



GAMEGLOVE

# OVERVIEW

The games are evolving rapidly but our ability to have an immersive interaction with games has only taken a turtle's step.

Current devices are limited due to them being expensive, unnatural and limited integration with games.

Hence We introduce GameGlove.

Joysticks & Keyboards



Limited, unnatural, and often slow

## WHY GAMEGLOVE?

Because the traditional  
gaming controllers are  
outdated !!!

Motion Controllers That Exist



Expensive, limited to VR, and not widely adopted

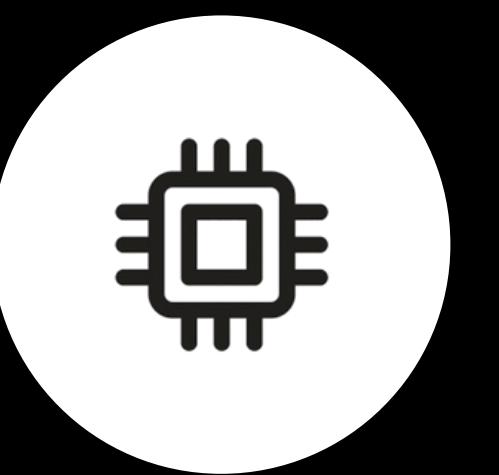
# OVERVIEW

Elevate your gaming experience with GameGlove, an innovative wearable device designed to control any PC game using natural hand movements, powered by our custom-built PC application.

- Immersive experience
- Customisable keypresses
- No platform restriction
- Play with any game

# WHAT DO WE PROVIDE ???

A perfect blend of Hardware - Software integration that works with any seamlessly  
works with any game you can think of



## Python

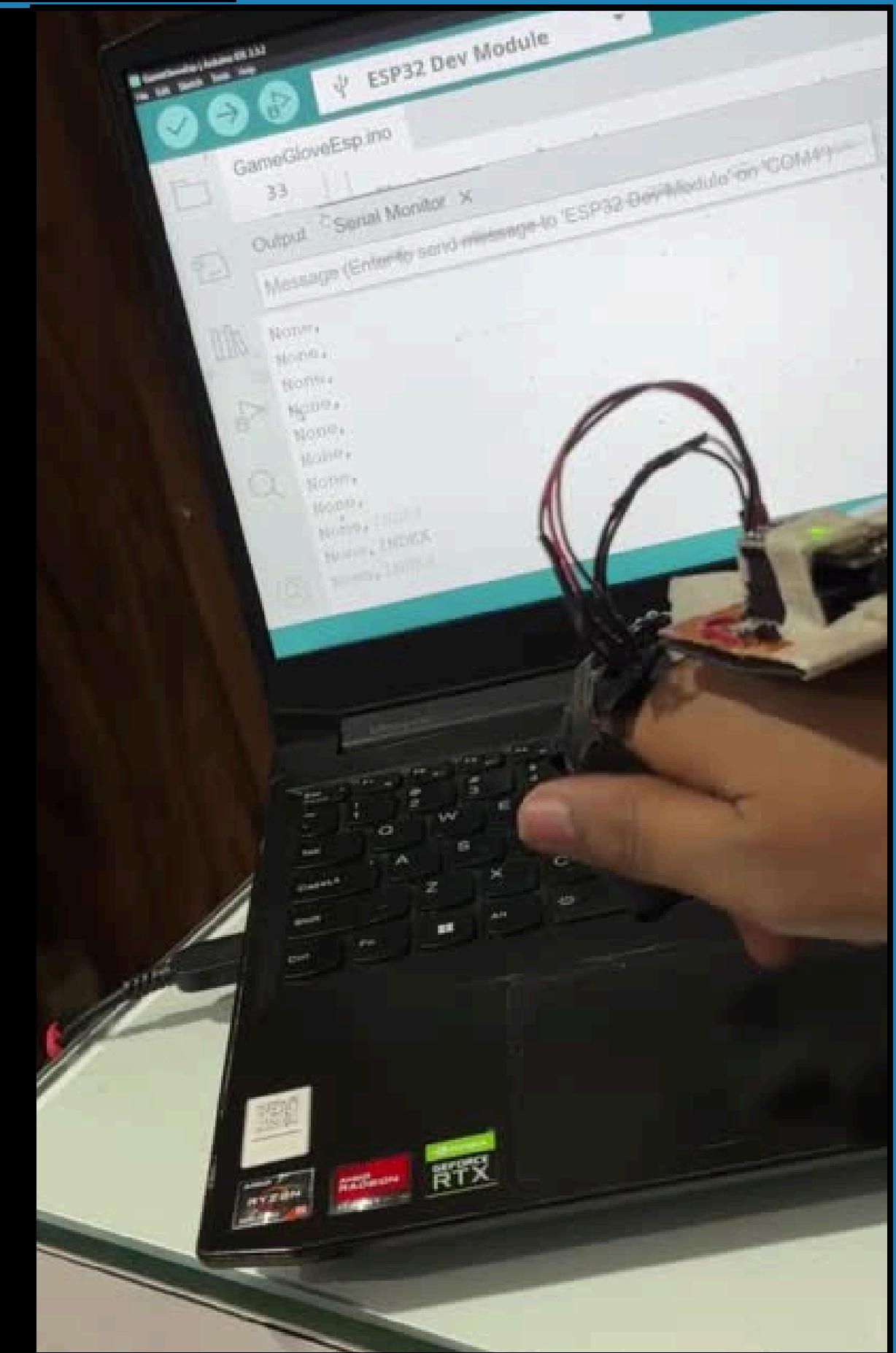
- (Tkinter)
- (Pygame)
- (Keyboard)

