This is my title

by

Me and ....

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requirements for the degree of
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Abstract

Gestures have a lot of potentials as a natural interaction method that can enrich the interaction between humans and ubiquitous environments. The lack of ordinary devices in ubiquitous environments like the keyboard and mouse make researchers work on utilizing hand gestures for interaction. However, hand gestures could change according to the situation it is performed.

Acknowledgments

I am heartily thankful to Professor

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Chapter 1

Introduction

Mark Weiser in **kjhkjsadhkjas** 1988 has defined the term “ubiquitous computing” as a method of enhancing computer use [1] by making many computers available throughout the physical environment, but make them effectively this was discussed by invisible to the user [2].

head 1			

1.1 Context aware environments

$$Gabor(u, v, \lambda, \theta, \phi, \sigma, \gamma) = e^{-\frac{u'^2+\gamma^2 v'^2}{2\sigma^2}} cos(2\pi \frac{u'}{\lambda} + \phi). \tag{1.1}$$

1.2 Gesture types

Object gestures are depending on moving objects carried on hands, head or legs. Figure 1.1 (b) shows a sample of object gestures that can be done by mug cup, doors and table tennis rackets. **jkhhkj**

Figure 1.1: (a) Hand gestures, (b) Object gestures and (c) Tilt gestures.

Chapter 2

Title of my proposed system

2.1 Related work

The study of gesture recognition with a presentation viewer application was shown in [3]. They show an active region for starting and ending gesture interaction. Also, they point out that gestures can be useful in crowded or noisy situations, such as in a stock exchange or manufacturing environment. Head and hand gestures have been used for limited interactions as demonstrated in by Keates et al. [3]. They discussed the problem of learning gestures and showed the importance of customization. Kurze et al. [4] presented personalization of multimodal applications as a design approach. They focus on implicit and explicit customization of systems according to a user's preferences. Kawsar et al. [4] presented customizing the proactive applications preferences in a ubiquitous environment. They present customization in many levels of artifact, action, interaction, and timing preferences.

2.2 Motivations

2.3 Proposed system

We presented a system called

2.4 Details and technical aspects

2.5 Summary

We developed a system called .

Chapter 3

Evaluation of the proposed system

3.1 Introduction

Chapter 4

Conclusion

One of the main challenges of

4.1 Future directions

We would like to consider more

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