Abstract

This paper presents the seed idea of how we can replace the traditional inputs for the games with new gestures. For this purpose we integrated the idea of image processing and the neural network. We took the example of simple game of tetris to visualize the system. Neural Network will lead us to more efficient and rapid handling as compared to currently available aids. With the simple human gesture i.e. hand movements people will able to enjoy the game playing
experience this concept can be simply adaptable to not only any games but also to many other application where the tradition input gesture can be replaced with the modern one.

References

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Index Terms

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