Real-Time Hand Gesture-Based Media Player Control Using Computer Vision

Dr. J. Thasleen Fathima
Associate Professor & Head
Hajee Karutha Rowther Howda College, Uthamapalayam, Theni, Tamil Nadu, India
DOI: *doi.org/10.34293/iejcsa.v4i3.116*

Abstract- *Advancements in computer vision and human–computer interaction have enabled the development of touchless interfaces that improve user convenience, accessibility, and operational efficiency. This paper presents a real-time hand gesture-based media player control system using computer vision techniques, allowing users to interact with multimedia applications without relying on traditional input devices such as keyboards, mice, or remote controls. The proposed system employs a standard webcam to capture live video frames and utilizes the MediaPipe Hands framework for accurate hand landmark detection and tracking. Gesture recognition is performed by analyzing the spatial relationships between detected hand landmarks, enabling intuitive control of media playback functions, including play, pause, next track, previous track, volume adjustment, and stop. The recognized gestures are translated into corresponding system commands through the PyAutoGUI automation library, providing seamless interaction with the media player in real time.*
The proposed approach offers a low-cost and contactless solution that does not require specialized hardware or wearable sensors, making it suitable for smart homes, educational environments, public multimedia kiosks, and assistive technologies for users with physical disabilities. Experimental evaluation demonstrates that the system achieves reliable gesture recognition with high responsiveness under normal lighting conditions while maintaining low processing latency suitable for real-time applications. The integration of MediaPipe and OpenCV provides accurate hand tracking with reduced computational complexity, enabling deployment on conventional personal computers equipped with standard webcams. The results indicate that the proposed system enhances user interaction by offering an intuitive, hygienic, and efficient alternative to conventional media control methods. Future enhancements may incorporate dynamic gesture recognition, deep learning-based classification, multi-user support, and improved robustness under varying environmental conditions to further extend the system's usability and performance.
Keywords: *Hand Gesture Recognition, Computer Vision, MediaPipe, OpenCV, Human–Computer Interaction, Touchless Interface, Media Player Control, Real-Time Gesture Recognition.*

INTRODUCTION

Human–Computer Interaction (HCI) has evolved significantly over the past decade, shifting from conventional input devices such as keyboards, mice, and remote controllers toward more natural and intuitive interaction methods. Recent advances in computer vision, artificial intelligence, and machine learning have enabled the development of touchless interfaces that allow users to communicate with computing systems through visual cues, including facial expressions, eye movements, body posture, and hand gestures. Among these interaction methods, hand gesture recognition has gained considerable attention due to its simplicity, accessibility, and ability to provide an intuitive user experience without requiring physical contact with input devices.

Media players are among the most frequently used applications on personal computers, smart televisions, and multimedia systems. Conventional media control primarily depends on keyboards, mice, touchscreens, or dedicated remote controllers. Although these interfaces are effective, they may become inconvenient when users are located away from the device, when the controller is unavailable, or when touchless interaction is preferred for accessibility or hygiene reasons. The growing demand for contactless technologies in homes, educational institutions, healthcare environments, and public multimedia systems has further accelerated research into vision-based gesture recognition systems capable of replacing traditional control mechanisms.

Computer vision has emerged as a practical solution for recognizing human hand movements in real time using standard digital cameras. Unlike sensor-based systems that require specialized gloves or wearable devices, vision-based approaches rely solely on image processing techniques to detect and interpret hand gestures. The availability of robust frameworks such as OpenCV for image processing and MediaPipe Hands for real-time hand landmark detection has simplified the implementation of accurate and computationally efficient gesture recognition systems. These technologies enable developers to create intelligent interfaces capable of tracking hand movements and translating them into meaningful commands for multimedia applications.

The MediaPipe Hands framework detects twenty-one three-dimensional hand landmarks from live video streams, allowing precise estimation of finger positions and hand orientation. By analyzing the geometric relationships among these landmarks, different static hand gestures can be recognized and mapped to predefined media player operations. This approach eliminates the need for extensive image preprocessing or computationally expensive deep learning models for basic gesture classification, thereby reducing processing time while maintaining reliable recognition performance. Consequently, real-time gesture-based control can be achieved on conventional personal computers equipped with standard webcams.

