

Integrated Head & Eye Tracking for GUI Control

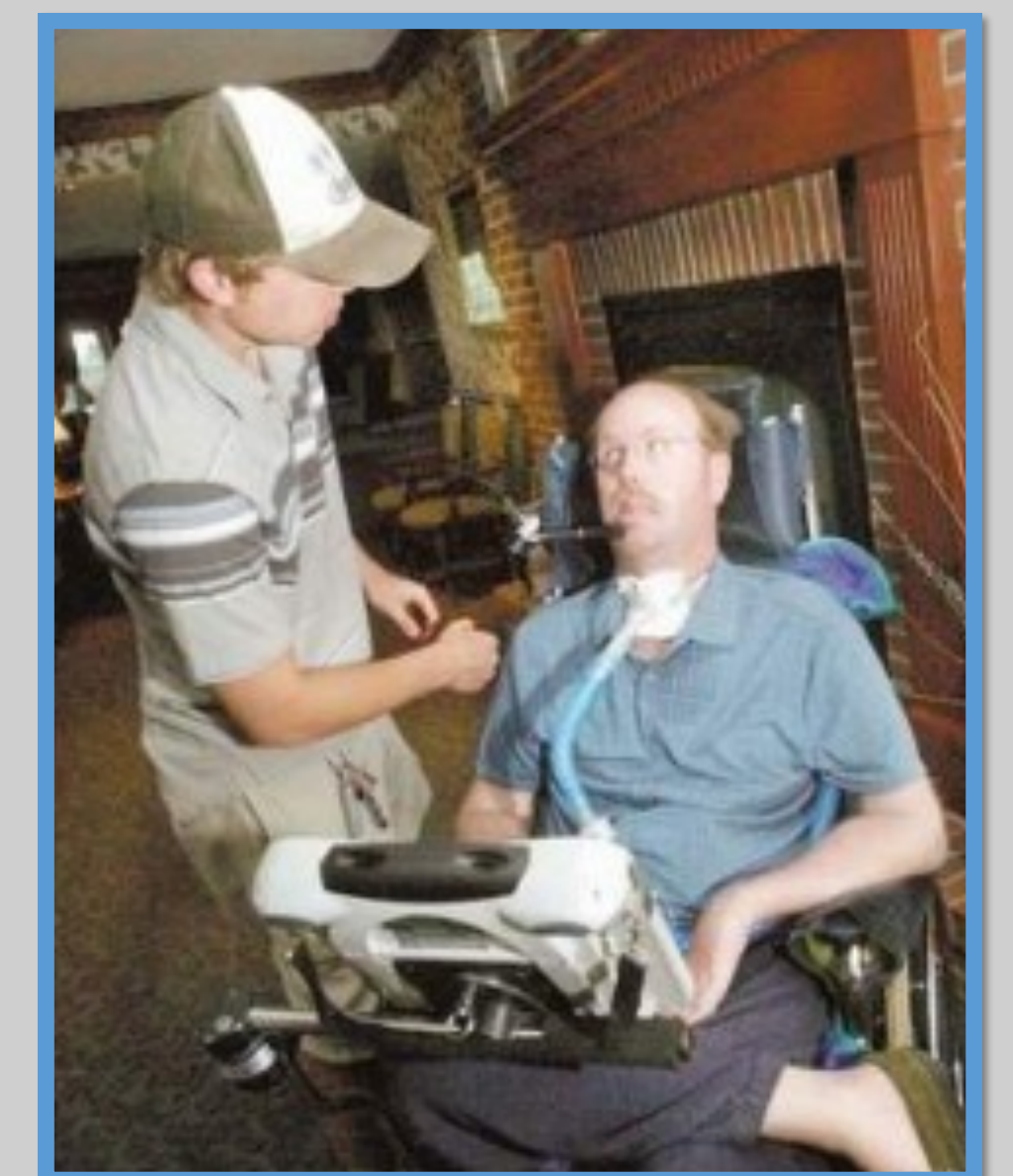


