

# Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi

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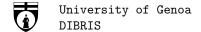
#### Thesis

# Origin of Movement

 ${\bf Advisors}$ 

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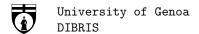
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# 1 Introduction

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#### 2 Motivation

Movement is one of the first complex actions that we learn when we are born. It defines how we interact with the world around us. When moving our bodies, objective we are not simply performing an action aiming to achieve a direct and explicit result, but most of the time we are also communicating with others. Furthermore, we strive to constantly improve human performances, prevent injuries, promote physical activity and health and inform rehabilitation strategies. For this reason, the research in human movement has branches in various fields of study such as psychology, biomechanics, physiology and sociology.

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#### 3 Aim

This thesis aims to provide an automated way to recognize the origin of movement. The optimal result would be to obtain results with stronger confidence scores than previous works on this topic made with different methods.

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## 4 State of Art

## 4.1 Origin of Movement

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# ${\bf 5} \quad {\bf Methodology}$

We chose to create a Python script to model a Recurrent Neural Network.

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## 6 Results

Here the main achieved or potential results. Use in case tables, figures, etc.

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## 7 Conclusions

Here recall the overall project done, and in case of findings some suggestions for future works.

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