

Bibliography

- [1] Ahuja, M. K. and Singh, A. Hand gesture recognition using PCA. *International Journal of Computer Science Engineering and Technology*, 5(7): 267-271, 2015.
- [2] Aly, W., Aly, S., and Almotairi, S. User-independent American sign language alphabet recognition based on depth image and PCANet features. *IEEE Access*, 7: 123138-123150, 2019.
- [3] Alzubi, T., Fernández, R., Flores, J., Duran, M., and Cotos, J.M. Improving the working memory during early childhood education through the use of an interactive gesture game-based learning approach. *IEEE Access*, 6: 53998-54009, 2018.
- [4] Athavale, S. and Deshmukh, M. Dynamic hand gesture recognition for human computer interaction; a comparative study. *International Journal of Engineering Research and General Science*, 2(2): 2091-2730, 2014.
- [5] Badi, H. S. and Hussein, S. Hand posture and gesture recognition technology, *Neural Computing and Applications*, 25(3): 871–878, 2014.
- [6] Baranwal, N. and Nandi, G. C. An efficient gesture based humanoid learning using wavelet descriptor and MFCC techniques. *International Journal of Machine Learning Cybernetics*, 8(4):1369–1388, 2017.
- [7] Bargellesi, N., Carletti, M., Cenedese, A., Susto, G. A., and Terzi, M. A random forest-based approach for hand gesture recognition with wireless wearable motion capture sensors. *IFAC-PapersOnLine*, 52(11):128–133, 2019.

- [8] Barros, P.V., Junior, N.T., Bisneto, J.M., Fernandes, B. J., Bezerra, B.L., and Fernandes, S.M. An effective dynamic gesture recognition system based on the feature vector reduction for SURF and LCS. In *International Conference on Artificial Neural Networks*, pages 412–419, Springer, Berlin, Heidelberg, 2013. DOI: https://doi.org/10.1007/978-3-642-40728-4_52
- [9] Bertsch, F. and Hafner, V. V. Real-time dynamic visual gesture recognition in human-robot interaction. In *9th IEEE-RAS International Conference on Humanoid Robots, Humanoids*, pages 447-453. IEEE, 2009.
- [10] Bhavana, R. and Nandyal, S. Database of an Indian Classical Dance Videos with Different Actions. *International Journal of Science and Advanced Information Technology*, 9 (5): 8-11, 2020. DOI: <https://doi.org/10.30534/ijasait/2020/01952020>
- [11] Bhavanam, L. T. and Neelakanta, G. On the Classification of Kathakali Hand Gestures Using Support Vector Machines and Convolutional Neural Networks. In *International Conference on Artificial Intelligence and Signal Processing (AISP 2020)*, pages 1-6, IEEE, 2020. DOI: 10.1109/AISP48273.2020.9073398.
- [12] Binh, N. D. and Ejima, T. Real-time hand gesture recognition using pseudo 3-d hidden markov model. In *5th International Conference on Cognitive Informatics (ICCI 2006)* volume 2, pages 820-824, IEEE, 2006.
- [13] Bisht, A., Bora, R., Saini, G., Shukla, P., and Raman, B. Indian Dance Form Recognition from Videos. In *13th International Conference on Signal-Image Technology & Internet-Based Systems (SITIS 2017)*, 123-128, IEEE, 2017.
- [14] Bobick, A.F., Movement, activity and action: the role of knowledge in the perception of motion. *Philosophical Transactions of the Royal Society of London. Series B: Biological Sciences*, 352(1358): 1257-1265, 1997.
- [15] Bogoslovsky, A. and Zhigulina, I. A Way of Energy Analysis for Image and Video Sequence Processing. *Intelligent Systems Reference Library*, 73:183-210, 2015.
- [16] Borah, K. *Sattriya Nrityar Roop Darshan*. Grantha Sanskriti, Assam, third edition, 2013.
- [17] Cadoz, C. Les réalité virtuelles: Un exposé pour comprendre, un essai pour réfléchir. FeniXX, 1994.

