

Abstract

User requirement on application sometimes contain custom gesture which is not available on device operating system API. To fill user requirement, custom gestures are made. But then, there are some problems when the custom gesture is clashed. To avoid the clash, user, developer in this case, could use Additional Layer application.

Additional Layer application is made to acknowledge themselves about some gestures that clashed, so user be able to avoid the using of clashed gesture at the same time. it also predicts clash possibility from a pattern which will become a gesture. Custom gesture that is researched is custom gesture launched by SiGeR, named SiGeR-v1.0.1.

Additional Layer application is a complex system and use two design patterns, Adapter Design Pattern and Strategy Design Pattern. Besides, identification process using Jaro Wrinkler Distance Algorithm.

This application be able to identify clashed gesture with 95.45% accuracy. Besides, this application also helps developer who will make new gesture by comparing the new gesture pattern with the old gesture.

Key words : custom gesture, Adapter Design Pattern, Strategy Design Pattern, Jaro Wrinkler Distance, Additional Layer, SiGeR-v1.0.1