A Kinect-based interactive system

Kinect is a line of motion sensing input devices by Microsoft for Xbox 360 and Xbox One video game consoles and Windows PCs. Based around a webcam-style add-on peripheral, it enables users to control and interact with their console/computer without the need for a game controller, through a natural user interface using gestures and spoken commands.

In this project, you have to develop an interactive system based on Kinect. The system can be a game based on body movement, gesture recognition, or facial expression. The game involves one or more players. Other than developing a game, you may also implement other types of interactive systems as you like, such as a software for navigating files stored in the computer.

The following link provides some examples for Kinect development:

http://www.cnblogs.com/yangecnu/category/373950.html