

**Modern Education Society's
Wadia College of Engineering, Pune**

NAME OF STUDENT:	CLASS:
SEMESTER/YEAR:	ROLL NO:
DATE OF PERFORMANCE:	DATE OF SUBMISSION:
EXAMINED BY:	EXPERIMENT NO: 5

TITLE : PATTERN RECOGNITION FOR HAND GESTURE/ EMOTION RECOGNITION / CHARACTER RECOGNITION SYSTEM

PROBLEM STATEMENT: Pattern Recognition for various social/real time problems such as character, Hand-Gesture/Emotion recognition/Character Recognition System.

OBJECTIVES:

1. To understand Pattern Recognition used in HCI.
2. To understand Prediction Models and Cognitive Models

OUTCOMES:

1. Development of various pattern recognition
2. Handling Socio-organizational issues and Stakeholder Requirements.

PRE-REQUISITES:

1. Knowledge of diversified pattern recognition techniques
2. Knowledge of real-time problems.

APPARATUS:

THEORY:

Predictive analysis is used to incorporate ways to help incorporate improved means of having good interaction with HCI's. Predictive models includes following:

- a. Keystroke Level model
- b. Throughput
- c. Fitt's Law

QUESTIONS:

1. What are the differences and Similarities between Predictive Models and Cognitive Models?
2. Explain Overall Process required for Interaction between Human and Computer using Natural Language Processing.
3. Discuss Next Generation Interfaces such as Gesture Control used in Home Automation, Robots used in Daily Task Performance.
4. Write Short Note on Socio-Organizational Issues and Stakeholder Requirements and Heuristic Evaluation.

5. What is the role of Evaluation applied for Cognitive Models along with Users.

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