Body Motion and Gesture recognition has seen an interesting development with modern technology. We already now see it employed with many forms of sensors and applications. The most common of which includes the touchscreens found on smart devices, which became one of the basic innovations that would shape up the future of interaction between end-user and machine, as well as user expectations for current tech.\\

Any kind of movement performed by a human can be classified as a gesture, but not all gestures can be considered ‘natural’. Natural, in this context, is assumed to be a set of behaviours that come effortlessly and intuitively to the users, in a way they may not even consciously acknowledge. This is an idea that was taken in account by Steve Mann when he introduced the Natural User Interface concept \cite{Mann:2001}. A NUI is an interface built with organic experience as its primary goal, with which the user should find a higher degree of freedom to explore it without the limitations of the technology surprising the user’s anticipations or therefore damaging the ergonomics of the interaction. Thus, it focuses on human factors, the environment and senses a person relies on. Ideally, the interface itself should be effectively invisible to the user, even as they learn to perform more complex interactions with the system. The NUI designation is also later presented as an evolution of interaction paradigms as a whole, following that of the Graphical User Interface\cite{NUIgroupHome}.\\

Surrounding the turn of the 2010’s decade, a lot of research and development was done into NUI’s, particularly in the field personal computing and entertainment. Since the release of the Wii Remote and of the Xbox’s Kinect, the gaming industry had an arms race for new true-to-life interactions methods\cite{ROCCETTI2012}, meanwhile, on mobile, accelerometers, gyroscopes, proximity sensors and compasses have become the norm and implicitly expected to be a part of any model’s feature set. Besides vision, touch or accelerometer based sensors, examples of applications commonly referred to as NUI may achieve its operation through use of voice recognition, facial expression, gaze direction and biometrics including heart rate or electromyographic sensing. Many devices for each type of input have been developed, even where similar gestures are detected, as an example, the Myo Armband and Leap Motion Controller both register motion of the hands and fingers despite different approaches.\\

Thus, through interest in NUI's, it can be said that for Gesture Interfaces, many have been attempting to create potential standards of interaction that provides larger diversity and scope of use. While NUI's are not predicted to become a predominant form for all future interaction, it's clear they're here to stay and will carve out a mainstay niche. And the same way the GUI has not replaced the Command Line Interface, but rather lowered the barriers of entry for broader use cases and audiences to more complex degrees, the NUI will also not be replacing the GUI, but rather looks to become a facilitator for the scenarios where they do make usage and learning easier.