- [18] Castro, D., Hickson, S., Sangkloy, P., Mittal, B., Dai, S., Hays, J., and Essa, I. Let's dance: Learning from online dance videos. arXiv preprint arXiv:1801.07388, 2018.
- [19] Chambers, G.S., Venkatesh, S., West, G.A., and Bui, H.H. Hierarchical recognition of intentional human gestures for sports video annotation. In *16th International Conference on Pattern Recognition*, volume 2. IEEE, 2002.
- [20] Chaudhary, A., Raheja, J. L., and Raheja, S. A vision based geometrical method to find fingers positions in real time hand gesture recognition. *Journal of Software*, 7(4): 861–869, 2012.
- [21] Chen, F.S., Fu, C.M., and Huang, C.L. Hand gesture recognition using a real-time tracking method and hidden markov models. *Image and Vision Computing*, 21(8): 745–758, 2003.
- [22] Cheng, F., Meiling, C., Xinghua, W., Jiayuan, W., and Bufu, H. A Review on Data Preprocessing Techniques Toward Efficient and Reliable Knowledge Discovery from Building Operational Data. *Frontiers in Energy Research*, 9:77, 2021.
- [23] Cheok, M. J., Omar, Z. and Jaward, M. H. A review of hand gesture and sign language recognition techniques. *International Journal of Machine Learning and Cybernetics*, 10(1): 131–153, 2017.
- [24] Chevtchenko, S. F., Vale, R. F., Macario, V., and Cordeiro, F. R. A convolutional neural network with feature fusion for real-time hand posture recognition. *Applied Soft Computing*, 73: 748-766. 2018.
- [25] Chin-Shyurng, F., Lee, S.E., and Wu, M.L. Real-time musical conducting gesture recognition based on a dynamic time warping classifier using a single-depth camera. *Applied Sciences*, 9(3): 528. 2019.
- [26] Cho, M. G. A new gesture recognition algorithm and segmentation method of Korean scripts for gesture-allowed ink editor. *Information Sciences*, 176(9), 1290-1303, 2006.
- [27] Chong, T. W. and Lee, B. G. American sign language recognition using leap motion controller with machine learning approach. *Sensors*, 18(10): 35-54, 2018.
- [28] Chu, C. W. and Cohen, I. Posture and gesture recognition using 3d body shapes decomposition. In *Computer Society Conference on Computer Vision and Pattern Recognition-Workshops, CVPR Workshops*, pages 69–69, IEEE, 2005.

- [29] Chu, X., Liu, J., and Shimamoto, S. A Sensor-Based Hand Gesture Recognition System for Japanese Sign Language. In *3rd Global Conference on Life Sciences and Technologies (LifeTech 2021)*, pages 311-312, IEEE, 2021.
- [30] Cipolla, R. and Hollinghurst, N. J. Human-robot interface by pointing with uncalibrated stereo vision. *Image and Vision Computing*, 14(3):171-178, 1996.
- [31] Contreras Alejo, D. A., and Gallegos Funes, F. J. Recognition of a Single Dynamic Gesture with the Segmentation Technique HS-ab and Principle Components Analysis (PCA). *Entropy*, 21(11): 11-14, 2019.
- [32] Corradini, A. Dynamic time warping for off-line recognition of a small gesture vocabulary. In *ICCV Workshop on Recognition, Analysis, and Tracking of Faces and Gestures in Real-Time Systems*. pages 82–89, Vancouver, BC, Canada, IEEE, 2001. DOI:10.1109/ratfg.2001.938914
- [33] Demim, F., Nemra, A., Boucheloukh, A., Kobzili, E., Hamerlain, M., and Bazoula, A., SLAM based on adaptive SVSF for cooperative unmanned vehicles in dynamic environment. *IFAC-PapersOnLine*, 52(8): pp.73-80, 2019.
- [34] Devi, M. and Saharia, S. A two-level classification scheme for single-hand gestures of Sattriya dance. In *International Conference on Accessibility to Digital World (ICADW 2016)*, pages 193-196, 2016. doi: 10.1109/ICADW.2016.7942540.
- [35] Devi, M., Saharia, S., and Bhattacharyya, D.K., A dataset of single-hand gestures of Sattriya dance. In *Heritage Preservation*, pages 293-310, Springer, Singapore, 2018.
- [36] Elpeltagy, M., Abdelwahab, M., Hussein, M. E., Shoukry, A., Shoala, A., and Galal, M. Multi-modality-based Arabic sign language recognition. *IET Computer Vision*, 12(7): 1031-1039, 2018.
- [37] Emayavaramban, G., Ramkumar, S., Amudha, A., and Kumar, K. S. Classification of hand gestures using FFNN and TDNN networks. *International Journal of Pure And Applied Mathematics*, 118(8): 27-32, 2018.
- [38] Fine, S., Singer, Y., and Tishby, N. The hierarchical hidden Markov model: analysis and applications. *Machine Learning*, 32(1): 41–62, 1998, DOI:10.1023/a:1007469218079
- [39] Gavrila, D.M. The visual analysis of human movement: A survey. *Computer vision and image understanding*, 73(1): 82-98, 1999.

