Overview
A wearable computing system is a computing system that users wear as part of their apparel.

Aims and Objectives
A software program implemented on a wearable computer for use by a mobile Twitter reporter, hence the name “Twiptor” for our application.

Objectives:
• Improved usability for wearable computers.
• Natural user interaction.
• Naturally integrated into the user’s environment.
• Provide users with constant and easy access to computers anywhere and everywhere.

Methodology
Twitter PIN Entry-less Authentication

Marker Detection for Hand-Framing

Results
Positive marker detection - if cursor over center of marker.
Responsiveness - number of frames for cursor to come back to center of marker from a false detection.

Marker Detection Rate (Mouse Control)

Marker Responsiveness (Mouse Control)

Conclusion
Overall, the system meets the deliverables and performs satisfactorily. However, more research needs to be carried out to find algorithms that are low on computational intensity, are robust, provides better detection rates and improved responsiveness.