

# GLOVE MOUSE



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# Objective



To develop the prototype of a wearable glove mouse which can work mid air without any support of hard base unlike a conventional mouse with Bluetooth connectivity.

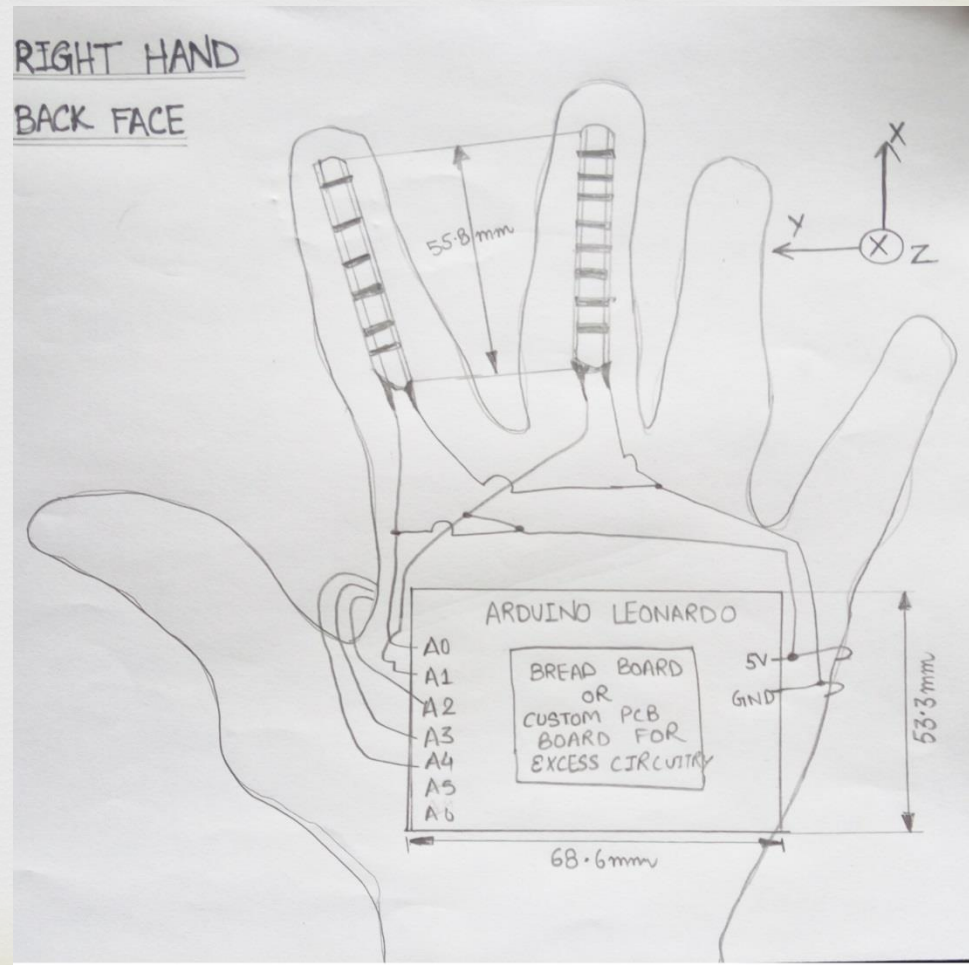
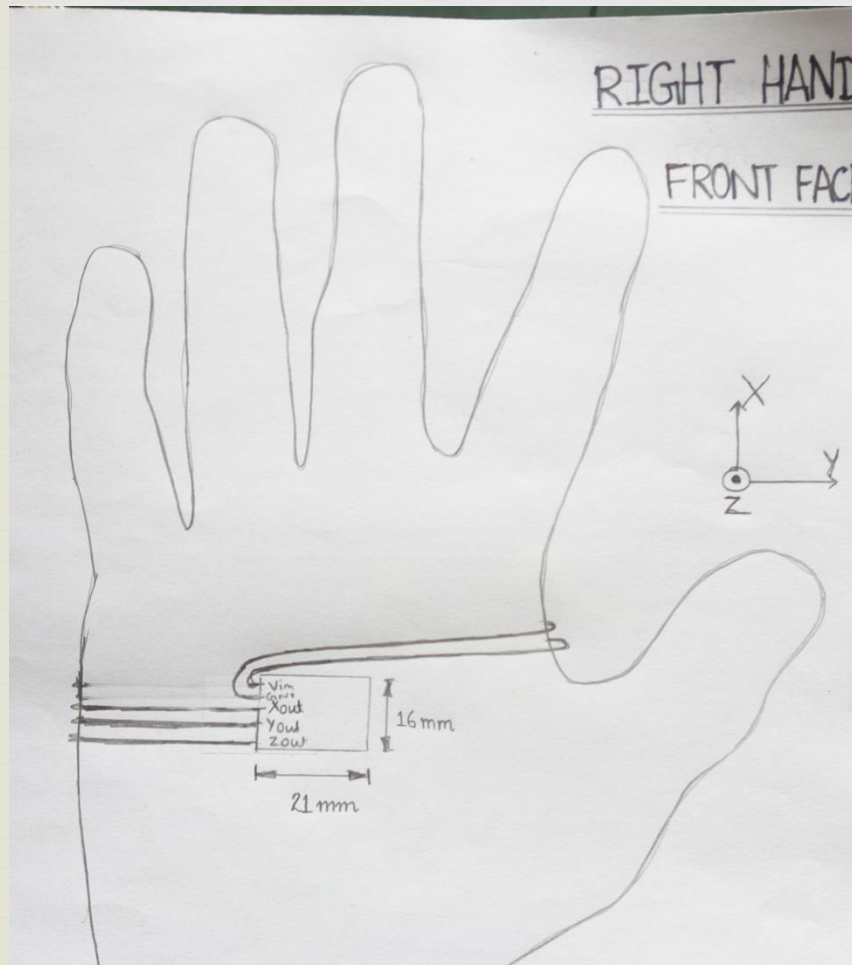
# Hardware Used