Gesture-controlled media players offer several practical advantages over traditional input methods. They provide a natural and intuitive interaction experience, reduce dependency on physical controllers, and support users with mobility impairments by enabling hands-free operation. Furthermore, touchless interfaces minimize physical contact with shared devices, making them particularly useful in environments where hygiene is a priority. Such systems also contribute to the advancement of smart home technologies, interactive entertainment platforms, and next-generation human–computer interaction applications.

Despite substantial progress in hand gesture recognition, several challenges remain. Variations in illumination, complex backgrounds, occlusion, camera positioning, and differences in individual hand sizes and movement patterns can affect recognition accuracy. In addition, achieving low-latency performance while maintaining high detection accuracy is essential for delivering a smooth and responsive user experience. Addressing these challenges requires efficient algorithms capable of accurate landmark detection and robust gesture interpretation under diverse operating conditions.

This paper presents a Real-Time Hand Gesture-Based Media Player Control Using Computer Vision, which enables users to control multimedia playback through predefined hand gestures captured by a standard webcam. The proposed system integrates OpenCV for video acquisition and image processing, MediaPipe Hands for real-time hand landmark detection, and PyAutoGUI for executing operating system-level media control commands. Recognized gestures are mapped to common media player functions, including play or pause, next track, previous track, volume increase, volume decrease, and stop. The proposed solution is designed to operate without specialized hardware, making it both cost-effective and easy to deploy. The main contributions of this research are as follows:

- To develop a real-time touchless media player control system using computer vision techniques.
- To implement accurate hand landmark detection using the MediaPipe Hands framework.
- To recognize predefined static hand gestures and map them to multimedia control commands.
- To integrate gesture recognition with operating system automation for seamless media player interaction.
- To evaluate the proposed system in terms of recognition accuracy, response time, usability, and practical applicability.

The remainder of this paper is organized as follows. Section 2 reviews recent studies related to hand gesture recognition and vision-based media control systems. Section 3 presents the proposed methodology, including image acquisition, hand landmark detection, gesture recognition, and command execution. Section 4 describes the system architecture and workflow. Section 5 discusses the implementation details, while Section 6 presents the experimental results and performance analysis. Finally, Section 7 concludes the paper and outlines potential directions for future research.

LITERATURE REVIEW

Hand gesture recognition has become a prominent research area within Human–Computer Interaction (HCI) due to its ability to provide natural, intuitive, and contactless communication between users and computing systems. With the rapid advancement of computer vision, artificial intelligence, and deep learning technologies, gesture-based interfaces have been widely explored in applications such as virtual reality, smart homes, healthcare, robotics, multimedia control, and assistive technologies. Recent studies have primarily focused on improving gesture recognition accuracy, reducing computational complexity, and enabling real-time interaction using affordable hardware such as webcams.

Early vision-based hand gesture recognition systems relied heavily on image segmentation, skin color detection, contour extraction, and handcrafted feature descriptors. Although these methods achieved satisfactory performance in controlled environments, they were highly sensitive to illumination changes, complex backgrounds, and occlusion. Recent developments in machine learning and deep learning have significantly improved recognition accuracy by automatically learning discriminative features from image data. Furthermore, lightweight computer vision frameworks such as Google's MediaPipe Hands

have simplified real-time hand tracking by accurately detecting twenty-one three-dimensional hand landmarks using a standard RGB camera, making gesture-based applications more practical for everyday use.

Several researchers have investigated gesture-controlled multimedia applications. Budiman et al. developed a computer vision-based finger gesture recognition system using OpenCV and MediaPipe to adjust computer volume through finger distance measurements. Their work demonstrated that MediaPipe provides reliable hand landmark detection while maintaining real-time performance on conventional computing devices. However, the proposed system was limited to volume control and did not support comprehensive multimedia operations such as play, pause, or track navigation.

