From Arun Kumar Dash

Gesture Based Gaming System for Disabled People

DESCRIPTION:

Gaming is based on controls through which input is fed to the computer. Disabled people aren't lucky enough to use controller to play games. The project aims to create an interface which feeds input to the game from the possible gestures (facial, hand) based on the particular disability of the player without using any external sensors (using only camera).

WHY WE CHOSE THIS TRACK?

Open Innovation ~ Because of non-existence of any kind of applications that would provide direct input to games from gestures.

UNIQUENESS AND PRACTICALITY OF THE PROJECT:

This project will be using Computer Vision to capture the gestures instead of biological sensors attached to the body. This will make the project cost as low as possible. This project's implementation will be completely based on python.

FUTURE SCOPE/BUSINESS MODEL:

This protect could be output as an Application Software for mobile and PC games which will act as an interface between the user and the game. Thus, this could be used by everyone (disabled and abled).

Applications can be sold by building partnerships with gaming moguls and thus making alternative of every other game available on the internet for the disabled. The market is for disabled teenagers.

HOW TO COMPETE WITH THE CURRENT COMPETITORS:

The only competition to our project is small games that have been developed for children but we have targeted the disabled teenagers making PG-13 and R rated games that can be controlled by gestures possibly.