- ❧ Arduino LEONARDO
- ❧ Accelerometer (3 axial) ADXL335
- ❧ Bluetooth HC-05 module
- ❧ Flex Sensors 2.2'' inch (Quantity = 2)
- ❧ USB Cable
- ❧ Jumper Wires
- ❧ Resistors and Capacitors Of varied Values
- ❧ A Glove



# Rough Sketch



# Arduino LEONARDO



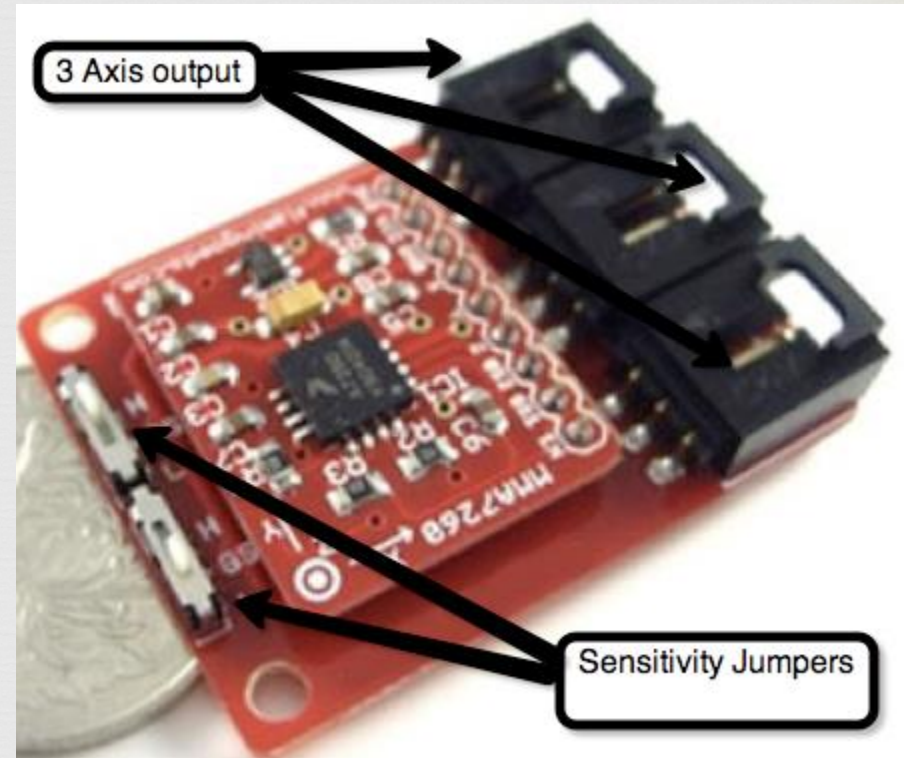
- ❧ The Arduino Leonardo is a microcontroller board based on the ATmega32u4
- ❧ With USB HID capabilities



# Accelerometer



- ❧ Used to detect and map user hand motions to the mouse cursor movements to measure hand tilt and orientations.
- ❧ The accelerometer reads the tilt of each axis (3 axis) and outputs each as an analog voltage.