- [40] Ghobadi, S.E, Loepprich, O.E., Ahmadov, F., Bernshausen, J., Hartmann, K., and Loffeld, O. Real time hand-based robot control using multimodal images. *IAENG International Journal of Computer Science*. 35(4): 500-505, 2008.
- [41] Girshick, R., Donahue, J., Darrell, T., and Malik, J. Rich feature hierarchies for accurate object detection and semantic segmentation. In *IEEE conference on computer vision and pattern recognition*, pages 580-587, IEEE, 2014.
- [42] Goswami, J. *Sankari Nrityar Mati-Akhora*, Part I.
- [43] Guan, Y. and Zheng, M. Real-time 3D pointing gesture recognition for natural HCI. In *7th World Congress on Intelligent Control and Automation (WCICA 2008)*, pages 2433-2436, IEEE, 2008.
- [44] Hackenberg, G., McCall, R., and Broll, W. Lightweight palm and finger tracking for real-time 3D gesture control. In *Virtual Reality Conference (VR)*, pages 19-26. IEEE, 2011.
- [45] Haid, M., Budaker, B., Geiger, M., Husfeldt, D., Hartmann, M., and Berezowski, N. Inertial-based gesture recognition for artificial intelligent cockpit control using hidden Markov models. In *IEEE International Conference on Consumer Electronics (ICCE 2019)*. pages 1–4, Las Vegas, NV, USA, IEEE, 2019, DOI:10.1109/icce.2019.8662036
- [46] Hakim, N. L., Shih, T. K., Kasthuri, S. P., Aditya, W., Chen, Y. C., and Lin, C. Y. Dynamic hand gesture recognition using 3DCNN and LSTM with FSM context-aware model. *Sensors*, 19(24): 5429, 2019.
- [47] Hariharan, B., Padmini, S., and Gopalakrishnan, U. Gesture recognition using kinect in a virtual classroom environment. In *Fourth International Conference on Digital Information and Communication Technology and it's Applications (DICTAP 2014)*, pages 118-124, IEEE, 2014.
- [48] Heryadi, Y., Fanany, M.I., and Arymurthy, A.M. A syntactical modeling and classification for performance evaluation of bali traditional dance. In *International Conference on Advanced Computer Science and Information Systems (ICACSIS 2012)*. 261-265, IEEE, 2012.
- [49] Hong, J. Y., Park, S. H., and Baek, J. G. Segmented dynamic time warping based signal pattern classification. In *2019 IEEE International Conference on*

Computational Science and Engineering (CSE) and IEEE International Conference on Embedded and Ubiquitous Computing (EUC). pages 263–265, New York, NY, USA, IEEE, 2019. DOI:10.1109/cse/euc.2019.00058

