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Enhancing Computer Accessibility for Disabled Users: A Kinect-Based Approach for Users with Motor Skills Disorder

(2015) *Proceedings - 2013 Taibah University International Conference on Advances in Information Technology for the Holy Quran and Its Sciences, NOORIC 2013*, art. no. 7277230, pp. 113-117. Cited 1 time.

Abstract
In this paper, we present an application as a solution to problems encountered when using PC's by users with motor skills impairment. This application utilizes the Microsoft Kinect Sensor and its Visual Studio SDK to write code that interacts with this novel device originally intended for gaming but now more and more popular with learning, multimedia and entertainment systems. Preliminary results from prototype testing show that the system is usable and has good potential. The intended initial domain of the application is teaching the Muslim holy book (Quran), although the ideas and application software can be adapted as a learning tool for students with disabilities in general. © 2015 IEEE.

2-s2.0-84964941422
Document Type: Conference Paper
Publication Stage: Final
Source: Scopus