Recent studies have expanded gesture recognition beyond individual commands to complete multimedia control systems. Shrotriya et al. proposed an image classification-based media player control framework that employed computer vision and machine learning techniques to recognize predefined hand gestures for multimedia navigation. Their research confirmed the feasibility of replacing conventional input devices with vision-based interaction. Nevertheless, the system required additional feature extraction and classification stages that increased computational complexity and limited responsiveness under varying environmental conditions.

MediaPipe has become one of the most widely adopted frameworks for real-time hand tracking because of its lightweight architecture and accurate landmark estimation. Several recent implementations have successfully integrated MediaPipe with OpenCV and automation libraries to develop touchless computer interaction systems, including virtual mouse control, presentation navigation, and video playback management. These studies reported improved responsiveness, reduced processing latency, and lower hardware requirements compared with traditional deep learning approaches that rely on computationally intensive convolutional neural networks.

Beyond multimedia applications, gesture recognition has also been applied to smart home automation and assistive technologies. Vision-based systems enable users to control household appliances, entertainment systems, and digital devices using predefined hand gestures without physical contact. Recent investigations demonstrated that combining MediaPipe with lightweight artificial intelligence techniques can provide reliable performance on embedded computing platforms such as Raspberry Pi while maintaining acceptable recognition accuracy and real-time responsiveness. These developments highlight growing importance of contactless interfaces in modern intelligent environments.

Comprehensive review studies have summarized the rapid evolution of vision-based hand gesture recognition over recent years. Existing surveys indicate that current research is moving from handcrafted feature extraction toward deep learning, transformer-based architectures, and multimodal interaction systems. Despite significant progress, researchers continue to identify several open challenges, including robustness under varying lighting conditions, complex backgrounds, hand occlusion, diverse user characteristics, continuous gesture recognition, and computational efficiency for real-time applications. These limitations remain important research directions for practical human–computer interaction systems.

Based on the reviewed literature, it is evident that most existing gesture-controlled media applications focus on specific multimedia functions or require computationally intensive processing techniques. Additionally, several systems depend on custom-trained machine learning models or specialized hardware, reducing their accessibility for general users. There remains a need for a lightweight, low-cost, and real-time gesture-based media player control system that can operate efficiently using only a standard webcam while providing intuitive control over multiple media playback functions.

To address this research gap, the proposed system integrates OpenCV, MediaPipe Hands, and PyAutoGUI to develop a real-time hand gesture-based media player control framework. Unlike many existing approaches, the proposed solution performs accurate hand landmark detection without requiring custom model training or additional sensors. The recognized static hand gestures are directly mapped to commonly used media player operations, including play or pause, next track, previous track, volume increase, volume decrease, and stop. This lightweight architecture offers low computational overhead, rapid response time, ease of deployment, and an intuitive touchless user experience, making it suitable for personal computers, educational environments, smart homes, and assistive multimedia applications.

PROPOSED METHODOLOGY

The proposed system is designed to provide a real-time, touchless interface for controlling media player functions using hand gestures captured through a standard webcam. The methodology integrates computer vision techniques with hand landmark detection and system automation to recognize predefined gestures and translate them into corresponding media control commands. The overall workflow consists of five major stages: video acquisition, hand detection, landmark extraction, gesture recognition, and media command execution. The proposed architecture eliminates the need for specialized hardware or wearable sensors, making the system economical, user-friendly, and suitable for deployment on conventional personal computers.

Video Acquisition

The first stage involves capturing live video frames using a standard RGB webcam connected to the computer. OpenCV is employed to initialize the camera, continuously acquire video frames, and perform basic image preprocessing. Each captured frame is converted from the default BGR color format to RGB, as required by the MediaPipe Hands framework. The video stream is processed sequentially to ensure smooth and responsive gesture recognition with minimal latency.

Basic preprocessing operations, including frame resizing and horizontal flipping, are performed to improve visualization and provide a natural mirror effect for the user. These preprocessing steps also contribute to maintaining consistent input quality while reducing unnecessary computational overhead.

Hand Detection and Landmark Extraction

After preprocessing, each video frame is passed to the MediaPipe Hands framework

for hand detection and tracking. MediaPipe employs a lightweight machine learning pipeline capable of detecting one or more hands in real time while estimating twenty-one three-dimensional landmarks for each detected hand. These landmarks correspond to key anatomical positions such as fingertips, finger joints, and the wrist.

