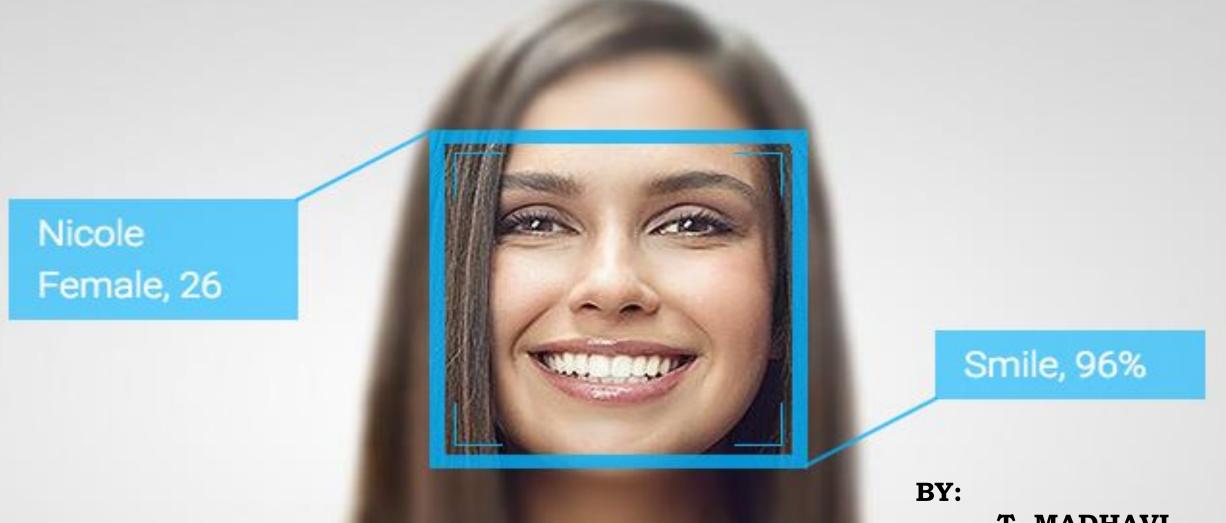
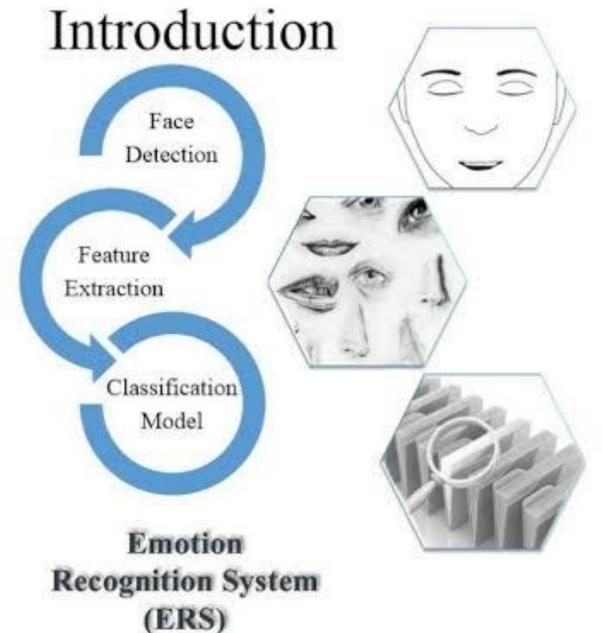
EMOTION RECOGNION



