Touchless Interface Research

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The Touchless Interface Research minor was supposed to be a project consisting of three weeks of research, and three weeks of development. However, soon after the start of the research we discovered that a different approach might be more suitable for our project. In this paper we explain why the original approach was not suitable enough, what our new proposal is, and why our proposal suits this project better.

Original Approach

The original approach defined in the slides of the minor describe a research periode of threek weeks, followed by three weeks of development. This approach does not fit well for our project, because our project is very experimental. Using touchless devices to control a computer is a very general purpose, and does not try to solve a particular problem. Therefore, it is very difficult to pin down a certain subject to focus research on.

New Approach

Our new approach is to develop a general purpose application that allows users to control the computer using a touchless interface. In our project, the LeapMotion device will act as our touchless interface. Before we start building this application, we will look into a little bit general research about controlling a computer using touchless interfaces. This will give us enough information about the subject to point us in the right direction.

By developing a general purpose application we want to allow the researcher in minor KB-81 to conduct experiments about the viability of touchless control of a computer or other technical devices.

Arguments

- Too broad
- Little on gestures
- Project in mind
- Why search for a problem?
- More effective: Research by trying