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Title

Glove Band: Air Violin

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Abstract

The Glove Band is an innovative wearable musical instrument that emulates various instruments through finger gestures and hand movements. It bridges the gap between traditional playing techniques and modern digital synthesis, offering an intuitive and expressive way to create music. The glove is embedded with sensors that translate user movements into musical notes and dynamic controls, which are processed by a microcontroller and output through a speaker. By enhancing gesture-based interaction, the Glove Band provides a versatile musical experience and makes instrument emulation more accessible and interactive.

Objectives

1. Finalize a fully functional prototype with integrated gesture detection and real-time sound synthesis.
2. Enhance gesture recognition accuracy to improve responsiveness and musical expressiveness.
3. Optimize the hardware design for better ergonomics and seamless instrument emulation.
4. Develop and refine software for customizable gesture mapping, sound modulation, and instrument selection.
5. Prepare a polished demonstration for the Senior Design Review, ensuring smooth operation and user-friendly interaction.

Materials & Testings

Materials

1. Gloves
2. SoftPot Linear Potentiometers
3. Accelerometer (MPU-6050)
4. Function buttons (4x)
5. Arduino Leonardo

Testings

1. Gesture to Output latency: ≤ 20 ms
2. MIDI Note Detection Accuracy $\geq 95\%$
3. Accelerometer Sensitivity: $0.1 - 20 \text{ m/s}^2$
4. Sliding Potentiometer Resolution: $\leq 0.5 \text{ mm}$
5. Finger Press Detection Accuracy: $\geq 98\%$

