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Motion detection is used in for example in security equipment, but it has also expanded the concept of gaming in recent years. Motion detection can be used with sensors which recognize the movements of for example human body and this way communicates to the computer in which direction and speed the movement is happening. This is however mostly quite inconvenient way of motion detection for the user especially when thinking of computer gaming as the sensors are usually unhandy and need time to dress on.

The other way the motion detecting has been developed is the machine vision, in which the algorithms help the computer recognize movements and figures, such as human body. Motion detection becomes interactive when it is attached for example for gaming and the gamer can, through motion detection, interact with things in the games and computer screens. This makes the gaming concept more broad comparing to traditional gaming. NintendoÂ´s Wii uses a remote control for motion detection but the Xbox Kinect is a camera application, not needing the sensory device, such as the remote controller.

Motion detection has been used in outdoors gaming concept as well. Lappset offers in their Digiplay concept a Sona playground, which is interactive gaming system based on sound and movement. A camera registers the movements of the gamers and the system responses with music and sounds. A concept like this has real potential to revolutionize the way people think about outdoor fitness (in Finnish: ulkoliikunta).

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