2018 11:07 AM
106	Feature	Resolved	Normal	Milestone 2 - Connect the classification output to game		12/04/2018 03:52 AM
105	Feature	Resolved	Normal	Milestone 1 - real-data extraction from myo band and preliminary data processing with LDA		12/04/2018 03:52 AM