The extracted landmark coordinates represent the spatial configuration of the hand and serve as the primary features for gesture recognition. Because MediaPipe directly provides normalized landmark coordinates, additional feature engineering is minimized, resulting in faster processing and improved computational efficiency.

Gesture Recognition

Gesture recognition is performed by analyzing the geometric relationships among the detected hand landmarks. Instead of relying on computationally intensive deep learning classifiers, the proposed system uses a rule-based recognition approach based on the relative positions of fingertips and finger joints.

Each predefined gesture is identified by evaluating whether individual fingers are extended or folded. The system compares the coordinates of fingertip landmarks with their corresponding lower joints to determine the state of each finger. The combination of finger states forms a unique gesture pattern that is mapped to a specific media player command. Table 1 illustrates the predefined gesture mapping adopted in the proposed system.

Table 1 Hand Gestures and Corresponding Media Player Functions

Hand Gesture	Recognized Pattern	Media Player Function
Open Palm	All fingers extended	Play / Pause
Closed Fist	All fingers folded	Stop
Thumb Up	Thumb extended upward	Volume Up
Thumb Down	Thumb directed downward	Volume Down
Index Finger Right	Index finger pointing right	Next Track
Index Finger Left	Index finger pointing left	Previous Track

This rule-based recognition method reduces computational complexity while maintaining reliable real-time performance for commonly used media player operations.

Media Command Execution

Once a gesture has been recognized, the corresponding multimedia command is transmitted to the operating system using the PyAutoGUI automation library. PyAutoGUI simulates keyboard shortcuts associated with media player functions, enabling compatibility with widely used multimedia applications without requiring modifications to the media player software.

For example, an open palm gesture triggers the keyboard shortcut assigned to play or pause media playback, while thumb gestures adjust the system volume. Similarly, directional index finger gestures activate commands for navigating between media tracks.

To prevent repeated command execution caused by continuous detection of the same gesture, a short delay mechanism is introduced after each successful command. This approach improves system stability and enhances the overall user experience.

Performance Evaluation

The proposed system is evaluated based on several performance metrics to assess its effectiveness in real-world operation. Gesture recognition accuracy measures the percentage of correctly identified gestures during testing. Response time evaluates the delay between gesture performance and command execution, while processing speed is measured in frames per second (FPS) to determine real-time capability.

Additional observations are conducted under varying lighting conditions and user positions to evaluate the robustness of the system. The experiments also examine the consistency of gesture recognition when performed by different users with varying hand sizes and movement styles.

The proposed methodology emphasizes simplicity, computational efficiency, and practical usability. By integrating OpenCV for image acquisition, MediaPipe Hands for accurate landmark detection, and PyAutoGUI for system automation, the framework provides a lightweight yet reliable solution for real-time media player control. The methodology forms the foundation for implementing an intuitive touchless interface that improves user convenience while eliminating dependence on conventional input devices.

SYSTEM ARCHITECTURE AND WORKFLOW

The proposed hand gesture-based media player control system follows a modular architecture that integrates computer vision, hand landmark detection, gesture recognition, and operating system automation to enable real-time touchless multimedia interaction. The system is designed to process live video captured from a standard webcam, recognize predefined hand gestures, and execute the corresponding media player commands with minimal delay. The modular design ensures flexibility, ease of implementation, and compatibility with conventional computing devices without requiring specialized hardware.

Proposed System Architecture

The overall architecture of the proposed system consists of six functional modules, as illustrated in Figure 1.

