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Although positive effects arecan be achieved by continuously performing preventive care and other health activities care activities, performing the same activities every daydaily can because a mental strain. Therefore, research has been performed conducted on maintaining the motivation of users and encouraging them to use exercise systems by incorporating games wherein the users can perform voluntary activities. On the other hand, t The Kinect system developed by Microsoft is able to recognize people's postures a person's posture and the three-dimensional coordinates of their joints, and work has been done to-research and develop development of systems that use a Kinect to measure hand and foot movements for rehabilitation purposes- has been conducted. Since Because the Kinect can detect real-world human postures, it can also be used to recognize antagonistic exercises. Recently, several Kinect-based commercial rehabilitation systems have been developed. Formerly, wWe previously designed and developed a prototype lower-limb chair exercise support system usingthat uses a depth image sensor, and evaluated the performance and usability. The system recognizes and evaluates exercises based on the basis of 3D position data and joint angles for skeletal and RGB data obtained from the Kinect sensor. In this study, we designed, implemented, and evaluated a system that supports antagonistic exercise using a depth sensor. It The system recognizes exercises by using skeletal data about the user's joints acquired from a depth sensor, and evaluates the user's exercises to provide real-time feedback. In addition, it This system uses an audiovisual display to explain the exercise procedures to the user, and displays user'splays their real-time video to encourage the user to perform the exercises. Itexercise. It also has a rhythm game function whereby the user can exercise in time with music. This system is provided withincludes four types of exercise: upper-/lowerlimb antagonistic movement, upper-limb left/right antagonistic movement,

rock/paper/scissors using both arms and both legs, and duple\_/triple\_time exercises.

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**Comment [A2]:** When a compound adjective is used before a noun, it is connected using a hyphen. At this instance, the compound adjective "real-time" modifies the noun "video."