

CLAIMS

1. A keyboard comprising:
 - a receiver configured to receive user data based on an electroencephalography measurement of a user playing a game;
 - a backlight comprising at least one light source; and
 - a controller configured to control the at least one light source of the backlight based on the user data of the user playing the game.
2. The keyboard of claim 1,
 - wherein the user data comprises raw electroencephalography measurement data.
3. The keyboard of claim 2, further comprising:
 - a mental state determination circuit configured to determine at least one of a mental state or a motor state based on the raw electroencephalography measurement data.
4. The keyboard of claim 3, further comprising:
 - a control data determination circuit configured to determine control data for controlling the at least one light source based on the at least one of mental state or motor state.
5. The keyboard of any one of claims 1 to 3,
 - wherein the user data comprises data indicating at least one of a mental state or a motor state.
6. The keyboard of claim 5,
 - wherein the at least one of mental state or motor state comprises at least one of meditative, calm, attentive, focused, winking, blinking, smiling, frowning, clenching, laughing, smiling, excited, frustrated, or bored.

7. The keyboard of claim 5 or claim 6, further comprising:
a control data determination circuit configured to determine control data for controlling the at least one light source based on the at least one of mental state or motor state.
8. The keyboard of any one of claims 1 to 7,
wherein the user data comprises control data for controlling the at least one light source.
9. The keyboard of any one of claims 1 to 8,
wherein the receiver comprises at least one of a wired interface, a wireless interface, a Bluetooth interface, a ZigBee interface, an infrared interface, a wireless local area network interface, a Universal Serial Bus interface, or a Thunderbolt interface.
10. The keyboard of any one of claims 1 to 9,
wherein the at least one light source comprises at least one colored light source;
and
wherein the controller is configured to control a color of the at least one light source based on the user data.
11. A method for controlling a keyboard comprising a backlight comprising at least one light source, the method comprising:
receiving user data based on an electroencephalography measurement of a user playing a game; and
controlling at least one light source of the backlight of the keyboard based on the user data of the user playing the game.
12. The method of claim 11,
wherein the user data comprises raw electroencephalography measurement data.

13. The method of claim 12, further comprising:
determining at least one of a mental state or a motor state based on the raw electroencephalography measurement data.
14. The method of claim 13, further comprising:
determining control data for controlling the at least one light source based on the at least one of mental state or motor state.
15. The method of any one of claims 11 to 13,
wherein the user data comprises data indicating at least one of a mental state or a motor state.
16. The method of claim 15,
wherein the at least one of mental state or motor state comprises at least one of meditative, calm, attentive, focused, winking, blinking, smiling, frowning, clenching, laughing, smiling, excited, frustrated, or bored.
17. The method of claim 15 or claim 16, further comprising:
determining control data for controlling the at least one light source based on the at least one of mental state or motor state.
18. The method of any one of claims 11 to 17,
wherein the user data comprises control data for controlling the at least one light source.
19. The method of any one of claims 11 to 18,
wherein the user data is received using at least one of a wired interface, a wireless interface, a Bluetooth interface, a ZigBee interface, an infrared interface, a wireless local area network interface, a Universal Serial Bus interface, or a Thunderbolt interface.

20. The method of any one of claims 11 to 19,
wherein the at least one light source comprises at least one colored light source;
and
wherein the method further comprises controlling a color of the at least one light
source based on the user data.