**KiDGraD**

- Using Kinect to detect skeletons for Graph Drawing
- A gesture-based user interface for drawing graphs
- Recognizes specific body gestures using the Microsoft Kinect sensor
- Evaluated a prototype implementation with a preliminary user study

**Interface**

- Active command in black (Unlocked) or red (Locked)
- User image overlaid with skeleton in blue
- Gridded drawing area
- Reset button clears the drawing area.
- Sidebar

**Features**

- KiDGraD uses a Microsoft Kinect to recognize body positions and gestures
- Specific gestures correspond to selecting operations, adding or removing nodes, adding or removing edges, and selecting grid points.
- Users can select operations using gestures or voice commands.

**Add/Remove Node Functions**

- Step 1: Activate the command.
- Posture for “Add Node”
- Posture for “Remove Node”

**Add/Remove Edge Functions**

- Step 1: Activate the command.

  - Step 2: Choose the endpoints of the edge.

  - Posture for “Add Edge”
  - Posture for “Remove Edge”

  - Nodes are drawn in red.
  - Rotate the right hand around the target grid point twice.
  - The first selected endpoint flashes.
  - Edges are drawn in red.
  - Rotate the right hand around the target grid point twice.