- [50] Huang, J., Zhou, W., Zhang, Q., Li, H., and Li, W. Video-based sign language recognition without temporal segmentation. In *Thirty-Second AAAI Conference on Artificial Intelligence*. 2018.
- [51] Ito, S. I., Ito, M., and Fukumi, M. Japanese Sign Language Classification Using Gathered Images and Convolutional Neural Networks. In *2nd Global Conference on Life Sciences and Technologies (LifeTech 2020)*, pages 349-350, IEEE, 2020.
- [52] James, J., Ingalls, T., Qian, G., Olsen, L., Whiteley, D., Wong, S., and Rikakis, T. Movement-based interactive dance performance. In *14th ACM international conference on Multimedia*, pages 470-480, 2006.
- [53] Johnson, T. Sketchpad III: Three-dimensional graphical communication with a digital computer. AFIPS Spring Joint Computer Conference, volume 23, pages 347–353, 1963.
- [54] Kaushik, D. M. and Jain, R. Gesture Based Interaction NUI: An Overview. arXiv preprint arXiv:1404.2364, 2014.
- [55] Khalaf, A. S., Alharthi, S. A., Alshehri, A., Dolgov, I., and Toups, Z. O. A comparative study of hand-gesture recognition devices for games. In *International Conference on Human-Computer Interaction* pages 57-76, Springer, Cham. 2020.
- [56] Kim, J. S., Jang, W., and Bien, Z. A dynamic gesture recognition system for the Korean sign language (KSL). In *IEEE Transactions on Systems, Man, and Cybernetics, Part B: Cybernetics*, 26(2), 354-359, 1996.
- [57] Konar, A. and Saha, S. Radon Transform Based Automatic Posture Recognition in Ballet Dance. In *Gesture Recognition: Studies in Computational Intelligence*, volume 724. Springer, Cham, 2018. DOI: https://doi.org/10.1007/978-3-319-62212-5_2
- [58] Kumar, K. V. and Kishore, P. V. Indian Classical Dance Mudra Classification Using HOG Features and SVM Classifier. In *Smart Computing and Informatics*, volume 77, pages 659–668, Springer, Singapore, 2018.

- [59] Kurdyumov, R., Ho, P., and Ng, J. Sign language classification using webcam images, 2011.
- [60] Laptev, M. Marszałek, C. Schmid, and B. Rozenfeld. Learning realistic human actions from movies. *CVPR*, 2008.
- [61] Li, H., Wu, L., Wang, H., Han, C., Quan, W., and Zhao, J. Hand gesture recognition enhancement based on spatial fuzzy matching in leap motion. *IEEE Transactions on Industrial Informatics*, 16(3):1885–1894, 2020.
- [62] Li, X. Gesture recognition based on fuzzy c-means clustering algorithm. *Department Of Computer Science, The University Of Tennessee Knoxville*, 2003.
- [63] Li, Y., Wang, X., Liu, W., and Feng, B. Deep attention network for joint hand gesture localization and recognition using static RGB-D images. *Information Sciences*, 441: 66-78. 2018.
- [64] Lian, S., Hu, W., and Wang, K. Automatic user state recognition for hand gesture based low-cost television control system. *Consumer Electronics, IEEE Transactions on* 60 (1): 107-115, 2014.
- [65] Liang, R. H. and Ouhyoung, M. A real-time continuous gesture recognition system for sign language. In *Third IEEE International Conference on Automatic Face and Gesture Recognition*, pages 558-567, IEEE, 1998.
- [66] Machangpa, J. W., and Chingtham, T. S. Head Gesture Controlled Wheelchair for Quadriplegic Patients, *Procedia Computer Science*, 132, pages 342-351, 2018. ISSN 1877-0509, <https://doi.org/10.1016/j.procs.2018.05.189>.
- [67] Malima, A., Özgür, E., and Çetin, MA fast algorithm for vision-based hand gesture recognition for robot control. In *14th Signal Processing and Communications Applications*, pages 1-4, IEEE, 2006.
- [68] Maraqa, M. and Abu-Zaiter, R. Recognition of Arabic Sign Language (ArSL) using recurrent neural networks. In *First International Conference on the Applications of Digital Information and Web Technologies (ICADIWT 2008)*, pages 478-481, IEEE, 2008.
- [69] McNeill, D. Hand and mind: What gestures reveal about thought. University of Chicago Press, 1992.

