

Psychology Department Available Hardware and Learning Tools

Psychology Department Hardware

Name	Usage
BIOPAC MP160	Modular data acquisition and analysis system often utilized in psychophysiology research, including ECG and HRV
BIOPAC MP150 Mobile Cart	Modular data acquisition and analysis system often utilized in psychophysiology research, including ECG and HRV
Tobii Pro X3-120	Portable eye tracker device capable of capturing screen-based gaze data, sampling up to 120Hz
HeadSpot Chin Rest	Mountable, adjustable chin rest apparatus used for participant position establishment
Cedrus RB-540 Response Pad	Simplified user input device used to collect precise reaction time response data, cross configuration
Cedrus RB-844 Response Pad	Simplified user input device used to collect precise reaction time response data, mirrored configuration
Cedrus SV-1 Voice Key	Microphone headset input device commonly used to collect auditory response time data
Dell High-Hz Monitor	Dell S2417DG high-refresh-rate monitor capable of sampling up to 144 Hz refresh rate
Dell High-Hz Monitor	Dell S2522HG high-refresh-rate monitor capable of sampling up to 144 Hz refresh rate
Brain Vision EEG Cap	Neurophysiological laboratory device used to measure electrical activity of the brain via electrodes
Muse S (Gen2) EEG Headband	Neurophysiological headband device used to stream and visualize brain activity
KnoxGear Boom Arm Mic Stand	Mountable, adjustable microphone stand with pop filter
MXL 770 Condenser Mic	High-fidelity condenser microphone; XLR output
Zoom H6 Recorder	Portable recording device equipped with six recording tracks, integrated pre-amps, four XLR/TRS inputs
GeoVision GV-NVR Suite	Observation control room system capable of monitoring/recording audio-video input of laboratory suites
Meta Quest 2	Virtual reality headset with dual-input controllers
Nintendo 3DS	Video game media console capable of running Nintendo 3DS games
Nintendo Wii	Video game media console capable of running Nintendo Wii games
PlayStation 4	Video game media console capable of running PlayStation 4 games
Xbox 360	Video game media console capable of running Xbox 360 games
PlayStation 3	Video game media console capable of running PlayStation 3 games
Dell Gaming PC	Dell computer designed and designated to run PC-based video games
Educational Ear Model	Detailed anatomical model of human ear for educational/instructional purposes
Educational Eye Model	Detailed anatomical model of human eyeball for educational/instructional purposes
Educational Brain Model	Detailed anatomical model of human brain for educational/instructional purposes
Infant Developmental Model	Realistically weighted infant child model commonly used in Human Development lessons

Mirror Tracer	Laboratory instrument designed to measure subjective ability to trace inverted and reversed visual cues