

Dynamic gesture recognition of users using skeleton information

Phuong Kim Linh

Abstract: This topic aims to research and develop a system for recognizing dynamic gestures of users through data from a skeletal model. The practical context shows that understanding dynamic gestures can effectively support various fields such as medicine, skill education, and digital entertainment. The main objective is to design and implement a system based on a method combining theory with experimentation to analyze dynamic gestures from skeletal video data. The research methodology includes data collection and processing, building machine learning models, and testing through real-world scenarios. The expected results of this topic will provide useful solutions for teaching effective information usage skills and improving service quality in many application fields.

Keywords: Dynamic gesture recognition, Skeleton model, Analysis system