

OUR GAMES



DUST: A VR TRAINING GAME WITH REAL-TIME BIOFEEDBACK

MADE BY GEMH LAB & COLLABORATORS

ABOUT THE GAME

A custom controller measures diaphragm expansion to sense breathing and heart rate variability (HRV). This information about their physiological state is fed back to the player as a restriction of the visual field and a variety of other audio/visual cues.

This game-like environment, in our case a zombie shooter, proved more efficient to both train the physiological control of police trainers in stressful context and also extract meaningful behavioral metrics.

TRAILER

[DUST: Decision Under Stress Training](#)

FEEDBACK

Over 80% of Dutch police trainers that used DUST indicated that they would want to use it or similar products in their own teaching.

THE SCIENCE: [DUST: Decisions Under Stress Training - A Biofeedback Training in Virtual Reality for police officers](#)



GEMH Lab in collaboration with:

- EPAN Lab - Experimental Psychopathology & Affective Neuroscience
- Wendy Dorrestijn - Human Factors in Operations, Military & Police Operations
- Ken Koontz - founder of Koontz Interactive, Game Design and Production
- CbusineZ - Healthcare Innovations with guts!