Lone Sorcerer is a fun American Sign Language (ASL) fantasy adventure game that help will train the ASL gesture recognition system.

**GOALS**

- Demonstrate ASL as gesture command language to drive interaction.
- Find usability issues for gesture input.
- Show gesturing is an engaging interaction method.

**GAME-PLAY**

- Automatic and requested hints
- No English. Only ASL videos
- Iconic interaction feedback
- Joystick for movement
- ASL gesture commands, e.g., Attack, Examine, Talk, etc.

**PLOT**

- User begins as a novice wizard
- Must save kidnapped mentor from Witch
- Must protect the town in lieu of his mentor
- Interacts with characters to explore the world

**IMPLEMENTATION**

- Java SWING and Quicktime
- Game is server, Rec system is client
- Original content and ASL videos
- During usability testing, Rec system replaced by Wizard of Oz setup

**FUTURE WORK**

- Usability testing of interface with Wizard of Oz recognition.
- Adding more types of game interaction scenarios, i.e., item purchasing, gesture-based menu selection