GESTURE MUTE

SAPIENT ANNOUNCES ‘GESTURE MUTE’ AN UPGRADE FOR WINDOWS TO ALLOW STAFF TO MUTE/UNMUTE WITH A SIMPLE HAND SIGN

How many times have you been on a call and you’re speaking to find out that you’re still on mute or even worse, you’re not on mute? Now let me ask you, what is the shortcut in teams, for muting your mic? Bonus points for not knowing that there is a shortcut to mute teams. The shortcut is ctrl/cmd+shift+m. Even if you were aware of the shortcut, I dare you to press the shortcut keys with one hand. As you can see, it is pretty cumbersome and inefficient.

Muting by using a simple gesture solves the problem conveniently. A simple and easy-to-use gesture requiring only one hand makes the entire process simple and by extension, easy to remember. Users also will not have to switch between command and ctrl when using different operating systems making it universal.

 For example, showing a flat palm with outstretched fingers to mute the mic and then using a peace sign to unmute it.

“At sapient, we believe that technology is made for users, not the other way round, users don’t need to accommodate and compromise to make the technology work for them. We are leaders in the space of innovation but we don’t just innovate for the sake of it, but we do it with a goal to make things easier for our ultimate stakeholders, the people”, Nigel Vaz (CEO of Sapient)

**PUBLIC FAQ**

**Can you create a new gesture?**

Currently, No. For now, there is a fixed gesture set that you can use to enable mute. You can choose any number of gestures from that set to enable the muting functionality of the app.

**What are the chances of accidentally muting yourself?**

The gesture will not be common enough for that to happen and as described above you can change which gesture triggers the mute.

**Can the gesture work with both hands?**

Yes, you will be able to use either hand to enable the feature.

**How can I get the app?**

Simply download package [someID@github.com/gestureMute](mailto:someID@github.com/gestureMute) and then follow the simple-to-understand instructions to install it.

**Can this gesture be performed on any part of the video?**

Yes, it can, as long as the full hand is in the frame.

**What operating systems does it install in?**

 We have plans to include all of the systems, but it will start on windows.

**How much does it cost?**

It is free to use and distribute. It is covered by MIT licence.

**Will it work on multiple video conferences?**

It’s being developed, but currently, it is being tested on MS Teams.

**What specifications does it need?**

It is being tested on a machine with the following specs:  
24GB ram, i7 - 2.8Ghz, Intel iris Xe.

**Does it detect facial gestures?**

Future functionality might include it but currently no.

**Internal FAQ**

**How does the gesture work on both hands?**

The video feed can be flipped on the vertical axis and a left-handed gesture will look just like a right-handed one. Therefore the model will be trained on a right-handed gesture since most training images are right-handed.

Or alternatively, you can train the model on right-handed image and flipped version, this will automatically map the left-handed gesture to right-handed one.

**In windows, only one application can connect to the video at a time. How do you plan on resolving this issue?**

Using an app that allows you to split a video feed such that it allows multiple services to connect. Future plans might include shifting from a third party app to it being integrated with MS Teams.

**How long do you have to hold the gesture for?**

For performance, not every frame of the feed would be evaluated also the gesture would need to be done for ‘N’ frames, avoiding muting the user unintentionally.

Users will be allowed to set the duration ‘t’ for which they need to hold the gesture. The frames ‘N’ for which the gesture needs to be checked will be calculated as follows: N = F\*t, where F = the fps of the video stream.

**What is the rollout plans?**

It will be rolled out in the following order

 1. Among fellow engineers, for them to test it out, providing colleague feedback.

2. Then the sales team will test it out, providing broader user-centric feedback.

3. The sales team will be able to use it during sales calls promoting the innovative nature of sapient.

**Who needs to be involved? and how long will it take?**

The team is made up of Meherwan Singh Gill, and since open-source software, like OpenCV is being used to accelerate it therefore the alpha will be ready in 3 weeks.

**Risks associated with it?**

There is a risk associated with the third-party app that allows multiple applications to connect to it and access the webcam stream. This risk will be mitigated by doing a security assessment, by Michael (CISO).

**Testing procedure?**

Meherwan will be the first test subject but later on, it will get tested on all people with different skin colours, different lighting, foreground and background conditions.

**Does it require cloud?**

 No, it runs locally.

**How will it generate income for the company?**

It will indirectly generate revenue by promoting S apient’s innovative skills when sales uses it during a call.