Real-lifeApplications:

Healthcare and Rehabilitation: Assists in rehabilitation exercises and remote patient monitoring, enabling hands-free interaction with medical software.

Gaming and Entertainment: Enhances immersive gaming experiences and innovative entertainment applications through gesture controlled interactions.

Education and Training: Provides interactive tools for educators and engaging learning experiences in educational settings .

Professional Environments: Offers hands-free control in presentations or specific work environments, increasing efficiency and : user engagement .

General Computing: Simplifies common computer operations for everyday users, creating a more intuitive and accessible.