**SCHOOL OF COMPUTING**

**UNIVERSITY OF TEESSIDE**

**MIDDLESBROUGH**

**TS1 3BA**

**Human Computer Interaction within Industry Tools**

**Bsc. Computer Games Programming**

**Sam Oates**

**14 – 05 – 2013**

**Supervisor: Tyrone Davison**

**Second Reader: Suiping Zhou**

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# Abstract

This paper follows the development of a 3D computer games tool powered by a human computer interaction based device, the Microsoft Kinect.

Research was based around three fundamental areas required for the project; human computer interaction (HCI), real-time image recognition and the deformation of terrain within 3D graphics.

Using previously gained industry knowledge and details gained from my areas of research, an initial design prototype was created, followed by a small amount of user testing. Testing for ease of use, productivity and comparing against gestures natural within the real world.

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