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Section F

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Competitive Analysis

Due to the uniqueness of my project, there is really not much to talk about here. The main competition to my project would be the traditional way of entering produce at the supermarket. However, not only is the old method inefficient, but it is totally uncool. OpenCV is commonly used to recognize items based on size and RGB values, so my project is not too unique in that regard – however, tying the camera recognition along with total control with the Leap, and OCR from handwriting in the air, is something never done before. Looking specifically at Leap OCR: after countless scouring on the web, there were a total of two similar projects I found.

The first one is located here (<https://www.youtube.com/watch?v=OVcwFUyCW40>). It is a project by Mingyu Chen. The main drawback with this project is that it only recognizes a certain set of pre-programmed words. With my project, you can literally write anything, since it takes any alphanumerical input. One thing I do like about this person’s project, however, is the nice interface that shows what is being drawn currently, and the word that is being output. I plan on incorporating a similar screen in my project, one with a bit less screen space dedicated to what is being drawn, though, and more to the current sentence being written.

The only other similar project that I was able to find, which I actually can’t anymore (it was a study and YouTube video from some European university, but it seems to have been taken down…) was more similar to mine, using individual letter input to create a string. However, I remember that, besides writing letters, there was nothing else you could do – no interface, no options to undo or redo, punctuation, etc. He also had to place his hand on top of the Leap Motion for the letter to register, whereas with my project, you simply move your hand away and it will register after a set amount of time inactive.

Overall, there are not many similar projects to mine, so it is quite difficult to find ones to compare it to. However, I plan on making mine more user friendly than any of the few I have seen, with easier input, varying options, a nice graphical interface, and an interactive tutorial.