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Hand Gesture controlled Media Player

Abstract

It is undeniable that computers today can do a lot more complex tasks than the ones 10 years ago. Computers have been making and will continue to make our lives easier by doing the hard tasks. And, they are a medium of entertainment as well, we can watch movies, listen to music on our laptops and desktops. But however intelligent or useful a system may be, it should be usable. Intuitiveness and usability play a key role in determining how good a product would do in the market.

This project of mine is aimed at improving how we communicate with our computers. One of the most natural ways of communicating is gestures, of course after the speech. I plan to develop a gesture recognition system that would help in controlling a media player. Using this, we would have the ability to play, pause, forward, backward, increase and decrease the volume of the video playing using simple hand gestures.