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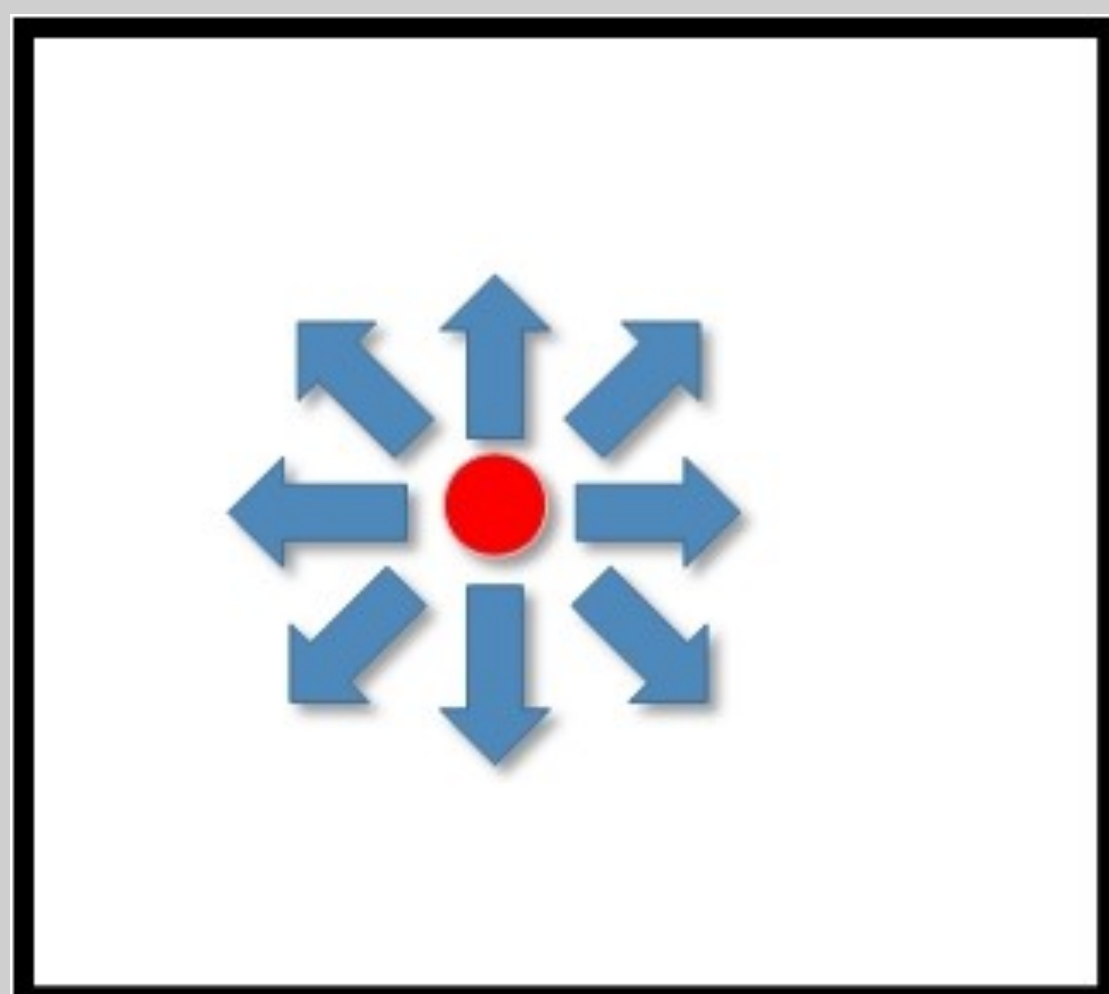
Problem Statement



