

Abstract

Humans communicate one way to another using combination of speech and movement. The movement is usually made with hand, head or another part of human body. The point is a movement is made by humans to communicate. Usually humans communicate/interact with computer are by keyboard and mouse.

Human computer interaction can be done by mouse gesture too. The concept is as simple as this, a computer user does some movement with mouse on the space that is fixed. Then the system will check the model of that movement and will do an action if the movement is recognized by the system.

Computation is needed to recognize the movement model is based on Naive Bayes rule. The input from user will be turned into a matrices and will be compared with the data in the system. The model that have the highest score will be predicted as the result of recognizing system. The accuracy of using this Naïve Bayes is around 90%.

Keywords: *mouse gesture*, naïve bayes, human computer interaction.