Abstract:

The article provides a brief overview of human-computer interaction methods and systems, and the research made in this area. We have designed the architecture of the system and tested a method of controlling a computer using ultrasonic distance sensors. In the course of the experiment, the following problems have been solved: obtaining and processing data from several distance sensors, data transfer to gesture recognition algorithm, uncontrolled oscillations of sensor indicators. The suggested method of controlling a computer can be used in ubiquitous computing.