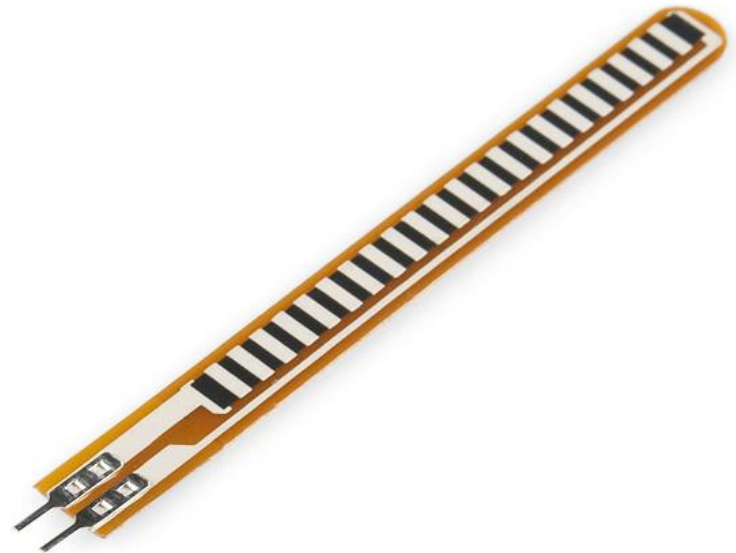




# Flex Sensor



- ❧ Used to detect pointing device button commands by sensing if there is flexing of the fingers
- ❧ Two flex sensors for two button commands left and right click



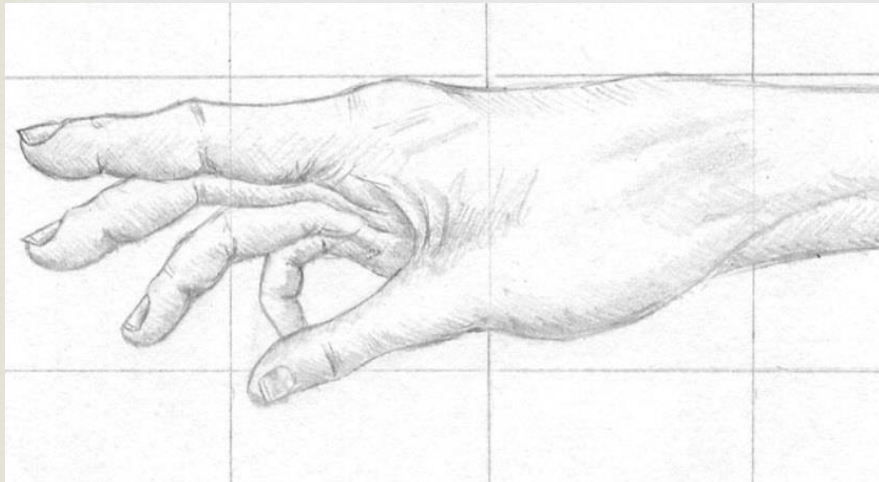
# Software Used



- ❧ Arduino Software IDE (contains a text editor for writing code, a message area, a text console, a toolbar with buttons for common functions and a series of menus. It connects to the Arduino hardware to upload programs and communicate with them.)



