

GESTURES AND BODY MOVEMENT

Gestures and body movements involves the use of physical actions with our body to interact with computers.

On the HCC Workshop website, launch the **Gestures and Body Movement** activity. Read these pages to learn more about these processes.

ACTIVITY

In this activity, you will be able to use the Myo Armband to perform gesture commands on a PowerPoint presentation.

Launch the activity instructions by clicking the 'Get Started' button on the Gestures and Body Movement page of the HCC Workshop.

Recognise your gestures to
control a presentation

Get started

Take turns calibrating the armband, and using it to control the presentation.

In groups, discuss your experiences to help you find answers to the following questions. Take some notes on this worksheet. If you get stuck, talk to one of the ANU Instructors.

QUESTIONS

1. What is a gesture?

2. What are some of the core requirements in the design of a gesture?

3. Based on your experience with the Myo Armband, do you think that the gestures were intuitive? What are some other potential alternative gestures for performing these actions.

4. What is the purpose of calibration? When do you calibrate, and why?

5. What are some advantages for using gestures as an input?

6. What are some potential applications for gesture technology?

7. What are some potential problems with using gesture as an input method?

8. Can you think of an intuitive gesture for clicking a button?

9. What are some other ways that gestures could be captured? What are the pros and cons of these?

10. Can you find any apps or devices that already use gesture based technology?