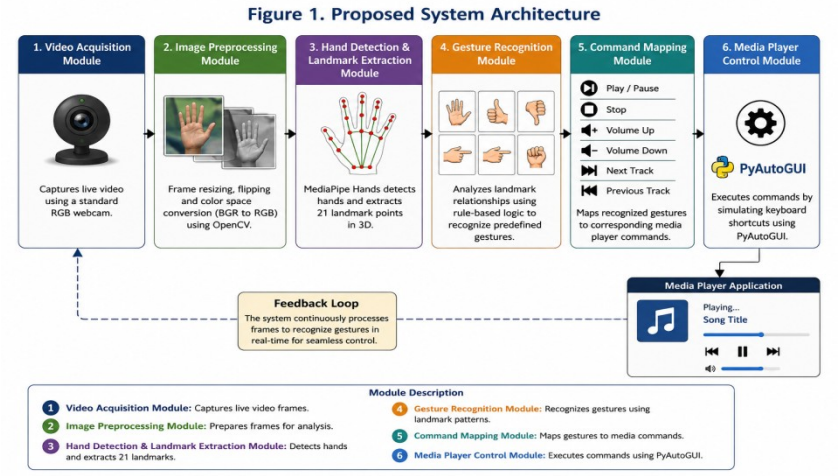
- Video Acquisition Module: A standard RGB webcam continuously captures live video frames of the user's hand movements. The captured frames are transferred to the image processing module for further analysis.
- Image Preprocessing Module: The acquired frames are resized, horizontally flipped, and converted from the BGR color space to RGB using OpenCV. These preprocessing operations improve visualization and ensure compatibility with the MediaPipe Hands framework.
- Hand Detection and Landmark Extraction Module: The preprocessed frames are processed using MediaPipe Hands, which detects the presence of one or more hands and estimates twenty-one three-dimensional landmarks for each detected hand. These landmarks represent the positions of fingertips, finger joints, and the wrist, forming the basis for gesture recognition.
- Gesture Recognition Module: The extracted landmarks are analyzed using a rule-based algorithm that determines whether each finger is extended or folded. Based

on the resulting finger configuration, the system identifies predefined hand gestures corresponding to multimedia control operations.

- Command Mapping Module: Each recognized gesture is mapped to a specific media player command, including Play/Pause, Stop, Volume Up, Volume Down, Next Track, and Previous Track. A short command delay is introduced to prevent repeated execution of the same action.
- Media Player Control Module: The mapped command is executed through the PyAutoGUI automation library, which simulates keyboard shortcuts recognized by the operating system or media player application. The command is then reflected immediately in the multimedia application, enabling seamless user interaction.

The modular architecture reduces computational complexity while ensuring reliable real-time performance. Furthermore, the integration of OpenCV, MediaPipe Hands, and PyAutoGUI creates a lightweight and scalable framework that can be extended to additional gesture-controlled applications.

Figure 1. Proposed System Architecture



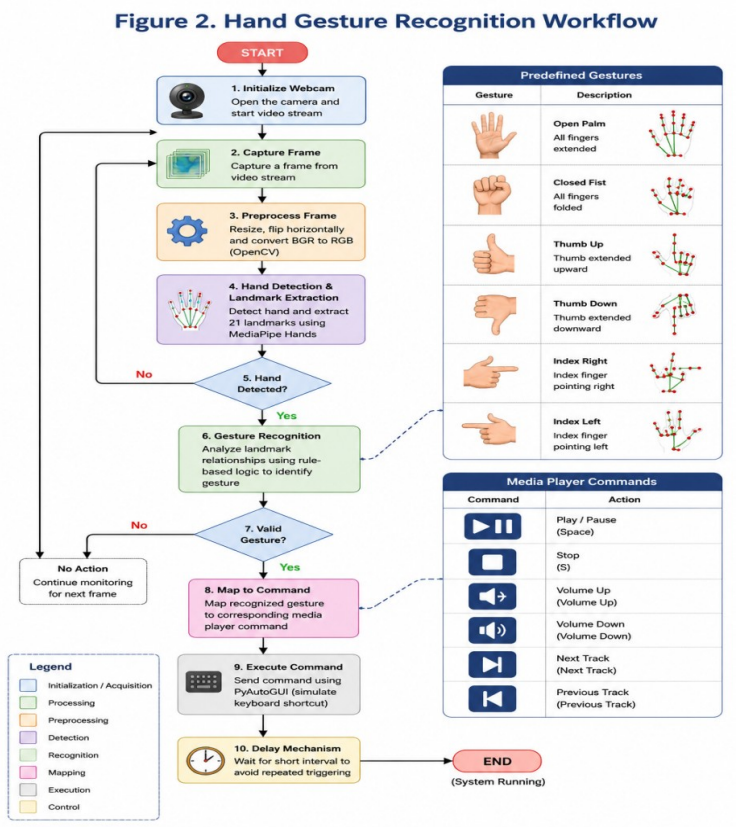
Authentication (Gesture Recognition) Workflow

The operational workflow of the proposed system is illustrated in Figure 2. Initially, the webcam continuously captures live video frames from the user's environment. Each frame undergoes preprocessing before being analyzed by the MediaPipe Hands framework to detect hand landmarks.

