# **VRgineers and Neurable Bring Brain-Computer Interface into VR**

**VRgineers XTAL VR headset will gather data via integrated eye tracking and Neurable’s brain sensors for advanced analytics in training simulations and marketing analysis.**

VRgineers and Neurable have announced a new partnership, focused on integrating eye-tracking and brain sensors into the high-resolution XTAL VR headset for advanced analytics in training simulations. Both companies are again raising the bar of what is possible in professional VR.

This integration enables the collection and analysis of data about what the VR user looks at and how they feel during the VR simulation. Neurable's solution allows the user to control the software using only their brain activity. Functioning as a natural extension of the user’s brain, VR outfitted with Neurable’s brain-computer interface creates new possibilities for human empowerment and provides a deeper understanding of each individual’s VR experience.

VRgineers believes in VR’s power to transform the way people train, analyze, and work. The XTAL high-resolution professional VR headset was built to foster that transformation. Meticulously designed around the needs of professionals who require superior image quality and accuracy, the XTAL also provides wide field-of-view, easy integration, data security, and is equipped with the eye-tracking camera, proprietary technology that tracks the positions of the user’s eyes, along with integrated Leap Motion hand tracking and voice commands.

*“I’m excited about our new cooperation with Neurable because it enables more efficient, personalized training simulations and provides more valuable user data than ever before,”* says Marek Polcak, CEO & Co-Founder of VRgineers.

Neurable develops software based on breakthrough brain-computer interface (BCI) research and novel insights in neuroscience. Their technology interprets intention based on brain activity, providing users with reliable real-time control of software, as well as a cognitive analytics package for informed user behavior. A platform for human-computer interaction, Neurable licenses its software development kit (SDK) to content developers and headset manufacturers to enable completely new and immersive experiences. Neurable’s unique ability to overcome the signal-to-noise issues of traditional non-invasive BCI systems enable them to deliver on the promise of truly useful BCI technology for enterprise and consumer applications.

*“I'm thrilled to be working with VRgineers. We are working together to bring powerful insights to organizations that are investing in VR simulation training, and XTAL is a natural fit for enterprise training applications,”* says Dr. Ramses Alcaide, founder and CEO of Neurable.

Combining the XTAL headset with Neurable’s powerful software is ideal for flight simulations and other high-consequence training. The XTAL has an integrated camera for real-time eye tracking, allowing users to process raw camera images, as well as detect retina centers. This pairs perfectly with Neurable’s eye and brain-state data, which helps trainers understand how effective their processes are, and identify how they can be improved. Data from the simulation enables monitoring of the trainee’s attention and emotion for improved training and assessment.

XTAL simulation with Neurable’s software has numerous advantages, including:

* Increased Safety
* Enhanced Training
* Optimized Performance
* Boosted Productivity
* Monitored Health
* Increased Task Efficiency
* Improved Retention

Combining deeply immersive, crystal-clear VR with advanced analytics creates a more effective and useful training tool than ever before. VRgineers and Neurable are proud of their collaboration and excited about helping shape the future of training and assessment.

*About VRgineers
VRgineers, Inc. is a virtual reality engineering company developing and manufacturing cutting-edge enterprise-grade VR gear for professionals. Their new generation high-resolution VR headset platform is used by clients in the automotive, architecture, industrial design, and training sectors, enabling them to transform their work using VR technology. The company is headquartered in Prague with a U.S. office in Los Angeles.*

*About Neurable*

*Neurable’s vision is to create a world without limitations. Their revolutionary brain-computer interface allows people to control software and devices using only their brain activity. Immersive computing requires a new approach to human-computer interaction. Neurable designs software and solutions that function as a natural extension of our brains, creating new possibilities for human empowerment. Their approach is science-driven and cross-disciplinary, incorporating elements of neuroscience, biology, statistics, machine learning, and design to create the ultimate user interface. With Neurable, mixed reality can finally achieve its full potential.*