Shim Dance Application

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Abstract—

I. Motivation

There exist various dance games for Android platform. In most cases the player interactions are limited to the screen [5]. But one game actually recognizes player movements [4]. In this case phone is used as a game controller and movements are read from one hand.

The goal was to create dance game application for Android, with Shimmer sensors as the game control devices.

II. Methods

A. Data acquisition

B. Preprocessing

III. Results

IV. Discussion

V. Summary and outlook

Acknowledgment

References

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