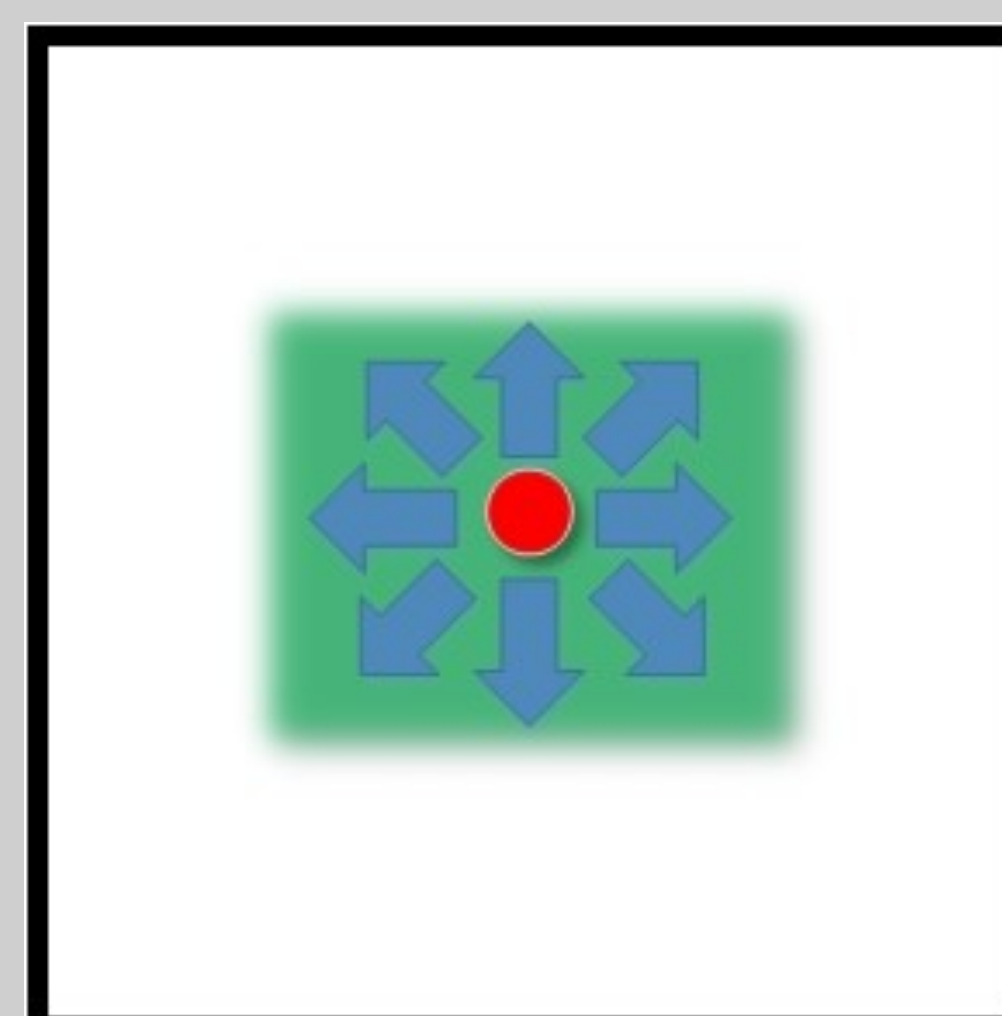
The purpose of this project is to assess the capabilities of the Intel RealSense camera. In order to gauge the abilities of the RealSense camera, the students assessed the technology's proficiency in head and eye tracking to help people with disabilities such as; ALS and spinal injuries, to be able to operate computer on a day to day basis.



