NANYANG TECHNOLOGICAL UNIVERSITY SINGAPORE

School of Computer Science and Engineering
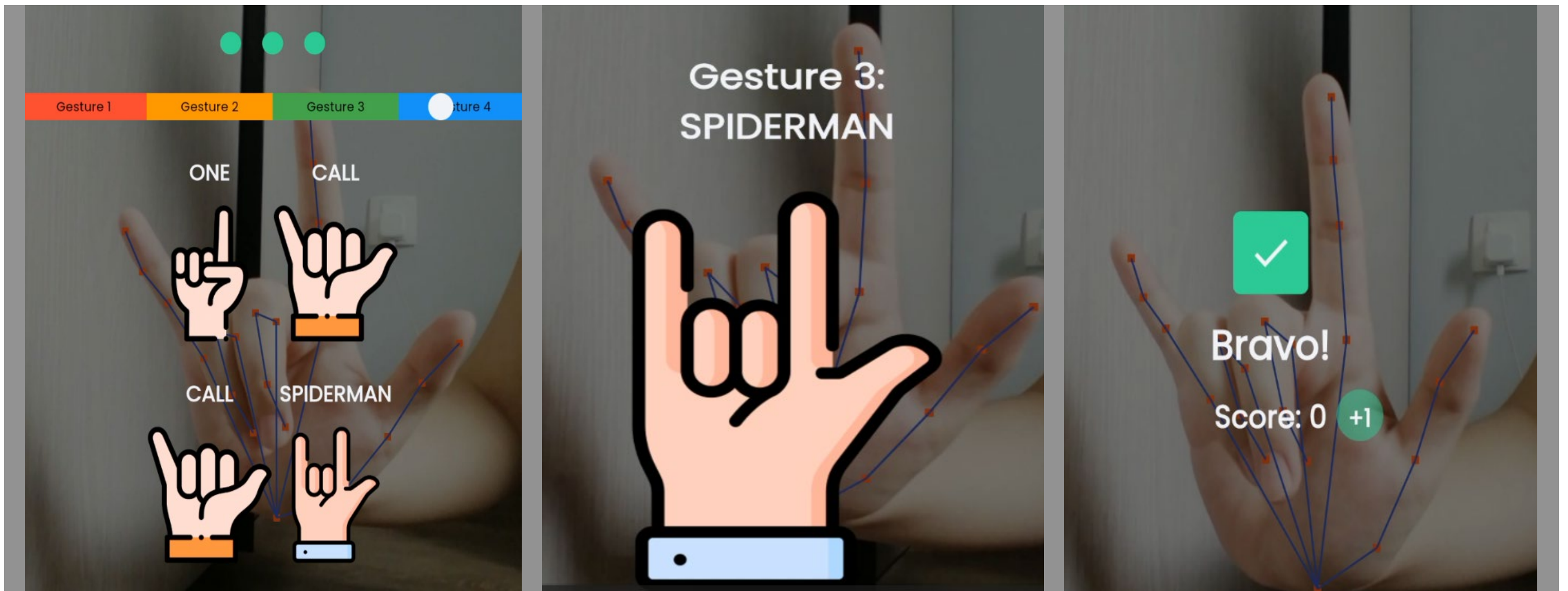College of Engineering

Smartphone-based memory
training game using physical gestures

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Project Objectives:

The project aims to develop a memory game application centered around gesturing, with a focus on gamifying memory training and enhancing user engagement. The game will incorporate visual, auditory cues and hand gestures to reinforce memory recall through multiple senses, thereby providing a more comprehensive and effective cognitive exercise.
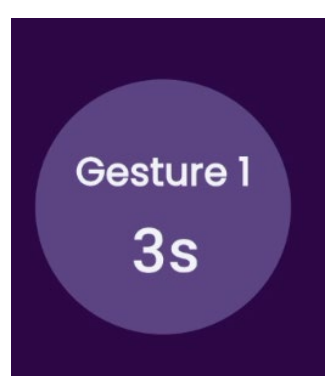
Gesture Build-Up Game:

memorize a gradually increasing sequence of gestures

How to Play

1. A new gesture appears in each round and is added to the sequence. Memorize the gesture before it disappears.

2. Repeat the sequence of gestures in the right order, starting from the first one. Quickly replicate each gesture before time runs out.

Gesture Rhythm Game:

memorize a fixed sequence of gestures and replicate it in sync with the beat

How to Play

1. In each round, listen to the rhythm and memorize the sequence of 4 gestures

2. Repeat the sequence correctly according to the rhythm.

3. Rhythm will get faster after every 3 rounds.