Gesture control in a virtual environment

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Outline

• Background
• Objectives
• Approach
• Challenges
• Discussion
Background

Gesture control is a meaningful topic in computer science which aims to interpret human gesture via mathematical algorithm. This makes the gesture control of all possible activities being included in the basic implementation of a mobile terminal (Kela 2014, pg. 4).
Background

MYO is an armband which combines muscle response and gesture controls to allow users to control anything.

However, MYO is still in testing phase. In long term, the hardware is expected to be a platform to control things on PC and mobile.
Objectives

• To evaluate and learn about the HCI device, i.e. MYO Armband

• To investigate user habits of gesture control in a virtual environment

• To improve the performance of gesture control
Approach

• Designing the gesture control environment

• Convening volunteers to test the system

• Gathering and analysing user experience

• Revising the system
Challenges

• Understand the existing code

• Learn two kinds of new programming languages (C# and MYO Script)
Thank you!

Any questions?