**Final Project Proposal**

**CS4795**

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**Subject:**

“Pattern recognition (Gesture recognition)”

**Description:**

In interaction design, devices or applications can be controlled by recognizing human gestures. For example, increase or decrease volume, pause, start, etc. This is an interesting but not too complicated topic, which is why I chose this topic. In fact, at the beginning, I wanted to choose speech recognition, because compared with gesture recognition, I think speech recognition has more applications in life and is more interesting. However, speech recognition involves too much variability and preprocessing, so its difficulty is greatly increased.

**List of bibliography:**

(N.d.). *Video for Vision-Based Hand Gesture Recognition for Human-Computer Interaction Using Mobilenetv2*. https://doi.org/10.1109/compsac51774.2021.00249/video

Goodfellow, I., Bengio, Y., & Courville, A. (2017). *Deep learning*. The MIT Press.

Mitra, S., & Acharya, T. (2007). GESTURE RECOGNITION: A survey. *IEEE Transactions on Systems, Man and Cybernetics, Part C (Applications and Reviews)*, *37*(3), 311–324. https://doi.org/10.1109/tsmcc.2007.893280

Szeliski, R. (2023). *Computer vision: Algorithms and applications*. Springer.

**GitHub:**