

TITLE :	A Smart TV Interaction System Based on Hand Gesture Recognition by Using RGB-D Sensor	YEAR
		2013
KEY CONTRIBUTION		THEORY
Hand gesture recognition for smart TV application		High recognition rate and reasonable design logic to demonstrate a stable smart TV interaction system.
DEPENDENT VARIABLES		
<ul style="list-style-type: none">• Static Hand Gesture Recognition• Dynamic Hand Gesture Recognition• Finger Click Recognition• User Privilege Management		
INDEPENDENT (AND HYPOTHESES)		
Smart TV implementation		
METHODS		ANALYSIS
<ul style="list-style-type: none">• OpenNI hand tracking function• Histograms of oriented gradient• Adaboost training methods		<ul style="list-style-type: none">• Uses Kinect for video streaming• Set a gesture to wake up the monitor window• Operation process
FINDINGS		
Demonstration of proposed system by using MFC based multi-thread program. 4 modules for implementation: 1. COpenNI 2. Control Thread 3. Hand Gesture Recognition 4. Smart TV Interface		
FUTURE RECOMMENDATION/GAP	R E	Suitable for starting to get similar with human computer interaction.

No future recommendation suggested	M A R K S	
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