Children's Intuitive Gestures in
VISION-BASED ACTION GAMES

Novel computer vision-based game technologies aim to give players more immersive and physically challenging gaming experiences.

By **JOHANNA HÖYSNIEMI,
PERTTU HÄMÄLÄINEN,
LAURA TURKKI,** and
TEPPO ROUVI

Video and computer games play an integral part in the lives of many children. However, some studies suggest that extended computer use may have negative effects on a child's physical development [3]. One factor causing these effects is the use of traditional human-computer interaction styles and input devices, such as a keyboard, mouse, or game pad that promote a sedentary lifestyle.

Our work is part of a wider project that aims to provide an immersive and physically engaging alternative to traditional computer games by making use of computer vision and hearing technology. Compared