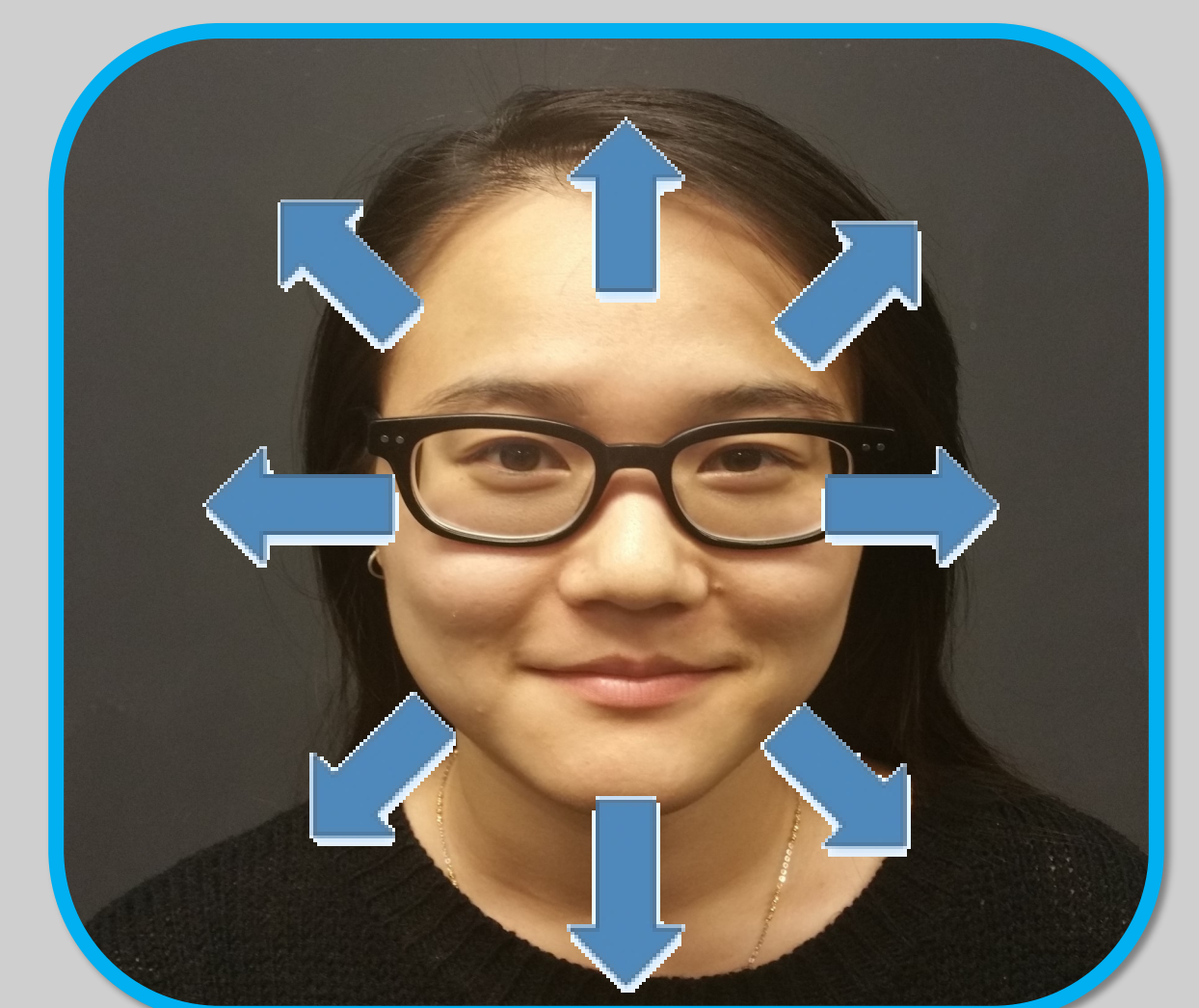
Approach



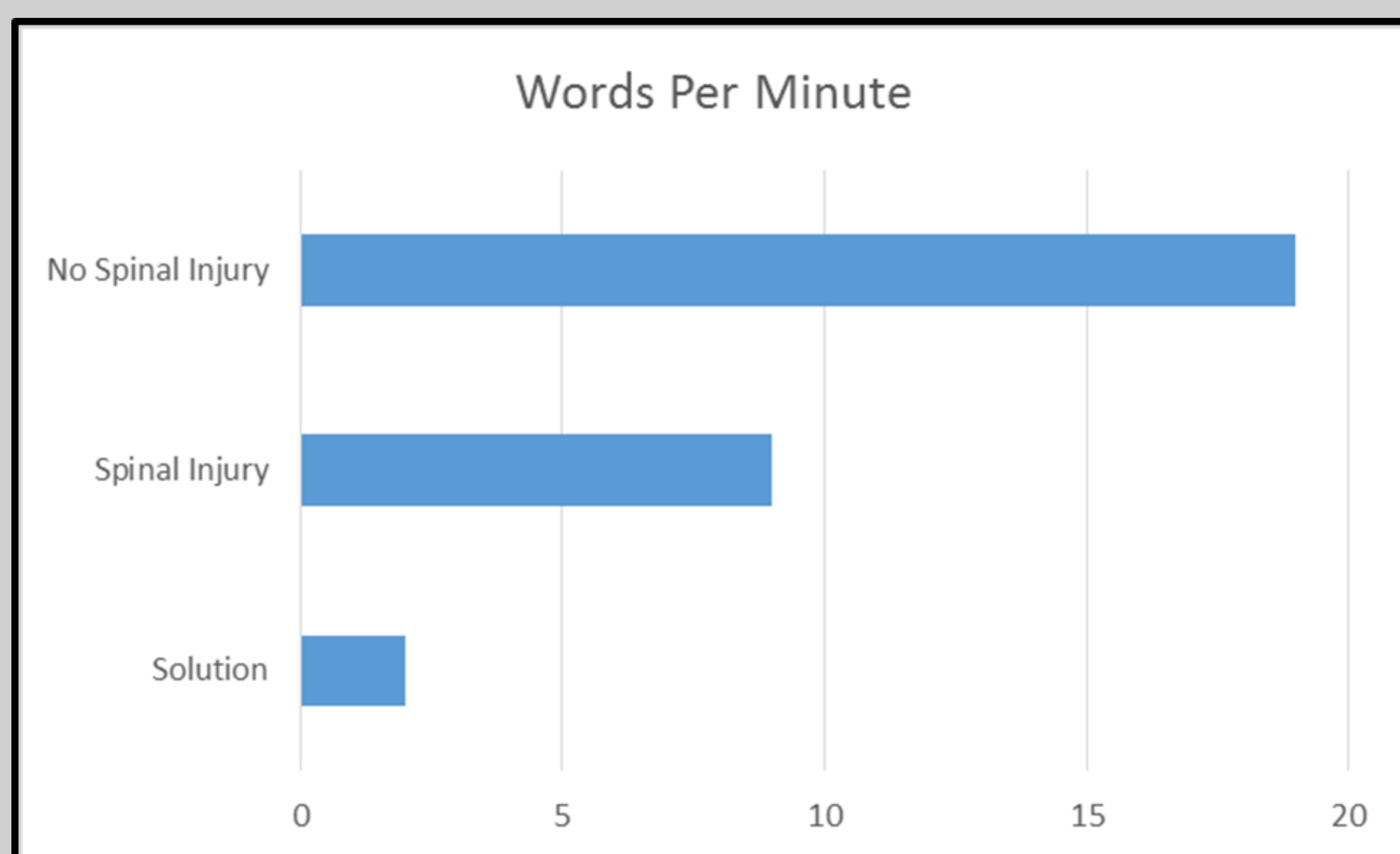
To use the solution, the user first moves his or her eyes to quickly maneuver the cursor along the screen



Once the user gaze is locked in fixed position, the user may then move his or her head within a window for more fine tuned control. Clicking is then done by blinking the left eye



Results



This graph shows the performance of our solution using the Intel Real Sense in terms of words per minute

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