

### Three Parts:

01

#### Introduction:

What is hand gesture recognition?

Whats its importance in the field of computer vision?

How is it being used in the real-world?

02

#### Current state-of-the-art:

A discussion on the latest advancements and breakthroughs in hand gesture recognition technology.

03

#### Ethical and Social Issues:

Are there any potential negative impacts of hand gesture recognition, if so what are they?

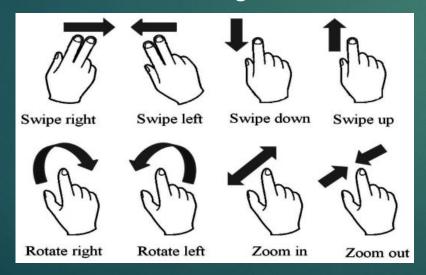
## What is hand gesture recognition?

- Hand gesture recognition is a subfield of computer vision that focuses on detecting and interpreting hand gestures made by a person.
- ▶ Due to its versatility and user-friendliness, it is one of the active topics in the human-computer interface sector.
- ► It's a sort of body language where the placement and configuration of the fingers and the center of the palm convey particular meanings.
- Two different types of hand gestures exists, these are called static and dynamic gestures. [1]

## Hand Gesture Types

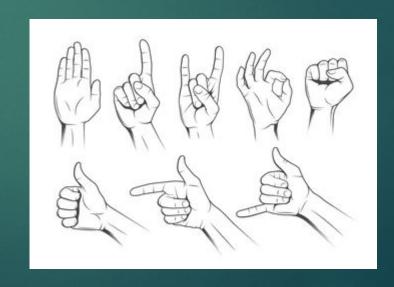
### Dynamic hand gestures

- Made up of a series of hand movements.
- Rely on the movement of the hand to transfer meaning.



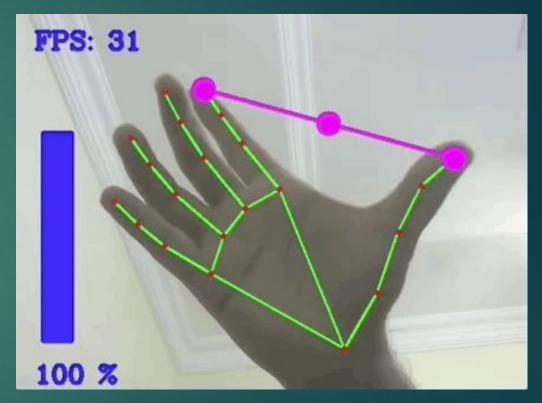
### Static hand gestures

- ▶ Based only on the shape of the hand.
- Rely on the shape of the hand gesture to convey a message.



# Whats its importance in the field of computer vision?

- It enables computers to interpret and understand human gestures and movements.
- This understanding can then be used to control and interact with various devices and systems.
- As a result of this, it can improve human-computer interaction making it more natural, intuitive and efficient.

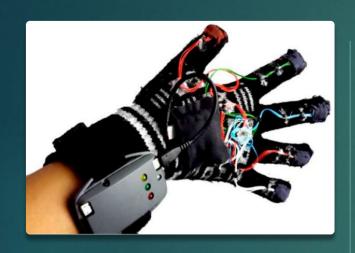




# How is it being used in the real-world?

- Sign language recognition: used to recognize and translate sign language, which can help to improve communication and accessibility for people who are deaf or hard of hearing [2].
- Smart homes: can be used to control and interact with smart home devices using hand gestures. For example, users can use hand gestures to turn lights on and off, adjust the thermostat, and control other smart home devices [3].
- Virtual Reality: Hand gesture recognition is used in virtual reality to enable users to interact with virtual environments and objects using hand gestures. This can improve the immersion and realism of virtual reality experiences [4].

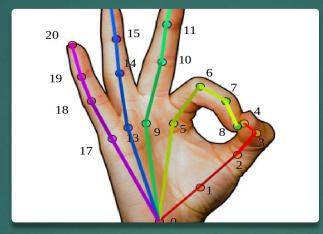
## Gesture Recognition Methods



## Glove-based wearable devices [5]

Is obligated to wear an additional device.

