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GRAPHICS & MEDIA LAB

Kinect for Any Game Contest Project

Main Idea

Lots of games were developed before Kinect, but it is not the reason not to play them with Kinect. My project program makes all required things to achieve this. You just use your hands or voice to simulate keyboard buttons. Start my program and game at the same time and play!

Kinect for Any Game

How to start?

Just follow several steps which are described below.

Step 1. Connect Kinect to PC

Connect Kinect to PC with USB cable. Also do not forget to install all drivers.

Step 2. Start any game

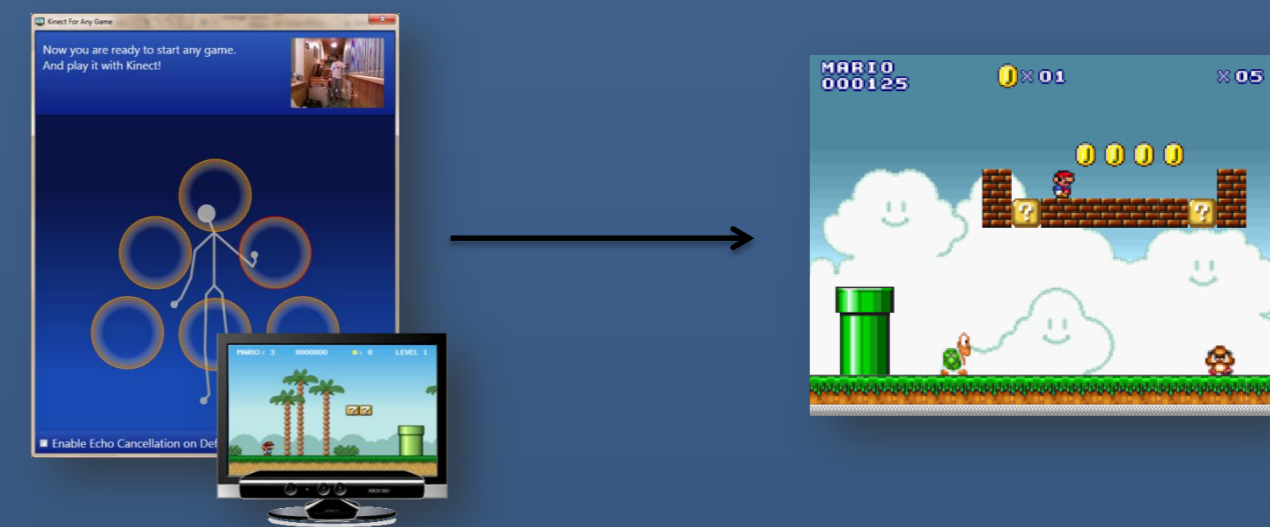Start any game you wish to play. Navigate to the main game process. Switch back to Desktop.

Step 3. Launch "Kinect for Any Game"

Start "Kinect for Any Game" program. The easiest way is to use a shortcut on Desktop.

Step 4. Focus back and play

Focus back to the window with started game. Now you can make all manipulations with your body.
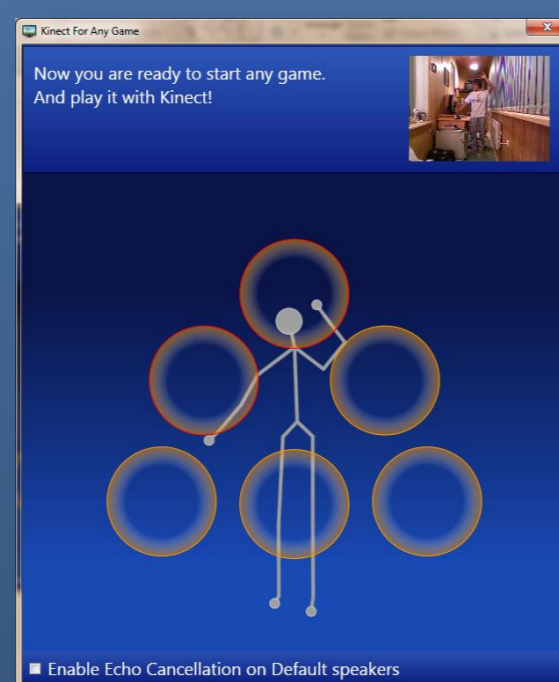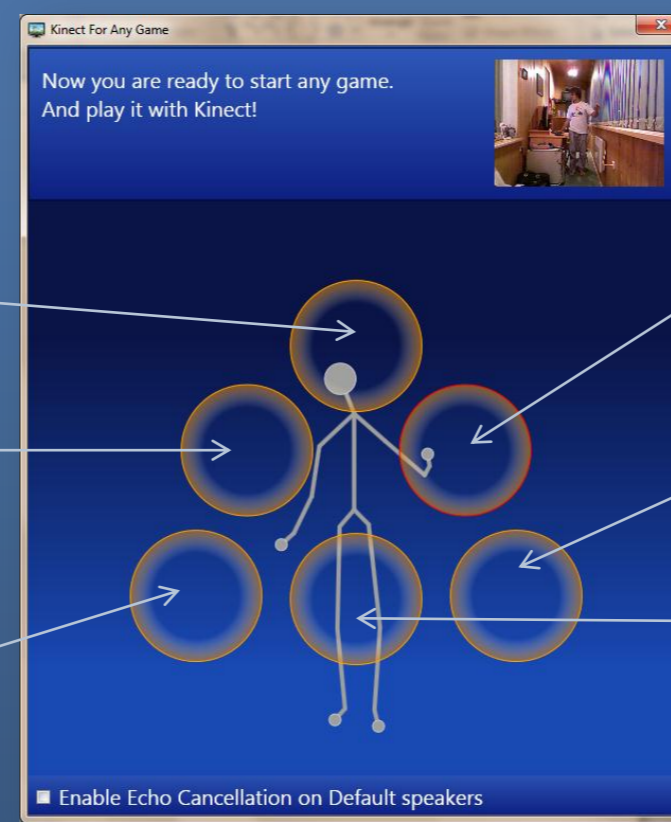
How to control?

