



International Journal of Innovative Research in Science Engineering and Technology (IJIRSET)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)



Impact Factor: 8.699

Volume 14, Issue 4, April 2025

Human Hand Gesture based Virtual Mouse

Nilesh B. Ahire, Varunraje J. Jagtap, Trupti S. Magar, Sanika R. Mulay, Namdeo D. Kapale

Student, Department of Electronics and Computer, SRES'S Sanjivani College of Engineering, Kopergaon,
Maharashtra, India

Student, Department of Electronics and Computer, SRES'S Sanjivani College of Engineering, Kopergaon,
Maharashtra, India

Student, Department of Electronics and Computer, SRES'S Sanjivani College of Engineering, Kopergaon,
Maharashtra, India

Student, Department of Electronics and Computer, SRES'S Sanjivani College of Engineering, Kopergaon,
Maharashtra, India

Assistant Professor, Department of Electronics and Computer, SRES'S Sanjivani College of Engineering, Kopergaon,
Maharashtra, India

ABSTRACT: Hand gesture recognition has emerged as a promising technology for human-computer interaction (HCI). This paper presents a virtual mouse system controlled by hand gestures, leveraging computer vision and machine learning algorithms. The system captures real-time hand gestures using a camera and processes them through an AI algorithm to translate gestures into mouse commands. Built on the MediaPipe framework, the system eliminates the need for physical input devices, offering an alternative control mechanism for individuals with physical challenges. The proposed system demonstrates potential applications in enhancing user experience and accessibility in HCI. Experimental results show that the system achieves real-time gesture recognition with high accuracy, making it a viable solution for hands-free device control.

KEYWORDS: Hand gesture recognition, virtual mouse, computer vision, MediaPipe, human-computer interaction, machine learning.

I. INTRODUCTION

The rapid evolution of computer vision and machine learning has revolutionized human-computer interaction (HCI), paving the way for more intuitive and natural input methods. Traditional devices like keyboards and mice, while effective, often pose challenges for individuals with physical disabilities or those seeking hands-free interaction. Hand gesture recognition has emerged as a promising alternative, enabling users to control devices through simple, natural movements. This paper presents a hand gesture-based virtual mouse system that leverages computer vision and machine learning to translate hand gestures into mouse commands in real-time[1]. Built on the MediaPipe framework, the system eliminates the need for physical input devices, offering a seamless and accessible interaction method. The primary goal of this project is to enhance user experience and accessibility, particularly for individuals who face difficulties using traditional input devices. By capturing hand gestures via a standard camera and processing them through advanced algorithms, the system achieves high accuracy and responsiveness. This paper explores the system's design, implementation, and potential applications, demonstrating its viability as a hands-free control solution. The proposed system not only addresses current limitations in gesture recognition but also opens new possibilities for immersive HCI in areas like gaming, healthcare, and smart home automation[2].

II. LITERATURE SURVEY

The field of hand gesture recognition has advanced significantly, driven by the need for intuitive human-computer interaction (HCI). Early studies, such as Baldauf and Fröhlich (2009), used smartphone cameras for gesture recognition, demonstrating the feasibility of consumer-grade devices. Yeshe et al. (2016) explored gesture-based robot

control, highlighting its potential in industrial applications, though their system was limited to static environments. Kansal et al. (2014) employed data mining for palm gesture detection, emphasizing machine learning's role in achieving high accuracy, albeit with high computational demands [3]. The proposed system builds on these foundations by integrating the MediaPipe framework, which enables real-time hand tracking using standard webcams, offering a more accessible and efficient solution. Despite progress, challenges like gesture variability, lighting conditions, and real-time processing remain. The proposed virtual mouse system addresses these limitations, providing a robust, user-friendly interface for hands-free computer control. By leveraging MediaPipe, the system aims to enhance accessibility and usability, particularly for individuals with physical disabilities, while offering a scalable solution for various HCI applications. This work contributes to the ongoing evolution of gesture-based systems, bridging the gap between research and practical implementation [4].

III. REQUIREMENT ANALYSIS

A. Requirement Specifications-

1. Normal Requirements (NR): Fundamental requirements for basic functionality, such as a camera for capturing hand gestures and the use of the MediaPipe framework.
2. Expected Requirements (ER): Enhancements to the system's usability, such as real-time gesture processing and an intuitive user interface.
3. Exciting Requirements (XR): Advanced features like gesture customization and reliable performance under varying lighting conditions

B. Functional Requirements-

1. Capture real-time video input from a camera for hand gesture detection.
2. Process and identify static and dynamic hand gestures.
3. Translate recognized gestures into specific input commands for virtual mouse control.
4. Provide feedback to the user upon successful gesture recognition.

C. Non-Functional Requirements-

1. Process hand gestures with a response time of less than 100 milliseconds.
2. Operate reliably under various lighting conditions.
3. Have a user-friendly interface that is easy to navigate and configure.

D. System Requirements-

1. Hardware Requirements: RAM: 4 GB or higher, Hard Disk: 500 GB or more, Processor: Intel Core i5 or equivalent.
2. Software Requirements: Operating System: Windows 10, IDE: Visual Studio Code, Programming Language: Python 3.8 [5].