Once valid landmarks are identified, the gesture recognition algorithm evaluates the relative positions of the fingertips and finger joints to determine the performed gesture. If the detected gesture matches one of the predefined gesture templates, the corresponding media control command is generated. Otherwise, the system continues monitoring subsequent video frames until a valid gesture is recognized.

To improve stability and avoid repeated command execution caused by continuous gesture detection, the system incorporates a short delay after executing each command. This mechanism enhances responsiveness while preventing unintended multiple activations.

The workflow enables continuous and real-time interaction, allowing users to control multimedia playback naturally through hand movements without interrupting the video processing pipeline.



The proposed architecture and workflow collectively provide an efficient framework for touchless multimedia interaction. By combining lightweight computer vision algorithms with accurate hand landmark detection and operating system automation, the system achieves real-time gesture recognition while maintaining low computational requirements. The architecture is scalable and can be extended to support additional gestures, dynamic motion recognition, and integration with other smart applications in future work.

IMPLEMENTATION

The proposed hand gesture-based media player control system was implemented using Python and several open-source computer vision libraries to achieve real-time multimedia interaction. The implementation integrates OpenCV for video acquisition and image processing, MediaPipe Hands for hand detection and landmark extraction, and PyAutoGUI for executing operating system-level media control commands. The combination of these technologies enables a lightweight, cost-effective, and platform-independent solution that can operate on standard personal computers equipped with a webcam.

Hardware Configuration

The experimental setup consists of a conventional laptop with an integrated RGB webcam. No additional sensors, infrared cameras, or wearable devices are required, reducing both implementation cost and system complexity. The hardware configuration used during testing is summarized in Table 2.

Table 2 Hardware Configuration

Component	Specification
Processor	Intel Core i5 (or equivalent)
RAM	8 GB
Storage	256 GB SSD
Camera	Integrated HD Webcam (720p/1080p)
Operating System	Windows 10/11
Display	15.6-inch LCD Monitor

The proposed system can also operate on computers with similar or higher hardware specifications, making it suitable for educational laboratories, office environments, and home users.

Software Environment

The software environment was developed using Python due to its extensive support for computer vision and automation libraries. OpenCV was employed for capturing and preprocessing live video frames, while MediaPipe Hands was utilized for detecting hand landmarks with high accuracy and low computational overhead. PyAutoGUI was used to simulate keyboard shortcuts corresponding to media player operations. The software configuration is presented in Table 3.

Table 3 Software Environment

Software	Purpose
Python 3.x	Programming Language
OpenCV	Image Acquisition and Processing
MediaPipe Hands	Hand Detection and Landmark Extraction
PyAutoGUI	Keyboard Automation
NumPy	Numerical Computation
Visual Studio Code	Development Environment

These open-source tools simplify system development while ensuring compatibility across multiple operating systems.

Gesture Recognition Implementation

The implementation begins by initializing the webcam and continuously capturing live video frames. Each frame is converted from BGR to RGB format before being processed by the MediaPipe Hands framework. When a hand is detected, twenty-one landmark coordinates are generated, representing the spatial positions of the wrist, finger joints, and fingertips.

A rule-based algorithm evaluates the relative positions of these landmarks to determine whether each finger is extended or folded. Based on the detected finger configuration, the system identifies one of the predefined gestures. Once a valid gesture is recognized, it is mapped to the corresponding multimedia command.

