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Project Objective
Teach a computer program simple human movements using machine learning, then utilize that data to process human movement in real time, identifying specific gestures, actions, and intentions.

Approach
To generalize the gestures, we separate movement into the 8 Laban Effort Actions: Float, Dab, Slash, Wring, Punch, Glide, Flick, Press
1. Capturing raw data by using Microsoft KINECT
2. Pass the raw data into a feature extraction function.
3. Use the Naïve Bayes algorithms to classify the extracted features.
4. Validate each feature function as a classifier with clustering, improving the accuracy.

Questions
• What is the importance of classifying the human Action?
• What is the possible obstacle to predict the gestures?
• What is the real life application?