Abstract

Gesture recognition is an up-and-rising technology, despite its long existence. Currently, the mainstream use of gesture recognition is for gaming. However, the introduction of Microsoft Kinect along with the official Kinect SDK opens up opportunities of creating other types of applications that uses gestures as its input. The author opts to create a prototype of an application that is ubiquitous, directory system, to demonstrate that gesture recognition can be appealing to mass audience. As Microsoft does not release the algorithm to detect gestures, the author proposed his own algorithm and implemented it in the directory system. Possible gestures that will be used are researched from existing systems which are fairly scarce and survey is conducted to determine which gestures are going to be used in the application. The application is built successfully with the proposed algorithm working as expected. User feedbacks suggest that the application is responsive and intuitive, although some claim that the sensitivity is a bit too much. Observations suggest that there exists a small learning curve as although the users are not familiar with the technology, they quickly become familiar after a few tries.

Key Words

Gesture Recognition, Microsoft Kinect, Kinect SDK, Directory System