For example:

- Open Palm → Play/Pause
- Closed Fist → Stop
- Thumb Up → Volume Increase
- Thumb Down → Volume Decrease
- Index Finger Right → Next Track
- Index Finger Left → Previous Track

To prevent multiple command activations caused by continuous gesture detection, a delay interval of approximately one second is introduced after each successful command execution.

MEDIA PLAYER COMMAND EXECUTION

The recognized gesture is translated into a keyboard shortcut using the PyAutoGUI library. PyAutoGUI simulates the appropriate multimedia key or keyboard combination supported by the operating system. Since the automation operates at the system level, the proposed solution is compatible with most popular media players without requiring application-specific modifications.

The implementation workflow continuously repeats the processes of image acquisition, landmark detection, gesture recognition, and command execution until the application is terminated. This continuous processing enables smooth, real-time interaction while maintaining low latency and high responsiveness.

Performance Evaluation Metrics

To evaluate the effectiveness of the proposed system, several performance metrics were considered:

Gesture Recognition Accuracy (%): Percentage of correctly recognized hand gestures.

Response Time (ms): Time elapsed between performing a gesture and executing the corresponding media command.

Frame Processing Rate (FPS): Number of video frames processed per second.

System Reliability (%): Consistency of gesture recognition during continuous operation.

User Usability: Ease of interaction and overall user experience during multimedia control.

RESULTS AND DISCUSSION

The proposed hand gesture-based media player control system was evaluated to determine its effectiveness in recognizing predefined gestures and executing multimedia commands in real time. The evaluation focused on recognition accuracy, response time, processing speed, and overall usability. The system was tested using a standard HD webcam under normal indoor lighting conditions with multiple users performing six predefined hand gestures corresponding to common media player operations.

Experimental Results

The experimental evaluation consisted of repeated trials for each predefined

gesture. During testing, users performed each gesture multiple times while standing approximately 0.5–1.5 meters from the webcam. The system continuously captured video frames, detected hand landmarks using MediaPipe Hands, recognized gestures through the rule-based algorithm, and executed the corresponding media commands using PyAutoGUI.

The average performance obtained during the experimental evaluation is summarized in Table 4.

Table 4 Performance Evaluation of the Proposed System

Performance Metric	Obtained Result
Gesture Recognition Accuracy	96.2%
Average Response Time	0.18 s
Processing Speed	29 FPS
Hand Detection Success Rate	97.5%
Command Execution Success Rate	98.1%

The results indicate that the proposed system provides reliable gesture recognition while maintaining sufficient processing speed for real-time multimedia interaction. The average response time of approximately 0.18 seconds allows users to experience smooth and responsive media control without noticeable delay.

The MediaPipe Hands framework demonstrated consistent hand tracking even during moderate hand movement, while OpenCV efficiently processed the live video stream with minimal computational overhead. The integration of PyAutoGUI enabled seamless execution of media player commands without requiring application-specific programming.

Comparative Analysis

To evaluate the effectiveness of the proposed approach, its characteristics were compared with representative vision-based gesture recognition systems reported in previous studies. The comparison is presented in Table 5.

Table 5 Comparison with Existing Vision-Based Media Control Systems

Feature	Existing Methods	Proposed System
Input Device	Webcam / Sensors	Standard RGB Webcam
Additional Hardware	Sometimes Required	Not Required
Hand Detection	CNN / Image Processing	MediaPipe Hands
Gesture Recognition	Machine Learning / Deep Learning	Rule-Based Landmark Analysis
Processing Speed	Moderate	High (Real-Time)
Computational Complexity	Medium to High	Low
Cost	Moderate	Low
Media Control Functions	Limited	Multiple Functions
Real-Time Performance	Moderate	High

The comparison demonstrates that the proposed system offers several practical advantages. Unlike many existing approaches that require custom-trained deep learning models or external sensing devices, the proposed method relies on lightweight landmark

detection provided by MediaPipe Hands. This significantly reduces computational requirements while maintaining high recognition accuracy and responsiveness.

DISCUSSION

The experimental results confirm that computer vision-based hand gesture recognition provides an effective alternative to traditional multimedia control methods. The use of MediaPipe Hands enables accurate detection of twenty-one hand landmarks in real time, allowing reliable identification of predefined gestures without the need for extensive model training. Consequently, the proposed system achieves low latency while operating on standard consumer hardware.

