



LearnPose

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Abstract

Computer vision is a powerful tool that can allow for the estimation and analysis of human poses in video, however there do not seem to be many accessible solutions for learning how to do a specific action or movement. The objective of our project is to build an application that can record a user's performance of a certain action and compare it to another user or to a known standard video. The proposed project will allow for the use of either a laptop webcam or a Kinect camera to allow widespread use. This application will detect the position and speed of various joints in the body as the user performs a specific movement. It will then analyze the movement of these joints and compare it to another set of data of the same motion. This will allow the user to see where they can improve the form of their movement and also see where their movement can be improved.