

DAFTAR PUSTAKA

- Ananta, T. (2016) *Manifesto Kelas Cendekia*. [Online]. 2016. Available from: <https://rc.wg.ugm.ac.id/index.php/manifesto/> [Accessed: 27 March 2018].
- Bo, N.B., Hese, P. Van, Cauwelaert, D. Van, Veelaert, P. and Philips, W. (2011) *Detection of a Hand-Raising Gesture by Locating the Arm*. [Online] 976–980. Available from: doi:10.1109/ROBIO.2011.6181414.
- Chiang, C., Tsai, C. and Lee, G.C. (2013) *Vision-based Raising Hand Detection in Classroom*. [Online] 61–64. Available from: <http://www.mva-org.jp/Proceedings/2013USB/papers/04-07.pdf>.
- Dhali, S. (2015) *Vision based gesture recognition with Kinect sensor*. [Online] 1–21. Available from: <https://www.overleaf.com/articles/vision-based-gesture-recognition-with-kinect-sensor/zdyqxbggxfns.pdf>.
- Elgendi, M., Picon, F. and Magnenat-thalmann, N. (2012) Real-Time Speed Detection of Hand Gesture using Kinect. In: *the 25th Annual Conference on Computer Animation and Social Agents (CASA 2012)*. [Online]. 2012 Singapore. Available from: https://www.researchgate.net/publication/232906261_Real-Time_Speed_Detection_of_Hand_Gesture_using_Kinect.
- Fuad, M., Teknik, F., Trunojoyo, U., Telang, R. and Box, P.O. (2014) *Pengenalan Gestur Semaphore Menggunakan Sensor Kinect*. [Online] 266–270. Available from: [https://informatika.uc.ac.id/wp-content/uploads/2017/11/snapti-2015/\(266-270\) Muhammad Fuad - Pengenalan Gestur Semaphore Menggunakan Sensor Kinect.pdf](https://informatika.uc.ac.id/wp-content/uploads/2017/11/snapti-2015/(266-270) Muhammad Fuad - Pengenalan Gestur Semaphore Menggunakan Sensor Kinect.pdf).
- Hariharan, B., Padmini, S. and Gopalakrishnan, U. (2014) *Gesture Recognition Using Kinect in a Virtual Classroom Environment*. 118–124.
- Hassan, A.A. and Basah, S.N. (2016) *GESTURE-BASED REMOTE-CONTROL SYSTEM USING COORDINATE FEATURES*. [Online] 11 (8), 4979–4986. Available from: https://www.researchgate.net/publication/303127129_Gesture-based_remote-control_system_using_coordinate_features.
- Hwang, S.J., Na, J.P., Park, S.J. and Baek, J.H. (2015) *Ada-Boost based Gesture Recognition using Time Interval Window*. [Online] (Eame), 339–341. Available from: https://www.atlantispress.com/php/download_paper.php?id=22306.
- Intan, R. and Kunci, K. (2015) *Pendeteksian Gerak Menggunakan Sensor Kinect for Windows*.

- Jais, H.M., Mahayuddin, Z.R. and Arshad, H. (2015) *A Review on Gesture Recognition Using Kinect*. 594–599.
- Jing, P. and Ye-peng, G. (2013) *Human-computer Interaction using Pointing Gesture based on an Adaptive Virtual Touch Screen*. 6 (4), 81–92.
- Lai, Z., Yao, Z., Wang, C., Liang, H., Chen, H. and Xia, W. (2016) *Fingertips Detection and Hand Gesture Recognition Based on Discrete Curve Evolution with a Kinect Sensor*.
- Liu, F., Du, B., Wang, Q., Wang, Y. and Zeng, W. (2017) *Hand Gesture Recognition Using Kinect via Deterministic Learning*. 2127–2132.
- Magdeburg, O., Magdeburg, D.-, Germany, P.O.B., Saeed, A. and De, A.A. (2015) *BOOSTED HUMAN HEAD POSE ESTIMATION USING KINECT CAMERA* Anwar Saeed , and Ayoub Al-Hamadi Institute for Information Technology and Communications (IIKT). 1752–1756.
- Mihail, R.P., Jacobs, N. and Goldsmith, J. (2012) *Static Hand Gesture Recognition with 2 Kinect Sensors*. [Online] Available from: <https://www.semanticscholar.org/paper/Static-Hand-Gesture-Recognition-with-2-Kinect-Mihail-Jacobs/113926e98b3accbb1ba71974da1bed74155b5b99>.
- Pal, D.H. (2016) *Dynamic Hand Gesture Recognition Using Kinect Sensor*. 448–453.
- Schapire, R.E. (1999) A Brief Introduction to Boosting Analyzing the training error. In *Proceedings of the 16th International Joint Conference on Artificial Intelligence - Volume 2*. Volume 21401–1406.
- Shotton, J. and Sharp, T. (2011) *Real-Time Human Pose Recognition in Parts from Single Depth Images*. [Online] Available from: doi:10.1109/CVPR.2011.5995316.
- Valencia, U.P.D.E., Politecnica, E. and Gandia, S.D.E. (2016) *Gesture recognition using a depth sensor and machine learning techniques*. [Online] Available from: [https://riunet.upv.es/bitstream/handle/10251/77950/BALLESTER - Detecci%C3%B3n de gestos usando una c%C3%A1mara de profundidad y t%C3%A9cnicas de aprendizaje de m%C3%A1quina de aprendizaje.pdf?sequence=1](https://riunet.upv.es/bitstream/handle/10251/77950/BALLESTER%20-%20Detecci%C3%B3n%20de%20gestos%20usando%20una%20c%C3%A1mara%20de%20profundidad%20y%20t%C3%A9cnicas%20de%20aprendizaje%20de%20m%C3%A1quina%20de%20aprendizaje.pdf?sequence=1).
- Wang, C. and Wang, K. (2007) *Hand Posture Recognition Using Adaboost with SIFT for Human Robot Interaction*. [Online] 1–14. Available from: doi:10.1007/978-3-540-76729-9_25.
- Wardhany, V.A. and Hendrick, M. (2015) *Smart Presentation System using Hand Gestures and Indonesian Speech Command*. 68–72.
- Wei, F., Chou, S. and Lin, C. (2008) *A Region-Based Object Tracking Scheme Using Adaboost-based Feature Selection*. 2753–2756.

Weiser, M. (1991) *The Computer for the 21st Century*.

Wijayanto, I. and Susatio, E. (2017) *IDENTIFIKASI PERGERAKAN DASAR PADA GAME UNTUK PENGEMBANGAN GESTURE RECOGNITION BERBASIS KINECT* *Identification of Basic Movement on The Game for A Gesture Recognition Based on Kinect*. [Online] 4 (2), 1988–1995. Available from:
<http://libraryproceeding.telkomuniversity.ac.id/index.php/engineering/article/view/593>.

Yao, Y. and Science, C. (2017) *Vision-Based Classification of Social Gestures in Videochat Sessions*. [Online] (Figure 1), 2–4. Available from:
https://www.researchgate.net/publication/318337189_Vision-Based_Classification_of_Social_Gestures_in_Videochat_Sessions.