4.2. Prototyping using Kinect

During prototyping, SDK Kinect libraries were used to facilitate access to the various activities of the agenda [7]. From the beginning, and throughout the execution of the system, gesture recognition can be used to access each of the categories and to interact with the application. Furthermore there are other functionalities. For example, in the song category, student will be informed after each practice if precise gestures need to be improved at certain part of the song. This helps both the parents and the teacher to see the student's progress in motor control.

We develop proof of concept for student's different needs, for example: deaf students have a difficult time to learn a new activity, so when a new activity is available, it will be indicated in sign language (by name, type of activity: song, dance, motor development, etc.). Student will be able to repeat as many times as need those gestures and movements, until he feel satisfied.

5. Conclusions and Future Work

We are currently working on the design of an interface that integrates the different components implemented and allows system tuning. To facilitate as much as possible the recognition of sign language, we continue adding agenda's activities to the Kinect platform design.

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