BLG111E-Introduction to Computer Engineering

Paper Evaluation

Title of the paper: A motion-detection biology-based learning game for children

Author(s):   Hore, N.

Published in: IEEE

Brief summary of the paper

This article briefs about Microsoft Kinect and its educational application. Kinect is a gaming device which allows users to control the game with gestures or face and it also allows to communicate with other users. Kinect uses computer vision techniques with the help of depth and infrared sensors. Kinect can be also used for teaching math, science or other topics. A biology learning game is tested with this system, and results are promising.

Comments related to the paper

In my opinion, this device can be used more effectively with virtual reality devices like virtual reality headset. Also, it can be used widely and team games can be more effective about teaching

By Cem Yusuf Aydoğdu

Date: 05.12.2014