Use your hands instead of keys!

With "Kinect for Any Game" you can use your hands instead of buttons on keyboard. Just touch the circle with left or right hand and it will simulate key press automatically.

Touch circles with hands

Touch several circles at once

Touched circles are red, untouched are orange

Up arrow

Left arrow

Button Z

Right arrow

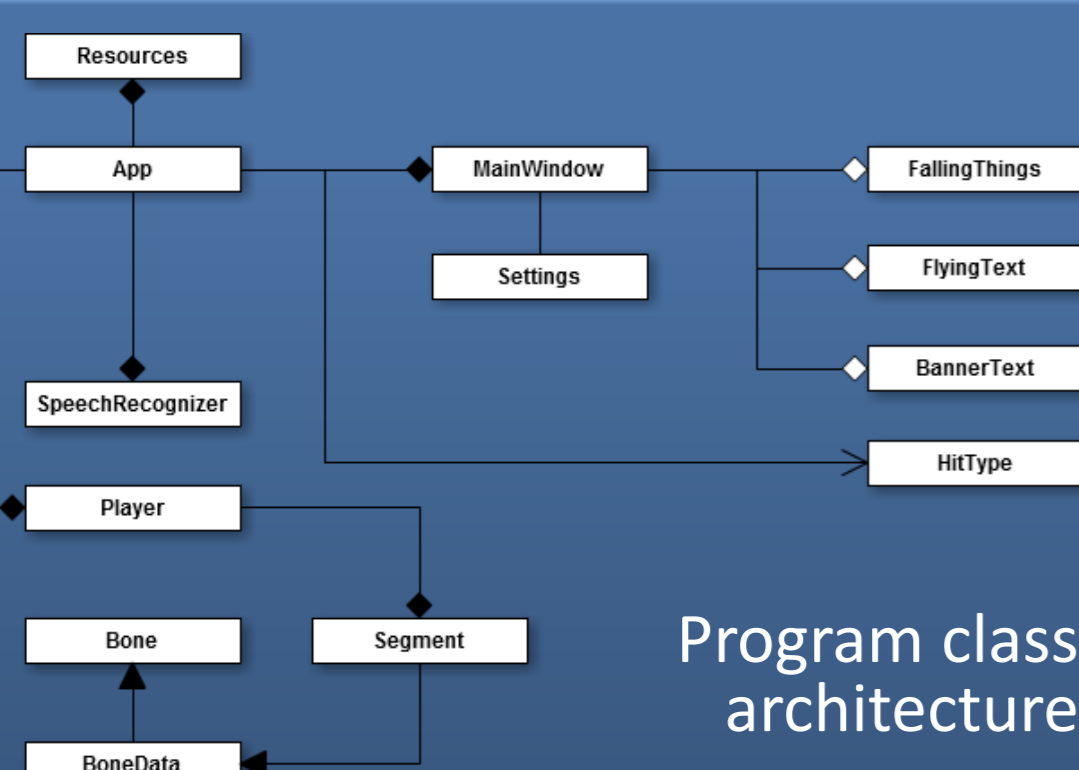Button A

Down arrow

Use your voice!

You can also use your voice to activate different actions. For example say "Jump" for jumping, "Pause" to press ESC and "Shoot" instead of space button.

Words you say are displayed on the screen

Jump

Echo Cancellation feature is also available

■ Enable Echo Cancellation on Default speakers

Resources

App

MainWindow

FallingThings

Settings

FlyingText

BannerText

SpeechRecognizer

HitType

Player

Bone

Segment

BoneData

Program class architecture

Details & Contacts

This program won Microsoft Research Computer Vision Contest 2012

Author of program is Maxim Pestun
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United Kingdom, Cambridge, 2012