

### Intern Requirement

No. of students required	1
Preferred Discipline	<ul style="list-style-type: none"><li>• Computer Science]</li><li>• Information Systems</li></ul>
Prerequisites/ Skills Required	<ul style="list-style-type: none"><li>• .NET programming</li><li>• Experience with Kinect programming would be an added advantage</li></ul>

### Project Details

Title	Natural User Interface with Kinect
Overview/Background	<ul style="list-style-type: none"><li>• Microsoft released the Kinect for Windows SDK (beta), making gesture sensing interfaces more accessible to the average programmer</li><li>• Touch interfaces will eventually replace traditional interfaces (keyboard and mouse)</li><li>• Will touchless interfaces be the next stage of evolution?</li></ul>
Objectives/Scope/ Deliverables	<ul style="list-style-type: none"><li>• Evaluate ease of development on the Kinect for Windows SDK by developing a simple proof-of-concept project</li><li>• Explore possibility of enhancing existing software with Kinect gesture detection capabilities</li><li>• Evaluate other Kinect projects available on the Internet</li></ul>
Project Duration	2-4 months