- [70] Meena, S. A study on hand gesture recognition technique. *Department of Electronics and Communication engineering National Institute of Technology*, 2011.
- [71] Mitra, S. and Acharya, T. Gesture recognition: A survey. *IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications and Reviews)* 37 (3): 311-324, 2007.
- [72] Mo, T. and Sun, P. Research on key issues of gesture recognition for artificial intelligence. *Soft Computing*, 24(8): 5795-5803, 2020.
- [73] Moeslund, T. B. and Granum, E. A survey of computer vision-based human motion capture. *Computer Vision and Image Understanding*, 81(3): 231–268, 2001.
- [74] Moeslund, T.B., Hilton, A., Krüger, V., and Sigal, L. *Visual analysis of humans*. Springer London, 2011.
- [75] Mohammadzadeh, M. and Khosravi, H. A Novel Approach to Communicate with Video Game Character using Cascade Classifiers. *Journal of AI and Data Mining*, 9(2), 227-234, 2021.
- [76] Mohandes, M., Aliyu, S., and Deriche, M. Arabic sign language recognition using the leap motion controller. In: IEEE 23rd International Symposium on Industrial Electronics (ISIE), pp 960–965, 2014. <https://doi.org/10.1109/ISIE.2014.6864742>
- [77] Mohanty, A., Vaishnavi, P., Jana, P., Majumdar, A., Ahmed, A., Goswami, T., and Sahay, R.R. Nrityabodha: Towards understanding Indian classical dance using a deep learning approach. *Signal Processing: Image Communication*, 47: 529-548, 2016. DOI: <https://doi.org/10.1016/j.image.2016.05.019>
- [78] Moin, A., Zhou, A., Rahimi, A., Menon, A., Benatti, S., Alexandrov, G., and Rabaey, J. M. A wearable biosensing system with in-sensor adaptive machine learning for hand gesture recognition. *Nature Electronics*, 4(1), 54-63, 2021.
- [79] Mozarkar, S. and Warnekar, C. Recognizing bharatnatyam mudra using principles of gesture recognition gesture recognition. *International Journal of Computer Science and Networks*, 2(2):46-52, 2013.
- [80] Murakami, K. and Taguchi, H. Gesture recognition using recurrent neural networks. In *SIGCHI conference on Human factors in computing systems*, pages 237-242. ACM, 1991.

- [81] Murthy, G. R. S. and Jadon, R. S. A review of vision based hand gestures recognition. *International Journal of Information Technology and Knowledge Management*, 2(2), 405-410, 2009.
- [82] Mustafa, M. A study on Arabic sign language recognition for differently abled using advanced machine learning classifiers. *Journal of Ambient Intelligence and Humanized Computing*, 12(3), 4101-4115, 2021.
- [83] Na, Y., Yang, H., and Woo, J. Classification of the Korean Sign Language Alphabet Using an Accelerometer with a Support Vector Machine, *Journal of Sensors*, 2021.
- [84] Niebles, J., Chen, C., and Fei-Fei, L. Modeling temporal structure of decomposable motion segments for activity classification. *ECCV*, 2010.
- [85] Nussipbekov, A.K., Amirgaliyev, E.N., and Hahn, M. Kazakh traditional dance gesture recognition. In *Journal of Physics: Conference Series*, volume 495. 012036, IOP Publishing, 2014.
- [86] Oyedotun, O. K. and Khashman, A. Deep learning in vision-based static hand gesture recognition. *Neural Computing and Applications*, 28(12), 3941-3951, 2017.
- [87] Peng, B., Qian, G., and S. Rajko, View-invariant full-body gesture recognition from video. In *19th International Conference on Pattern Recognition (ICPR 2008)*, pages 1–5, IEEE, 2008.
- [88] Plouffe, G. and Cretu, A. M. Static and dynamic hand gesture recognition in depth data using dynamic time warping. *IEEE Transactions on Instrumentation and Measurement*, 65(2): 305–316, 2016. DOI:10.1109/tim.2015.2498560
- [89] Portillo-Rodriguez, O., Sandoval-Gonzalez, O.O., Avizzano, C.A., Ruffaldi, E., Vercelli, D., and Bergamasco, M. Development of a 3D real time gesture recognition methodology for virtual environment control. In *The 17th IEEE International Symposium on Robot and Human Interactive Communication (RO-MAN 2008)*, IEEE, 2008.
- [90] Quek, F.K. Toward a vision-based hand gesture interface. In *Virtual Reality Software and Technology Conference*, pages 17–29, 1994.
- [91] Rahman, M. M., Islam, M. S., Rahman, M. H., Sassi, R., Rivolta, M. W., and Aktaruzzaman, M. A New Benchmark on American Sign Language Recognition using Convolutional Neural Network. In *International Conference on Sustainable*