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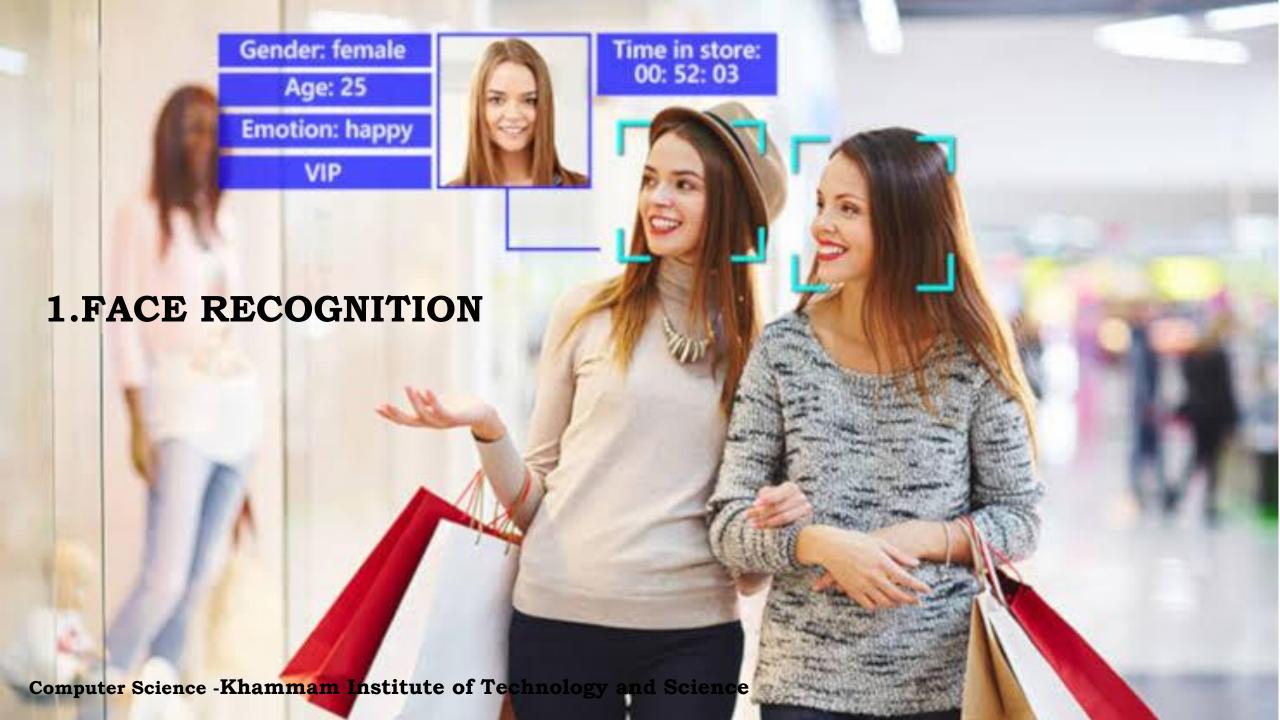


Applications

- Marketing (commercials, sales assistants)
- Video gaming
- Human-robot interaction
- Telemedicine
- Security



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FACE RECOGNITION:

- ☐ Face recognition system is a technology
- ☐ Computer application capable of identifying or verifying a person a digital image or video frame from a video source
- There are multiple methods in which facial recognition system work, but in general, they work by comparing selected facial features from given image with faces witin a database
- ☐ Ex: CC Camera



SPEECH RECOGNITION:

- ☐ Speech recognition is an interdisplinary subfield of computational linguistics that develops methodologies and technologies that enables the recognition and traslation of spoken language into text by compters.
- ☐ It is also known as automatic speech recognition, computer speech recognition or speech to text.
- ☐ Ex: Google "Hey google", Apple- "Siri"

3.GESTURE RECOGNITION:



GESTURE RECOGNITION:

- Gesture can originate from any bodily motion or state but commonly originate from the face or hand.
- Users cn use simple gestures to control or interact with devices without physically tuching them.
- ☐ Ex: Medical Operations, gaming sector



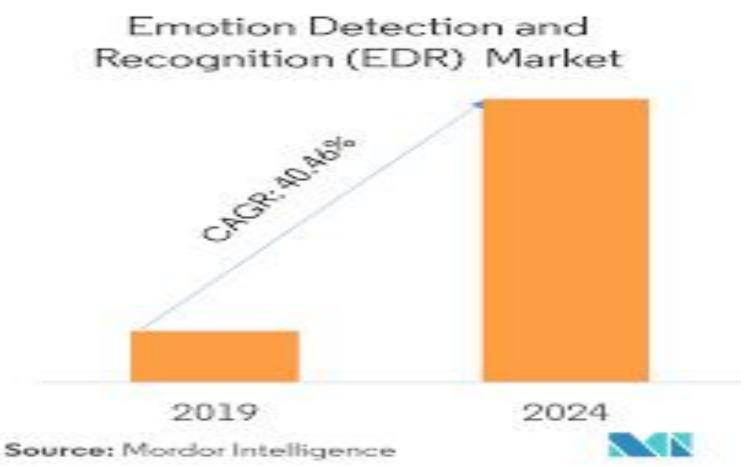
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Applications of Emotion Recognition

Medicine	E-learning	Monitoring
Entertainment	Law	Marketing

FUTURE SCOPE:



Conclusion

- Emotion detection is a complex task
- Single techniques proved to have several weaknesses
- Combination of techniques can result a robust emotion detection

