1. General分类  
#Hardware

#Interaction Software

#Gesture Design

2. Hardware Devices

#Smartphone

#Etextile

#Keyboard

#Tablet

#TouchScreen

#SmartWatch

#SmartRing

#DataGlove

#SmartGlasses

#ARGlasses

#VRHeadset

#HoloLens

#Wearables

#WearableSensor

#HapticDevice

#DrivingSimulator

#OtherDevices

3. Sensing Technology

#ComputerVision

#DepthSensing

#MotionSensor

#OpticalTracking

#IMU

#Accelerometer

#Gyroscope

#Magnetometer

#EMG

#CapacitiveSensor

#PressureSensor

#UltrasonicSensor

#RFSensing

#RadarSensing

#BioSensor

#OtherTechnology

4. Recognition & Classification

#GestureRecognition

#HandTracking

#FingerTracking

#MotionAnalysis

#TrajectoryAnalysis

#3DPoseEstimation

#StaticGestureRecognition

#DynamicGestureRecognition

#ContinuousRecognition

5. Interaction Modalities

#DirectTouch

#InAirGesture

#BodyContactGesture

#DeviceContactGesture

#ContactBased

#NonContactBased

#MultiModalInteraction

#TangibleInteraction

#GazeBased

#VoiceGestureCombined

#PenInput

#EarBasedInteraction

#HandToFaceGesture

6. Gesture Types

#SingleHand

#DualHand

#ThumbIndex

#Tap

#Swipe

#Pinch

#Flex

#Hold

#MultiTouch

#Grasp/GripBased

#DirectionalGesture

#SignLanguageRelated

#BackOfDeviceInteraction

7. Application Scenarios

#SmartHome

#Gaming

#Healthcare

#Education

#Training

#Navigation

#MediaControl

#TextInput

#ObjectManipulation

#VR

#AR

#MR

#InVehicleInteraction

#AccessibilitySupport

#IndustryApplication

#DigitalArt

#IoTControl

#OtherScenarios

#AthleticActivity

8. Feedback & Output

#VisualFeedback

#HapticFeedback

#AudioFeedback

#MultimodalFeedback

#RealTimeFeedback

#ProprioceptiveFeedback

9. User Experience & Design Factors

#HandsFree

#EyesFree

#DiscreetInput

#OneHandUse

#PortableDesign

#LowLatency

#HighAccuracy

#UserAdaptation

#SocialAcceptability

#SmallScreen

#FatFingerProblem

#OcclusionAvoidance

#TouchOptimized

#CommunicationAid

#QWERTYLayout

#MidasTouchProblem

#EncumberedInteraction

#ElicitationStudy