Technologies for Industry 4.0 (STI 2019), pages 1-6, 2019. DOI: 10.1109/STI47673.2019.9067974

- [92] Rajko, S., Qian, G., Ingalls, T., and James, J. Real-time gesture recognition with minimal training requirements and on-line learning. In *IEEE Conference on Computer Vision and Pattern Recognition (CVPR'07)*, IEEE, pages 1–8, 2007.
- [93] Rastgoo, R., Kiani, K., and Escalera, S. Multi-modal deep hand sign language recognition in still images using restricted boltzmann machine, *Entropy*, 20(11): 809, 2018.
- [94] Rautaray, S. S., and Agrawal, A. A vision based hand gesture interface for controlling VLC media player. *International Journal of Computer Applications*, 10(7): 11-16, 2010.
- [95] Rekha, J., Bhattacharya, J., and Majumder, S. Shape, texture and local movement hand gesture features for Indian sign language recognition. In *Proceedings of 3rd International Conference on Trend in Information Science and Computing*. 30-35, 2011.
- [96] Rodriguez, M., Ahmed, J., and Shah. M. Action mach: A spatio temporal maximum average correlation height filter for action recognition. *CVPR*, 2008.
- [97] Roma, G., Xambó, A., and Freeman, J. User-independent Accelerometer Gesture Recognition for Participatory Mobile Music. *Journal of the Audio Engineering Society*, 66(6):430-438, 2018.
- [98] Saha, S., Ghosh, S., Konar, A., and Nagar, A. K. Gesture recognition from Indian classical dance using kinect sensor. In *Fifth International Conference on Computational Intelligence, Communication Systems and Networks*, pages 3-8. IEEE, 2013.
- [99] Saikia, G., Satriya Nrityar Ruprekha, Rina Saikia, Assam, 2013, third edn.
- [100] Schapire, R.E. and Singer, Y. Improved boosting algorithms using confidence-rated predictions. *Machine learning*, 37(3):297-336, 1999.
- [101] Shin, H., Kim, W. J., and Jang, K. A. Korean sign language recognition based on image and convolution neural network. In *2nd International Conference on Image and Graphics Processing*, pages 52-55, 2019.