## ESP32

- Flex Sensor
- Touch Sensor
- MPU



# THE INITIAL TESTING RESULTS



User turns on  
the app and  
connects to our  
device

Selects the  
device in the  
app

user turns on  
controlling from  
the app

The app loads  
Keypress  
Combinations

ESP reads the  
gestures

# HOW IT WORKS

App presses  
the desired  
Key Combo

Send  
gesture to  
the Glove

Touch sensor  
on glove  
turned on?

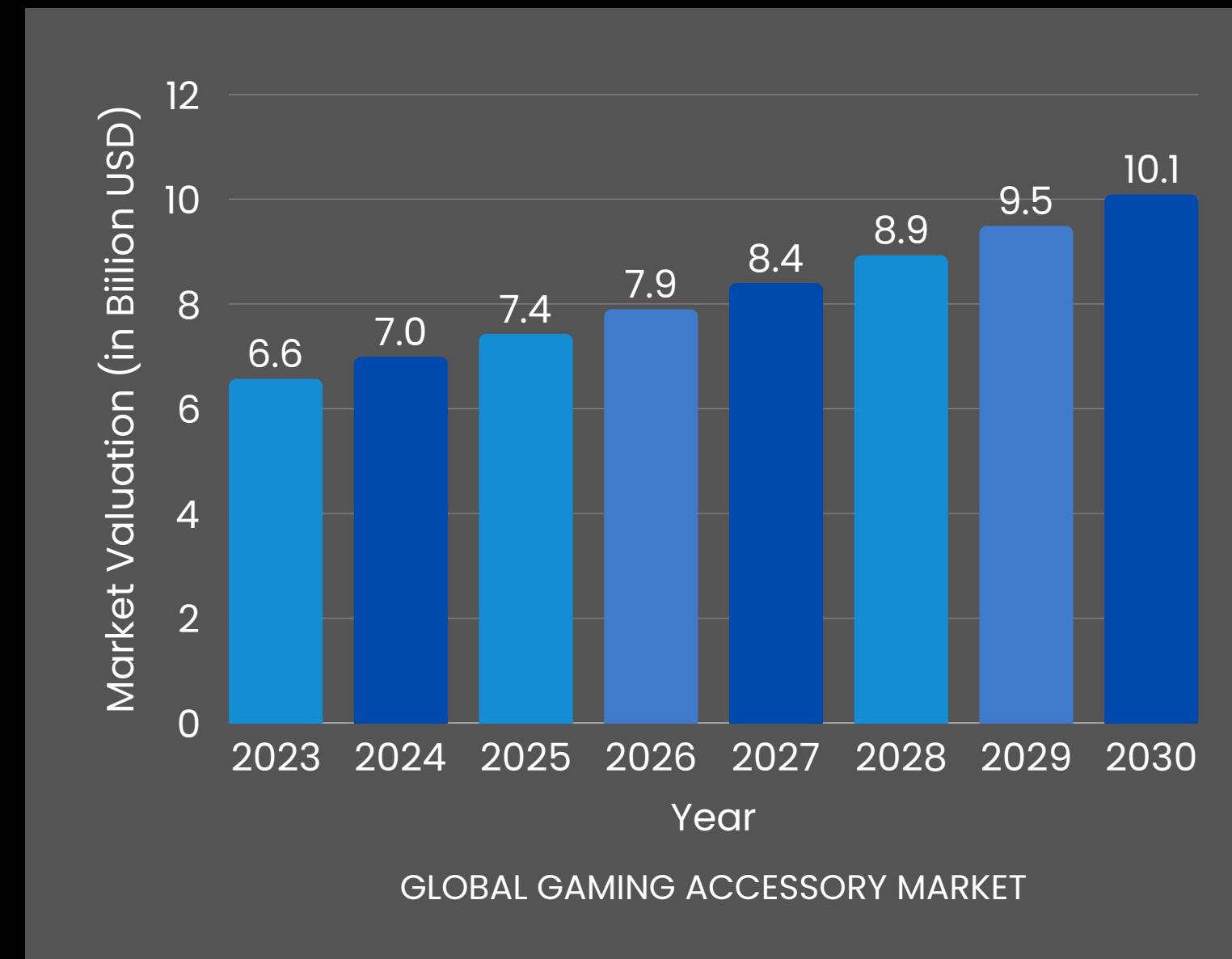
Yes

No

Continue  
Reading

END

# FUTURE SCOPE IN IMPLEMENTATION



**Market is expected to grow  
from  
6.9 Billion USD ( in 2024)  
to  
10.1 Billion USD ( in 2030)  
with  
6.7 % CAGR**

According to GrandViewResearch

