

ABSTRACT

At the end of this project will make plugin on construct 2 additional, Usefulness plugin this is to add input device addition to construct 2. Input device added is Intel RealSense 3D Camera, this camera can read gesture and then made game controller on existing games. Games to be implemented are already available, Games is made using construct 2. Games will be played using gesture, Because Intel RealSense 3D Camera can read gestures. After plugin developed will be made using construct 2. Then be integrated with Intel RealSense 3D Camera as gaming controller. After be integrated will be conducted the trial the use of, a test performed with playing games. A test of the success of the show integration of games using construct 2 with Intel RealSense 3D Camera successfully connected. Games can be controlled using Intel RealSense 3D Camera, then produce some method of the implementation of the use of games. By the experiment try not all motion of the hand can be responded to in games, Only gesture thum_up, thumb_down, spreadfingers, v_sign, two_fingers_pinch_open.

Keywords: plugin, hand gesture, games, game controller.