- [102] Singh, M., Basu, A., and Mandal, M. K. Human activity recognition based on silhouette directionality. *Circuits and Systems for Video Technology, IEEE Transactions on*, 18(9):1280–1292, 2008.
- [103] Starner, T. and Pentland, A. Real-time american sign language recognition from video using hidden markov models. In *Motion-Based Recognition*, pages 227-243, Springer, 1997.
- [104] Stergiopoulou, E. and Papamarkos, V. Hand gesture recognition using a neural network shape fitting technique. *Engineering Applications of Artificial Intelligence*, 22(8):1141–1158, 2009.
- [105] Tai, T.M., Jhang, Y.J., Liao, Z.W., Teng, K.C., and Hwang, W.J. Sensor-based continuous hand gesture recognition by long short-term memory. *IEEE Sens Lett* 2(3):1–4, 2018.
- [106] Teimourikia, M., Saidinejad, H. and Comai, S. Handy: A configurable gesture recognition system. In *Seventh International Conference on Advances in Computer-Human Interactions (ACHI 2014)*, pages 135–140, 2014.
- [107] Tharwat, A., Gaber, T., Hassanien, A. E., Shahin, M. K., and Refaat, B. Sift-based arabic sign language recognition system. In *Afro-european conference for industrial advancement*, pages 359-370, Springer, Cham, 2015.
- [108] Thomas, M. C. and Pradeepa, A. P. M. S. A comprehensive review on vision based hand gesture recognition technology. *International Journal*, 2(1), 2014.
- [109] Tiwary, U.S. Classification of Indian classical dance forms. In *International Conference on Intelligent Human Computer Interaction*, pages 67-80, Springer, Cham, 2016.
- [110] Vafaei, F. Taxonomy of Gestures in Human Computer Interaction. PhD thesis, North Dakota State University, 2013.
- [111] Verma, R. and Dev, A. Vision based hand gesture recognition using finite state machines and fuzzy logic. In *International Conference on Ultra Modern Telecommunications & Workshops*, pages 1-6, IEEE. 2009.
- [112] Wang, R. Y. and Popović, J. Real-time hand-tracking with a color glove. *ACM transactions on graphics (TOG)*, 28(3):1-8, 2009.

- [113] Wolpert, D.H. The supervised learning no-free-lunch theorems. In *Proceedings of the 6th Online World Conference on Soft Computing in Industrial Applications*, pages 25–42, 2001.
- [114] Wu, Y. and Huang, T. S. Vision-based gesture recognition: A review. In *International Gesture Workshop*, pages 103-115, Springer, Berlin, Heidelberg, 1999.
- [115] Wysoski, S.G., Lamar, M.V., Kuroyanagi, S., and Iwata, A. A rotation invariant approach on static-gesture recognition using boundary histograms and neural networks. In *9th International Conference on Neural Information Processing (ICONIP'02)*, volume 4, IEEE, 2002.
- [116] Yang, M. H., Ahuja, N., and Tabb, M. Extraction of 2d motion trajectories and its application to hand gesture recognition. *IEEE Transactions on pattern analysis and machine intelligence*, 24(8):1061-1074, 2002.
- [117] Zhao, H., Ma, Y., Wang, S., Watson, A., and Zhou, G. MobiGesture: mobility-aware hand gesture recognition for healthcare. *Smart Health* 9(10):129–143, 2018.
- [118] Zhao, X., Li, X., Pang, C., Zhu, X., and Sheng, Q.Z. Online human gesture recognition from motion data streams. In *21st ACM international conference on Multimedia*, ACM, 2013.
- [119] Zheng, L., Liang, B., and Jiang, A. Recent advances of deep learning for sign language recognition. In *International Conference on Digital Image Computing: Techniques and Applications (DICTA)*, pages 1-7, IEEE, 2017.
- [120] Zhu, Y. and Yuan, B. Real-time hand gesture recognition with kinect for playing racing video games, In *International Joint Conference on Neural Networks (IJCNN)*, pages 3240–3246, Beijing, China, 2014.

Publications based on the Thesis Works

Journal:

1. Saikia. S. and Saharia. S., Classification of Dynamic Dance Gesture from Sattriya Dance Ground Exercise Video Dataset, *International Journal of Advanced Science and Technology*, Volume 29(04): 8230-8238, 2020.
2. Saikia, S., Saharia, S., A Survey on Vision-based Dynamic Gesture Recognition, *International Journal of Computer Applications*, Volume 138(1):19-27, 2016.

Book Chapter:

3. Saikia, S., Saharia, S., The Sattriya Dance Ground Exercise Video Dataset for Dynamic Dance Gesture Recognition. In *Soft Computing Techniques and Applications*, pages: 283-294. Springer, Singapore, 2020.