

Kristopher Reese, "Gaming Concepts in Accessible HCI for bare-hand Computer Interaction"

Abstract

Hand-Computer interactions are a frequently researched topic in the field of computer gaming. For this paper, we have developed a tool to show several of the techniques used in gaming research and describe how these techniques could be implemented in Human- Computing Interactions, especially for users with disabilities. A Bare-Hand tracking technique is used to track the location of the Hand in relation to a single web camera. This information is used to move an object on the computer, such as a Paddle in a computer game. The methods used and proposed offer an approach for Human-Computing Interaction with physically disabled users in mind.