As previously stated, this work is a continuation on the thesis by Tiago Susano Pinto\cite{pinto2015}. The goal of that work was the creation of a research tool that utilizes the shamanic interface concept, so empirical research can be performed with it.\\

The developed software realizes the shamanic interface concept through its cultural layer, which is responsible for generating a classifier through which the application will interchange gesture and command information. The cultural layer achieves this by storing relations between sequences of gestures, culture and meaning, and linking these to gesture models based on chosen culture. The models themselves follow a Hidden Markov Machine approach., which was made available through the Accord.NET Framework for supervised learning. As for the playable environment itself, it was built in Unity and it is controlled using a Leap Motion controller, which detects hand gestures.