# Modes Of Working



## NORMAL MODE

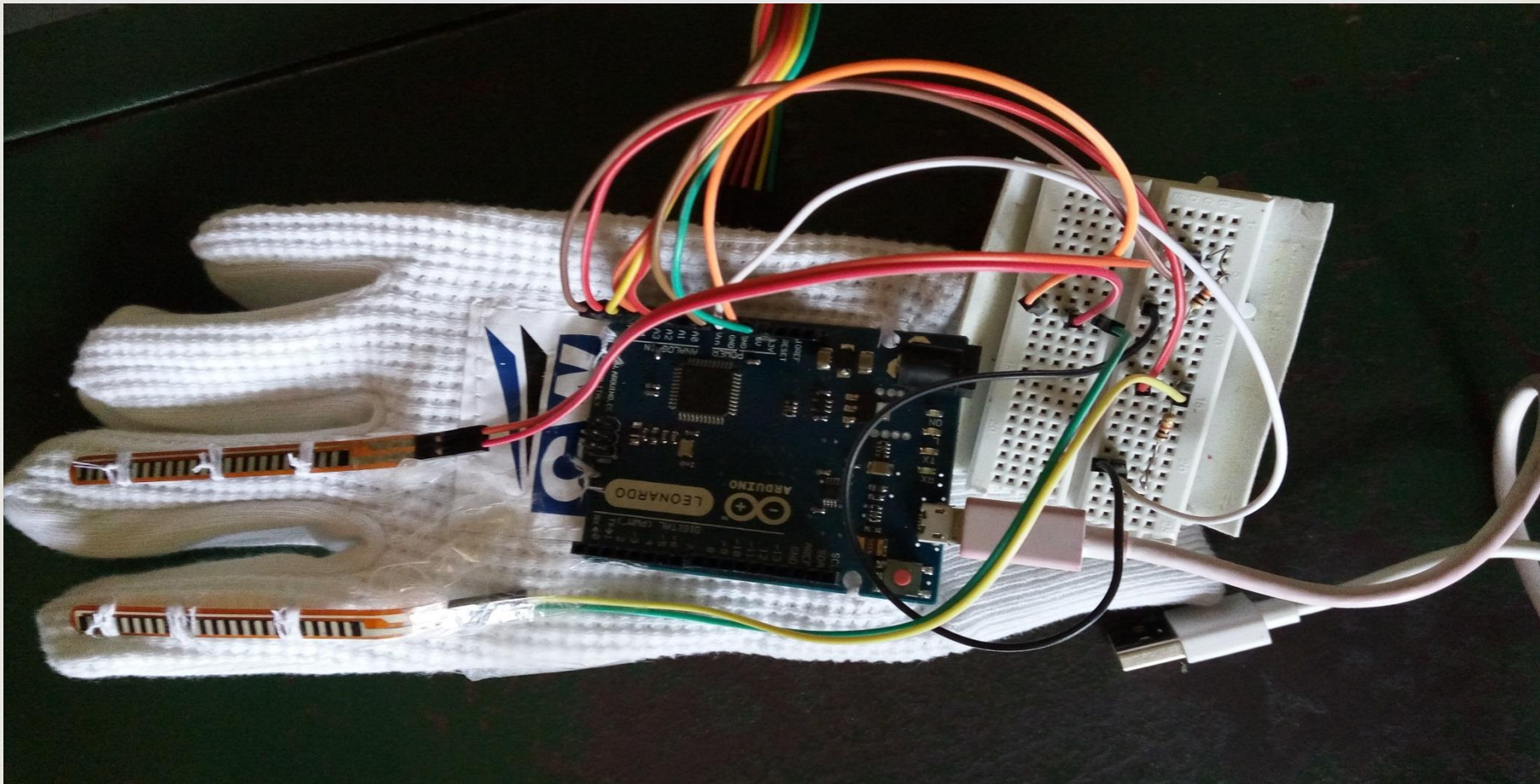
- ❖ Conventional style i.e. no change in z direction
- ❖ Suitable for working



## HANDSHAKE MODE

- ❖ Vertical Mode i.e. no change in y direction
- ❖ Suitable for gaming (especially point and shoot games)

# Prototype Circuit





# Applications



- ❧ Can help prevent **Carpal Tunnel Syndrome** (numbness, tingling, weakness in your hand because of pressure on the median nerve in your wrist)
- ❧ Can be used for **Point and shoot games** exclusively like Virtual Cop 2
- ❧ Allowing mouse to work in mid air gives it a good edge in **presentations**
- ❧ The circuitry can be fixed on Goggles (**Mouse Goggles**) or headphones and can be used amputees to control mouse pointer by tilting their head in x and y direction





**Thank You**