Kinect controlled game to improve space and depth perception

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ABSTRACT

Space perception is one of the most important skills of human life. Space perception is not a congenital faculty of human beings, but it evolves during the first few years of life. Experts are of the opinion that depth perception can be improved during the first 15-16 years of life. It is essential to perform in several occupation. We have developed virtual reality game with animations that were used by students to practice space perception tasks and to acquire better space perception. The game is controlled via Kinect sensor.