

Project Gameface — Google's Open-Source Facial-Gesture Game Controller Co-Designed With Lance Carr

Digital Inclusion · Good practice · United States of America

Quality score: 76/100

Evidence strength: Strong

Summary

Google's Project Gameface turns a webcam into a hands-free mouse via tracked facial gestures, letting people with limited hand mobility play PC games. Co-designed with quadriplegic streamer Lance Carr, it shipped for Windows in 2023, reached Android in 2024, and is open source.

Key dimensions

Dimension	Score
Innovation level	4/5
Sustainability (ongoing)	1/1
Evaluation evidence	0/1
Demonstrated reach	1/1
Documented learning	1/1

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-09-25

[Google \(Google Developers / MediaPipe team\)](#) — accessed 2026-09-25

[Google Developers Blog: Project Gameface launches on Android](#) — accessed 2026-09-25

[Engadget: Google's Project Gameface hands-free 'mouse' launches on Android](#) — accessed 2026-09-25

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