

# Gesture Recognition: Getting Rid of the Remote

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Gesture recognition is exciting new technology that lets a person control applications by using gestures or body movements instead of using a controller, remote or other device, simplifying the way that people interact with technology.

Gesture recognition made its debut at the end of 2010 with the introduction of the Kinect console for Xbox gaming applications. In its first month, Microsoft sold [2.5 million Kinect consoles](#) [1], a positive indicator to how people are responding to the technology. Many companies are looking into its possibilities and new gesture recognition applications beyond gaming are expected in the not-so-distant future.

Let me share an example of how gesture recognition works in a video game. As you make gestures or movements as part of a game, a sensor in the console on your TV uses infrared light to track your movements and creates a 3D image map that is fed back into the system.

Your own personal avatar becomes part of the virtual environment and responds seamlessly to body movements that you make. We've got a [gesture recognition 101 demo](#) [2] that walks through the process.

For example, [Dance Central](#) [3] has already become a popular game that uses the full potential of initial gesture recognition technology.

Another good example would be a person in a living room using a hand gesture in front of a TV to pull up a movie or a web site. PrimeSense has a great [movie trailer](#) [4] about how gesture recognition will impact the living room experience.

You can imagine the wide possibilities for new applications. In the future, my children's kids could be part a whole generation of people who have no need for a remote, keyboard or mouse.

In my next blog post, I will talk about the overall market for gesture recognition.

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### **Links:**

[1] <http://technorati.com/technology/gadgets/article/kinect-fastest-selling-gadget/>

[2] <http://jdsu.tv/different-view/flash/141>

[3] <http://www.dancecentral.com/>

[4] <http://jdsu.tv/different-view/loadVideo/6>