

EYE GAZE MOVEMENT AS REMOTE

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Specially dedicated to

My beloved grandmother, mother and father
(Muhammad Haziq Tanveer)

My beloved grandmother, mother and father
(Hamza Ahmed)

My beloved grandmother, mother and father
(Irfan Ahmed)

My beloved grandmother, mother and father
(Adeel Ahmed Awan)

My beloved grandmother, mother and father
(Sana Nadeem)

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EYE GAZE MOVEMENT AS REMOTE

ABSTRACT

Every year most of people are losing their body part because of different sort of accidents, due to which they get into disability and they can't be able to perform different activities by themselves. Usually disable people need someone to pull them off from one position to another so that they can work accordingly. Most of people who have so many skills to do but they are not even able to do any of work due to disability. There are so many people who are getting depression due to disability and have been fighting to get out of this for so long. There should have some sort of solution for these disable people and Eye gaze Movement as Remote is basically providing way to control applications using eye gaze. We can measure the eye movement activity using eye tracking technology. Eye tracking gives us information about where do we look, what is ignored and how the pupil reacts to different stimuli. The eye tracking concept is basic but its process and interpretation can be very diverse and complex. The objective of this project is to remove the disability so that people can perform their task like a normal person and Eye gaze is providing a way to disable people to perform different task using their eyes movement. This report explores unique technique used for the recognition of pupil. Different stages involving image processing like the pre-processing stage, face recognition and feature extraction. Finally, this eye detection system will be implemented and written in the language called "Python". One can analyze, visualize and interpret this information with the help of software.

For further success in this idea we have integrated our software with robotics car and moved it by using these movements and interactions.

TABLE OF CONTENTS

	DECLARATION	2
	APPROVAL FOR SUBMISSION	3
	ACKNOWLEDGEMENTS	7
	ABSTRACT	8
	TABLE OF CONTENTS	9
	LIST OF FIGURES	10
	CHAPTER	
1	INTRODUCTION	11
	1.1 Background	11
	1.2 Problem Statements	11
	1.3 Aims and Objectives	12
	1.4 Scope of Project	13
2	LITERATURE REVIEW	14
	2.1 Voice Recognition	14
	2.2 Gesture Recognition	14
	2.3 Brain Computer Interface	15
	2.4 Eye Gaze Movement	15
3	DESIGN AND METHODOLOGY	17
	3.1 Hardware And Software	17
	3.1.1 Ardiono UNO	18
	3.1.2 Bluetooth connection HC 05	19
	3.2 Implementation	23
4	OUTCOMES	24
5	CONCLUSION & RECOMMANDATION	27
4	REFERENCES	28