Abstract

In this paper, for any gesture recognition framework to work dictionary of gesture is to be made. The dictionary can be divided scale viz., small scale gesture and large scale gesture. Here need to make use of sensor to recognize the gesture on the basis of assembled dictionary. The analog data from the sensor is provided to the microcontroller to be processed. The processed data is then transferred to the mobile device through the Bluetooth module. The gesture recognising sensor is connected to the microcontroller through one Bluetooth module and the
microcontroller and mobile device is connected to the other Bluetooth module. Making use of the gesture recognition framework mobile device can make a call, receive a call, send a text message and receive and send a text mail. The recognition of the gesture is done in three axial \((x, y, z)\) manner. For sensing, two potential technology are used which are surface Electromyography (SEMG) and Accelerometer sensor. In this paper, proposed a three axis accelerometer are being increasingly embedded into many personal electronic devices like the Apple i-phone, Apple i-pod touch, Apple i-pad and Lenovo laptop. In this paper a survey of recent hand gesture recognition framework is presented.

References

- Arpita Ray Sarkar, G. Sanyal and S. Majumder “Hand Gesture Recognition

**Index Terms**

Computer Science

Wireless

**Keywords**

Hand Gesture Human Computer Interaction (hci) Segmentation Feature Extraction Accelerometer Sensor Multiple Electromyography Sensor