IV. SYSTEM MODEL

A. Process Model

The Incremental Model is chosen for this project, allowing for iterative development and delivery of functional components. This model divides the development process into smaller, manageable modules, enabling early delivery of core functionalities and incorporating user feedback in subsequent increments.

1) Incremental Model

The Incremental Model is well-suited for this project as it allows for iterative development and testing of individual functionalities like gesture detection, command translation, and user interface improvements [6].

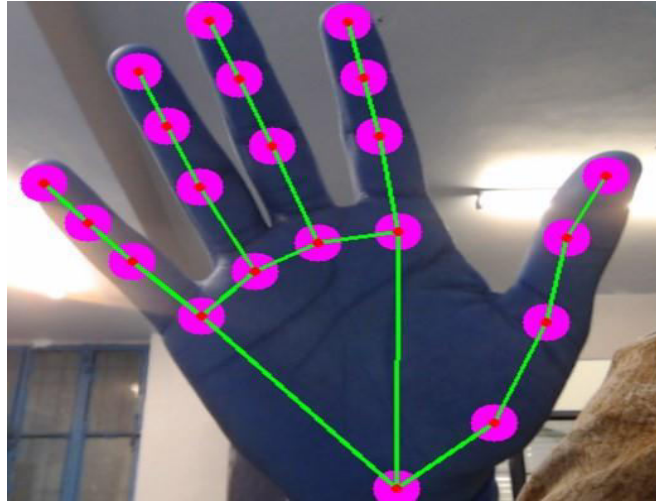


Figure 1: Incremental Model

B. System Breakdown Structure

The system is divided into the following modules:

1. User Module: Interacts with the system by showing hand gestures to the camera.
2. Admin Module: Configures system settings, monitors performance, and updates the system with new hand gesture data.

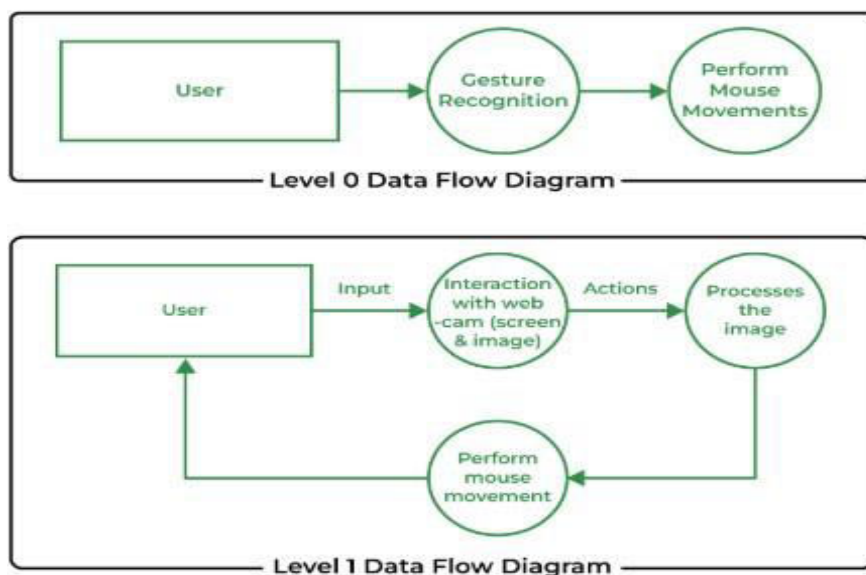


Figure 2: System Breakdown Structure

V. SYSTEM ANALYSIS

A. Analysis Modeling

The system is modeled using behavioral, functional, and architectural modeling techniques. Behavioral modeling includes use case diagrams, sequence diagrams, and state chart diagrams. Functional modeling is represented using data flow diagrams, while architectural modeling is depicted using component and deployment diagrams [7].

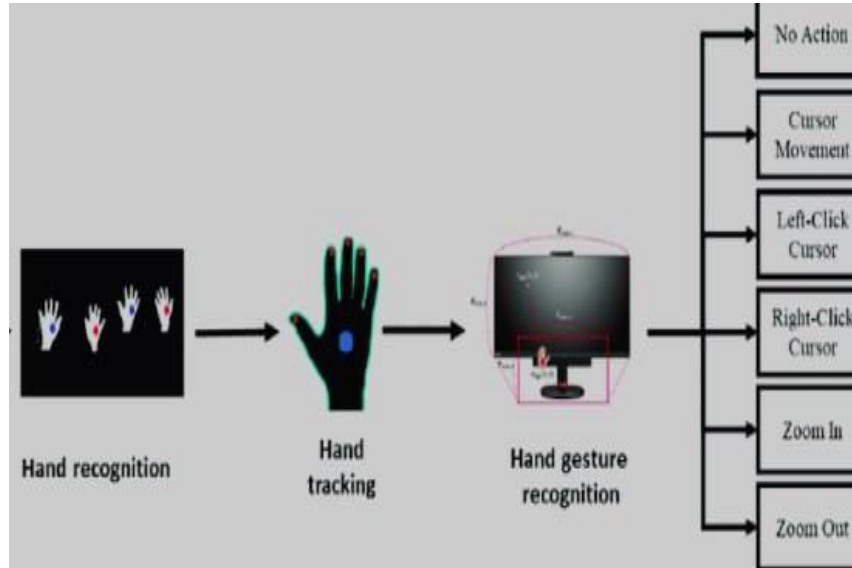


Figure 3: Use Case Diagram

- B. The project is divided into several tasks, including hand gesture recognition system design, data collection, preprocessing, and real-time testing [8]. The project schedule is outlined in Table I.

