A multimodal interface for chess

How we made people gesticulate and scream at their computers



Giuseppina lannotti, 1938436 Davide Marincione, 1927757

Sapienza, University of Rome

A. Y. 2023 - 2024

The Idea

Introduction •0

Write something



Introduction

Write something 2

Full page frame

A bit in detail 1

First column

Second column

A bit in detail 2

The main loop

Good ol' mediapipe

'Hand'made normalization

Gesture recognition

Hand2Cursor mapping

Dragonfly? What's that?

Rules 1

Rules 2

Validating commands

Recording users

Some metrics

Results 1

Results 2

Conclusions