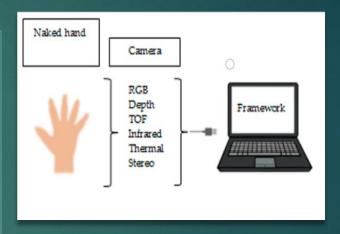
Provides good results in terms of both accuracy and speed.



# 3-dimensional locations of hand keypoints [6]

Requires an extra step of hand-keypoints extraction.

Typically utilizes supervised learning such as Support Vector Machines (SVM)[8]



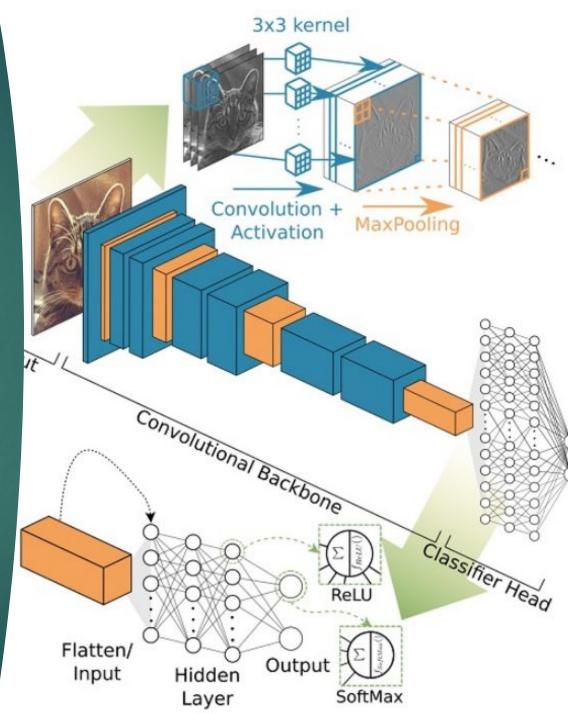
#### Raw visual data [7]

Only an image capturing sensor is required such as camera, infrared sensor or depth sensor, which are independent of the user.

The most practical solution.

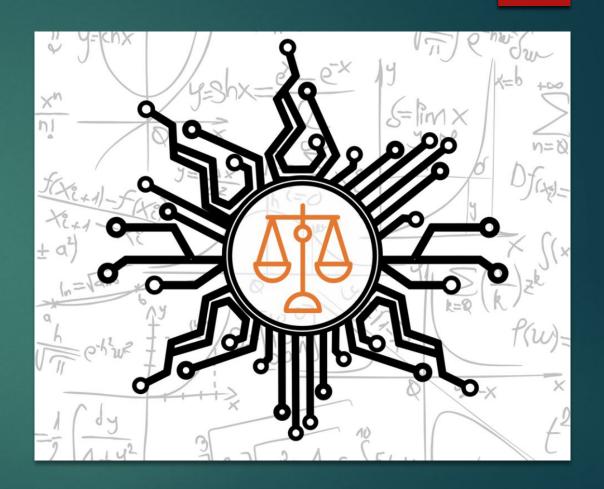
### The state-of-the-art

- Recent advances in computer vision and machine learning have led to the development of real-time hand gesture recognition.
- These systems are able to work on raw video data.
- This is achieved by using deep convolutinal neural networks (CNNs)
- CNNs have led to significant improvements in the accuracy and robustness of hand gesture recognition systems.
- In [7], the ResNeXt-101 architecture was used to achieve 91.04% and 77.39% Levenshtein accuracies in EgoGesture and nvGesture datasets respectively.
- These two datasets had 431 and 482 videos, respectively in their test sets.



## Ethical and Social Issues

- Safety: Can be used in critical applications such as industrial automation and could lead to safety concerns if it isn't properly designed and tested.
- ▶ Bias: Can be trained on biased data, leading to inaccuracies in identifying certain individuals or groups of people, such as those with disabilities, or different ethnicities.
- Privacy: Can collect and store sensitive personal information, such as biometric data, which can be vulnerable to hacking and misuse.





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