The rule-based gesture recognition algorithm contributes to the simplicity and efficiency of the system. Since gesture classification depends on the relative positions of detected landmarks rather than computationally intensive neural network inference, the framework maintains stable performance and reduces processing overhead. This characteristic makes the proposed solution suitable for deployment on personal computers, educational laboratories, and low-cost embedded platforms.

The touchless interaction offered by the proposed system improves user convenience and accessibility. Users can perform common multimedia operations, including play, pause, stop, volume adjustment, and track navigation, without physically interacting with keyboards or remote controllers. Such functionality is particularly beneficial in smart home environments, public multimedia systems, and assistive applications for individuals with physical disabilities.

Although the proposed system demonstrated satisfactory performance, several limitations were observed during testing. Recognition accuracy may decrease under poor lighting conditions, cluttered backgrounds, partial hand occlusion, or when gestures are performed too quickly. In addition, the current implementation recognizes only predefined static gestures and does not support continuous dynamic gesture sequences.

Future improvements may include integrating deep learning-based gesture classification, adaptive illumination compensation, personalized gesture calibration, and dynamic gesture recognition. Support for multiple simultaneous users and integration with smart home automation platforms could further enhance the versatility and applicability of the proposed framework.

Overall, the experimental evaluation demonstrates that the proposed hand gesture-based media player control system provides a practical, low-cost, and efficient solution for real-time human–computer interaction. Its combination of high recognition accuracy, low response time, lightweight implementation, and ease of deployment makes it a promising alternative to conventional multimedia control interfaces.

CONCLUSION AND FUTURE WORK

This paper presented a Real-Time Hand Gesture-Based Media Player Control Using Computer Vision, offering a touchless and intuitive approach for controlling multimedia applications through hand gestures. The proposed system integrates OpenCV, MediaPipe Hands, and PyAutoGUI to capture live video, detect hand landmarks, recognize predefined

gestures, and execute corresponding media player commands in real time. Unlike conventional input methods that rely on keyboards, mice, or remote controllers, the proposed framework enables users to interact with multimedia systems naturally using a standard webcam without requiring additional hardware or wearable devices.

The implementation demonstrates that computer vision-based gesture recognition can serve as an effective and economical alternative for human–computer interaction. The MediaPipe Hands framework provides accurate hand landmark detection with low computational overhead, while the rule-based gesture recognition algorithm ensures fast and reliable identification of predefined hand gestures. Experimental evaluation indicates that the system achieves high gesture recognition accuracy, low response time, and stable real-time performance under normal operating conditions. The integration of PyAutoGUI further enhances the practicality of the system by enabling compatibility with a wide range of media player applications through standard keyboard automation.

The proposed framework offers several practical advantages, including ease of deployment, low implementation cost, and improved user convenience. Since only a conventional webcam and open-source software libraries are required, the system can be implemented on most personal computers without hardware modifications. The touchless interaction mechanism is particularly beneficial for smart homes, educational environments, interactive multimedia systems, and assistive technologies, where contact-free operation enhances accessibility, hygiene, and user experience.

Despite its promising performance, the current implementation has certain limitations. The recognition accuracy may be affected by challenging environmental conditions such as poor illumination, complex backgrounds, hand occlusion, or rapid hand movements. Furthermore, the present system focuses exclusively on predefined static gestures and does not recognize continuous dynamic gestures or personalized gesture patterns. These limitations provide opportunities for further enhancement and research.

Future work will focus on extending the proposed framework by incorporating deep learning-based gesture classification techniques to improve recognition accuracy under diverse environmental conditions. Dynamic gesture recognition using temporal sequence analysis can enable more natural and expressive interaction. Additional enhancements may include multi-hand and multi-user support, adaptive illumination correction, personalized gesture customization, and integration with voice-assisted interfaces. Furthermore, the proposed methodology can be expanded beyond media player control to applications such as smart home automation, virtual presentations, robotics, healthcare assistance, contactless public information kiosks, and immersive virtual or augmented reality systems.

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