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**Abstract**

*This internship report presents the work conducted during a 12 weeks internship at Invisible Fiction focused on Gesture Recognition in partial fulfillment for the degree of Bachelor of Engineering in computer Engineering , 8th Semester of Gujarat Technological University, Ahmedabad during the academic year 2022-23. The objective of this project was to develop a real-time system that recognizes human gestures and translates them into computer commands. We evaluated the performance of the models using various metrics such as accuracy, precision, and recall.*

*Finally, we integrated the gesture recognition system with a game and tested it with real users. The results showed that the system was able to accurately recognize the gestures and translate them into game commands in real-time.*

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