

# Samenvatting publicaties

## 1 A survey on vision-based human action recognition

- Auteur: Poppe Roland
- Jaartal: 2009
- Samenvatting:

## 2 A survey of human motion analysis using depth imagery

- Auteur: Chen, Lulu; Wei, Hong; Ferryman, James
- Jaartal:
- Samenvatting:

## 3 Enhanced Computer Vision with Microsoft Kinect Sensor: A Review

- Auteur: Han, Jungong; Shao, Ling; Xu, Dong; Shotton, Jamie
- Jaartal:
- Samenvatting:

“A survey of vision-based methods for action representation, segmentation and recognition” By: Weinland, Daniel; Ronfard, Remi; Boyer, Edmond

“Accurate 3D action recognition using learning on the Grassmann manifold” By: Slama, Rim; Wannous, Hazem; Daoudi, Mohamed; Srivastava, Anuj

“Cross-view Action Modeling, Learning and Recognition” By: Wang, Jiang; Nie, Xiaohan; Xia, Yin; Wu, Ying; Zhu, Song-Chun

“Keep It Simple And Sparse: Real-Time Action Recognition” By: Fanello, Sean Ryan; Gori, Ilaria; Metta, Giorgio; Odone, Francesca

“Action Recognition Using Rate-Invariant Analysis of Skeletal Shape Trajectories” By: Ben Amor, Boulbaba; Su, Jingyong; Srivastava, Anuj

“A Novel Method for User-Defined Human Posture Recognition Using Kinect” By: Zhang, Zequn; Liu, Yuanning; Li, Ao; et al.

“Skeleton based Human Action Recognition using Kinect” By: Gahlot A, Agarwal P, Agarwal A, Singh V, Gautam AK

“Human Action Recognition Using a Temporal Hierarchy of Covariance Descriptors on 3D Joint Locations” By: Hussein ME, Torki M, Gowayyed MA, El-Saban M.

“3D human action segmentation and recognition using pose kinetic energy” By: Shan J, Akella S.

“Human Gesture Classification by Brute-Force Machine Learning for Exergaming in Physiotherapy” By: Deboeverie F, Roegiers S, Allebosch G, Veelaert P, Philips W.

<http://www.ijscience.org/download/IJS-5-1-11-18.pdf>

<https://www.microsoft.com/en-us/research/wp-content/uploads/2016/02/BodyPartRecognition.pdf>