Abstract
The purpose of this thesis project is to create a Wii Remote (Wiimote) based gesture recognition application which can serve as an application prototype. The users will receive some benefits like the wireless interactivity and accurate gesture recognizing application. With this thesis, the author wants to show the capabilities of a Wiimote for an application especially in the area of gesture recognizing. This application targets the others to do further research and development on this area.

The result of this thesis is a gesture recognizer application which implements Wiimote as the interactivity device media. The Wiimote feature is still considered new and interesting to the society. As a result, it can encourage others to develop other useful and better application.

At the conclusion, the application has managed to provide an acceptable new interactivity feature from the Wiimote in a gesture recognition application.

Keywords
Wii Remote, Wiimote, Gesture, Recognition, Flash, Interactivity, Infrared.