Task	Days	Dependencies	Developer Assigned
T1	5	-	D1,D2,D3,D4
T2	7	T1	D1,D2,D3,D4
T3	3	T2	D1,D2,D3,D4
T4	6	T1, T2,T3	D1,D2,D3,D4
T5	3	T2	D1,D2,D3,D4
T6	8	T3,T4	D1,D2,D3,D4
T7	9	T6	D1,D2,D3,D4
T8	5	-	D1,D2,D3,D4
T9	4	T5	D1,D2,D3,D4
T10	3	-	D1,D2,D3,D4
T11	3	-	D1,D2,D3,D4
T12	4	T7, T8, T9	D1,D2,D3,D4
T13	5	T11	D1,D2,D3,D4
T14	6	T8	D1,D2,D3,D4
T15	14	T7,T8	D1,D2,D3,D4
T16	14	T14	D1,D2,D3,D4
T17	12	T15	D1,D2,D3,D4
T18	20	-	D1,D2,D3,D4
T19	15	T17	D1,D2,D3,D4
T20	15	T18	D1,D2,D3,D4
T21	7	T18, T19	D1,D2,D3,D4
T22	4	T15,T19,T21	D1,D2,D3,D4
Total	172		

Table I: Project Task Table

VI. RISK MANAGEMENT

A. Risk Identification

Several risks were identified during the project, including:

- 1.Product Size Risk: The system may become too large and difficult to manage.
2. Business Impact Risk: The system may not meet business expectations, leading to economic losses.
- 3.Technical Risk: Lack of database stability and module integration issues [9].

B. Risk Mitigation Strategies

Strategies to mitigate these risks include:

1. Regular follow-up of the project plan.
2. Thorough testing of each module.
3. Ensuring proper training for developers [10].

Risk	Category	Probability	Impact	Plan
R1	Product Size Risk	More	High	S1,S3,S4
R2	Product Size Risk	Less	Less	S4,S6,S1
R3	Business Impact Risk	More	High	S2
R4	Business Impact Risk	More	High	S4
R5	Customer Related Risk	More	High	S11,S12,S13
R6	Customer Related Risk	More	Less	S11,S12,S13
R7	Process Risk	More	High	S14
R8	Process Risk	More	High	S14
R9	Technical Risk	Less	High	S1,S6
R10	Technical Risk	More	High	S7
R11	Development Environment Related Risk	Less	Less	S4,S5,S7,S8
R12	Product Size Risk	More	High	S9,S10

Table II: Risk Management Table

VII. TECHNICAL SPECIFICATIONS

A. Software Requirements

1. Operating System: Windows 10 or higher.
2. IDE: Visual Studio Code.
3. Programming Language: Python 3.x.

B. Hardware Requirements

- 1.Hard Disk: 120 GB.
- 2.RAM: 2 GB.
- 3.Processor: Intel Core i5 9th Gen.

VIII. APPLICATIONS OF THE PROJECT

The proposed system has several applications, including:

1. Hands-free device control for individuals with physical disabilities.
2. Gesture-based virtual mouse for seamless human-computer interaction.
3. Integration with AR/VR systems for immersive experiences.

4. Smart home device control using hand gestures [11].

XI. CONCLUSION

The hand gesture-based virtual mouse system, built on the MediaPipe framework, represents a significant advancement in human-computer interaction (HCI). By leveraging computer vision and machine learning, the system enables real-time, accurate hand gesture recognition, offering a natural and intuitive alternative to traditional input devices like keyboards and mice. This innovation is particularly beneficial for individuals with physical disabilities, providing a hands-free solution that enhances accessibility and inclusivity. The system's ability to operate under varying lighting conditions and its low latency make it practical for diverse applications, including healthcare, AR/VR, gaming, and smart home control. Its user-friendly interface and customizable gestures ensure ease of use for a wide range of users. While the current implementation shows promising results, future work can focus on improving accuracy through advanced machine learning models, integrating depth cameras for better precision, and addressing security and privacy concerns. This system exemplifies the transformative potential of gesture-based technology in creating more natural and accessible HCI solutions. As technology evolves, such systems will play a crucial role in shaping a more inclusive and interactive digital future, bridging the gap between humans and machines [12].

X. FUTURE SCOPE

Future work includes:

1. Improving gesture recognition accuracy using deeper machine learning models.
2. Integration with depth cameras and wearable devices for enhanced precision.
3. Implementation in healthcare facilities to enable touchless interaction.
4. Exploration of security and privacy measures to safeguard user data.
5. Designing systems for individuals with physical disabilities* to enhance accessibility.

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