TITLE :	Smart presentation system using hand gestures and Indonesian speech command	YEAR
		2015

KEY CONTRIBUTION	THEORY
Provides user that allows to control presentations in a natural way by their body gestures and voice commands	simple system that can be use to control presentation by using hand gestures and also by using Indonesian speech recognition

DEPENDENT VARIABLES

- questionnaires to 30 persons to find the best accuracy for our system
- Distance and Accuracy of the system
- Delay of the system
- Time for Google Speech API to recognized

INDEPENDENT (AND HYPOTHESES)

Kinect hand gestures recognition by using Simple-OpenNI
Indonesian speech recognition by using Google Speech API.

METHODS	ANALYSIS
• recognize specific gesture using Simple-OpenNI and Processing • FingerTracker framework to track finger from depth images in real time • parsing the speech into Google Speech API using Python Speech Recognition package. • utilize Google's speech corpus which has a large number of languages including Indonesian.	• Hand gesture recognition is one of great importance for Human Computer Interaction (HCI) • Kinect device catch the hand gestures and microphone received audio signal from user

FINDINGS

- **Kinect can give high accuracies more than 90% in the distance between 100 cm until 300 cm**
- **The range less than 100 cm, FingerTracker face difficulty to track number of finger.**
- **system in front of class, it is better to use it in the distance around 250 cm with threshold 1700.**
- **the best holding time is 4 second**
- **the average time to recognize voice command is between 1.0898 sec to 1.4594 sec**
- **Will take longer time if in noisy room**

FUTURE RECOMMENDATION/GAP	**REMARKS**	**More implementation of Kinect**
To extend our Smart Presentation System by using more speech command and better 3D depth sensor		