Abstract

The research incorporates Microsoft Visual Studio build the C # WPF project file development Kinect interactive educational games. With interactivity, immediacy of advantages Kinect to frame camera shot, combined with the virtual object software allows students to interact with the program and join the teaching curriculum content knowledge in an interactive game designed the game, hope children You can increase the interest in the program, and by the game to help students remember, links to past experience, understanding and long-term memory, to enhance children's interest in the curriculum and enhance students' learning ability, and thus achieve good learning results. We use Kinect write interactive gaming content main axle to convey simple ideas, simple relaxing game, let people know about the big play with a small axle shaft, the difference between time-consuming and laborious effort to save time, the game in which players must use to control the size of the different the axle to control ninja, break the balloon to score when the timer running start in the time taken to obtain more points to make the game competitive atmosphere, more players have the impression that memorable feeling. Introduction mainly divided several parts, there Kinect of hardware, software presentation, as well as leverage introduction, there Kinect software in addition to the hardware, the main way to detect the human skeleton is the depth of the image and use them for analysis, skeletal analysis is the most important approach to analyze the role of the skeleton have controlled, the last is the conclusion with thanks.