

**Applying Assistive Technologies to Improve User Experience with the  
Virtual Watershed Platform**

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This poster introduces the research and development of assistive technologies, focusing more on the Brain-Computer Interface (BCI) software component, which is aimed towards people with motor disabilities. Assistive technologies (ATs) have become recent subjects of interest due to the yearly increasing prevalence rates in impairments. We developed the Sim-Assist system to allow users to interact with a three-dimensional simulation of the game Air Hockey in a hands-free manner. The results obtained from testing our system provided insight into how we will incorporate its concepts into other three-dimensional simulations. This poster provides an overview of our approach in applying ATs into the Virtual Watershed Platform.