Diagrams and Prototype

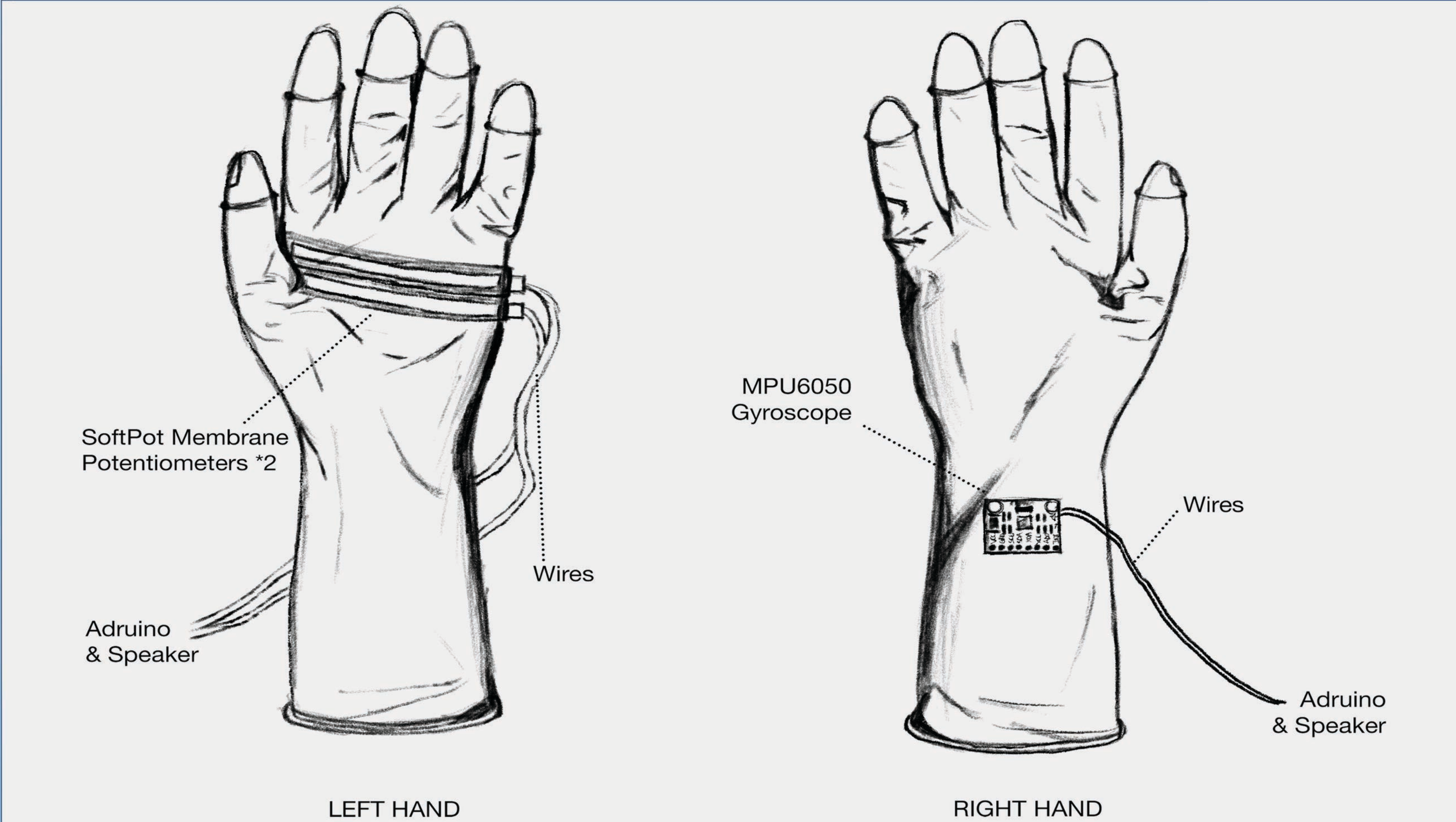


Figure 1. Design diagrams of both hands of the prototype

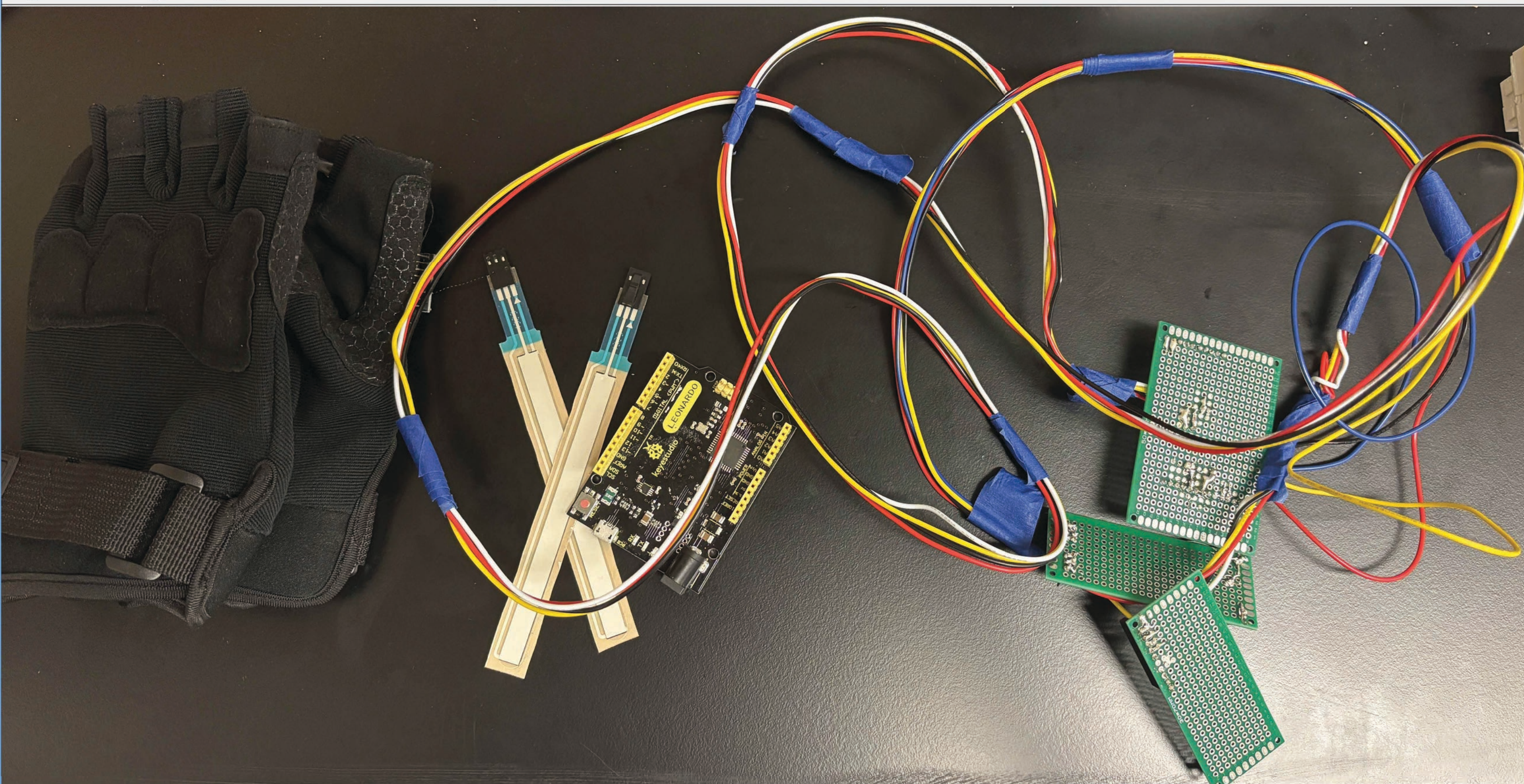
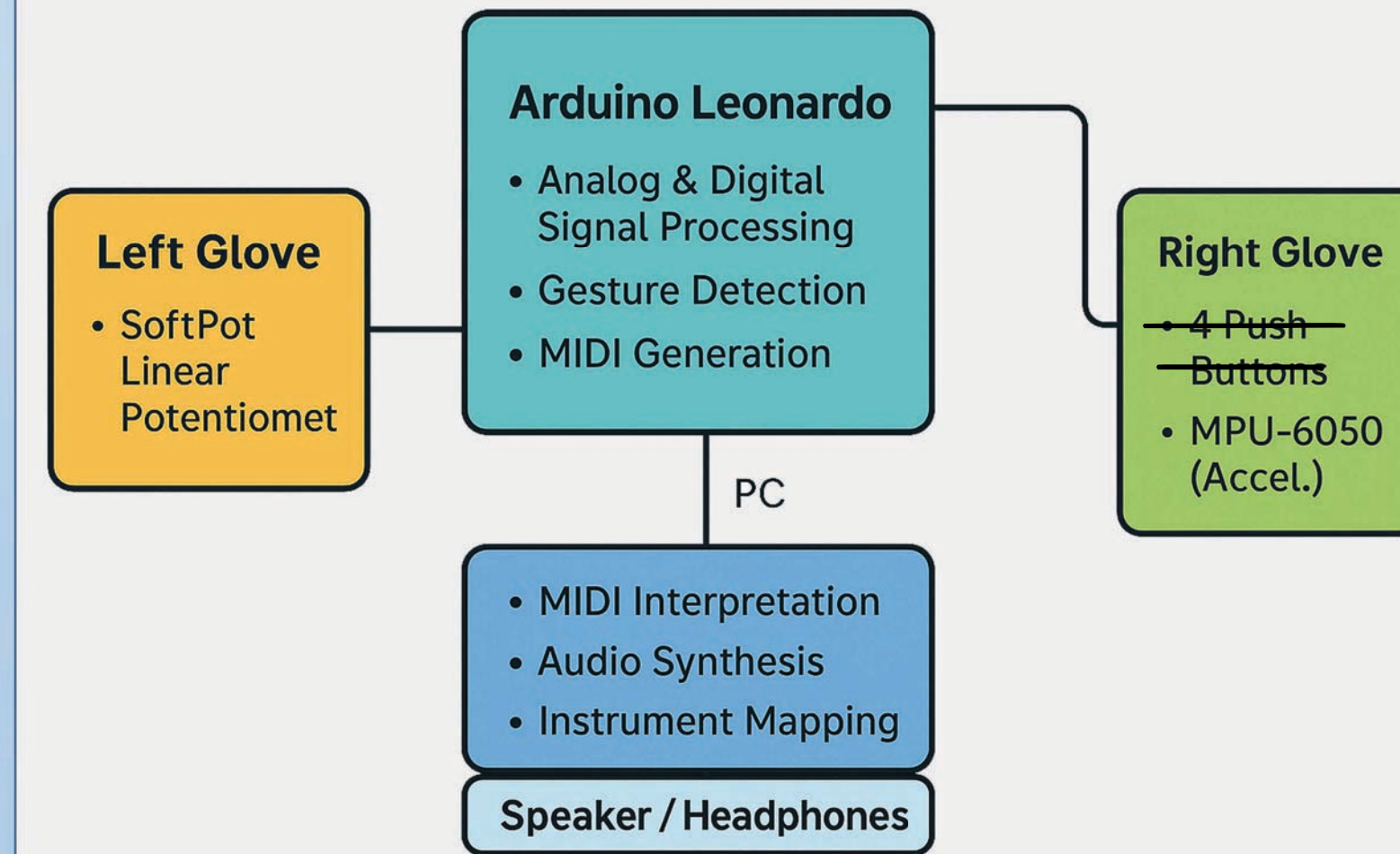


Figure 2. Prototype of both hands with all sensors connected

Flowchart



Videos

Velocity measure:



Adding bend sound:



Adding potentiometer:



Final demo:



Key Standards Used

1. Hardware Safety: IEEE 1625 for Battery-powered wearable safety
2. PCB Design: IPC-2221, RoHS for PCB manufacturing & environmental safety
3. Microcontroller Communication: I2C, SPI, UART for Data exchange between sensors & microcontrollers
4. Musical Communication: MIDI for Digital music note transmission
5. Gesture Processing: IEEE 754 for Floating-point calculations for accurate gesture detection