



Central Asian
Scientific
Journal

VOL 5(24)
2024



ASTANA

Электронный научный журнал «Central Asian Scientific Journal»

Central Asian Scientific Journal

выпуск №5 (24), октябрь – декабрь 2024 г.

Основан в 2021 году (издается ежеквартально)

Том 4

зарегистрирован в Комитете информации Министерства информации и общественного развития Республики Казахстан №KZ40VPY00067791 от 07.04.2023 г.

Taқыryptық бағыт:

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"Central Asian Scientific
Journal" elektrondyq ğylymı
jýrnaly aqparattyq agenttigi

Информационное агентство
Электронный научный журнал
«Central Asian Scientific
Journal»

Information Agency
Electronic scientific Journal
"Central Asian Scientific
Journal"

№5 (24), 2024 j
Shyǵarý jiligi –jylyna 4 nómır
2021 j. bastap shyǵady

№5 (24), 2024 г.
Периодичность – 4 номера в год
Выходит с 2021 года

No.5 (24), 2024
Periodicity: 4 issues per year
Since 2021

Bas redaktor:
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Qazaqstan Respýblikasy
Aqparat jáne qoǵamdyq
damý ministrliginiń
07.04.2023 j.
№KZ40VPY00067791 aqparat
komitetinde tirkelgen.

Зарегистрирован в Комитете
информации Министерства
информации и
общественного развития
Республики Казахстан
№KZ40VPY00067791 от
07.04.2023

Registered with the
Information Committee of
the Ministry of Information
and Public Development of
the Republic of Kazakhstan
No. KZ40VPY00067791
dated 07.04.2023.

JK Ajar, BSN: 940510400381,
010000, Qazaqstan
Respýblikasy, Astana q.

ИП Ажар, БИН: 940510400381,
010000, Республика
Казахстан, г. Астана

IP Azhar, BIN:
940510400381, 010000,
Kazakhstan, Astana



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UDC 004.021

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HAND GESTURE RECOGNITION USING ARTIFICIAL INTELLIGENCE FOR WEB INTERACTION

Annotation: This article explores the implementation of artificial intelligence (AI) to enable hand gesture recognition for web-based interaction. It discusses the technologies used for real-time hand detection and gesture recognition, demonstrating how users can interact with web applications naturally, without relying on traditional input devices. This technology has applications in accessibility, gaming, and innovative user interface design.

Keywords: hand gesture recognition, artificial intelligence, web-based interaction, real-time processing, computer vision, user interfaces, accessibility, interactive technologies, natural user interfaces.

Introduction

The integration of hand gesture recognition and AI has opened new possibilities for intuitive and natural interaction with digital systems. By employing computer vision and machine learning algorithms, web platforms can interpret users' hand movements in real time. This article examines the core technologies, implementation strategies, and their applications for enhancing user interaction.





Pic. 1 - Example of hand gesture recognition system interface

Technology Overview

Hand gesture recognition systems rely on advanced AI techniques to process and interpret hand movements. Key components include:

1. **Hand Detection:** AI algorithms analyze video streams to detect hands and their positions. This involves the use of models like Mediapipe Hands, which can accurately identify landmarks on the hand, including fingertips and joints [1].

2. **Gesture Recognition:** Machine learning models classify detected hand movements into predefined gestures. These models are trained on large datasets to ensure high accuracy and adaptability to different hand shapes and orientations [2].

3. **Real-Time Processing:** Efficient frameworks ensure low-latency responses suitable for interactive applications, enabling smooth user experiences [3].

How It Works

The process of hand gesture recognition involves several steps:

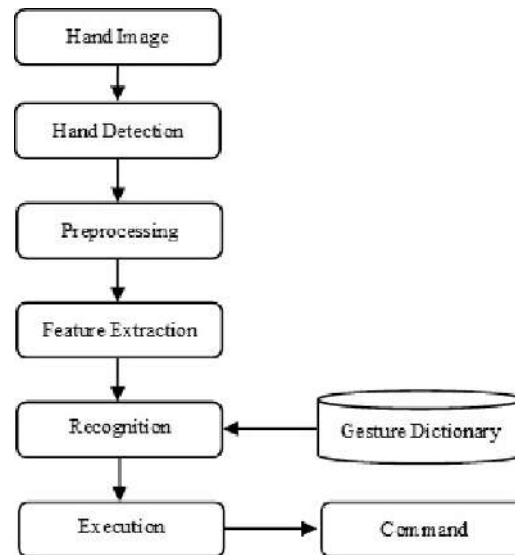
1. **Input Capture:** A camera captures real-time video of the user's hands.

2. **Preprocessing:** The video feed is processed to normalize lighting conditions and reduce noise [1].

3. **Feature Extraction:** Key points on the hand are identified using algorithms like convolutional neural networks (CNNs) [4].

4. **Classification:** The extracted features are mapped to specific gestures using trained machine learning models [2].

5. **Action Execution:** The recognized gesture triggers a corresponding action on the web application [3].



Pic.2 - Diagram illustrating the process of hand gesture recognition

Implementation Example

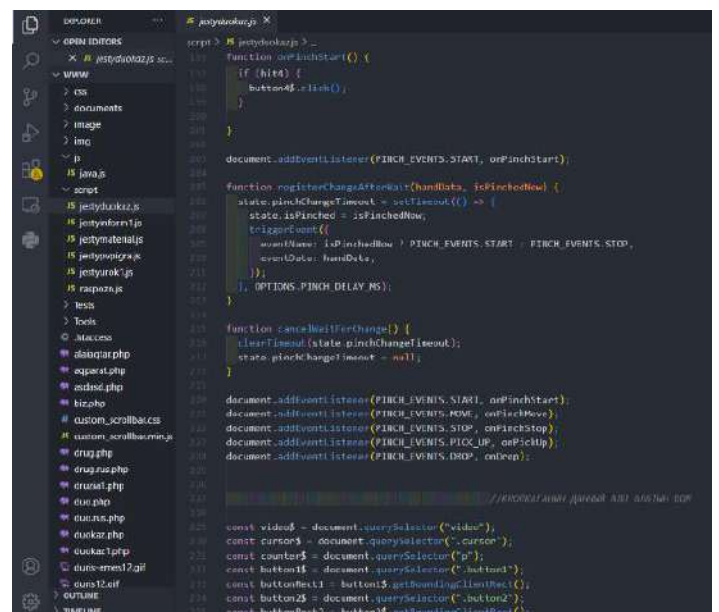
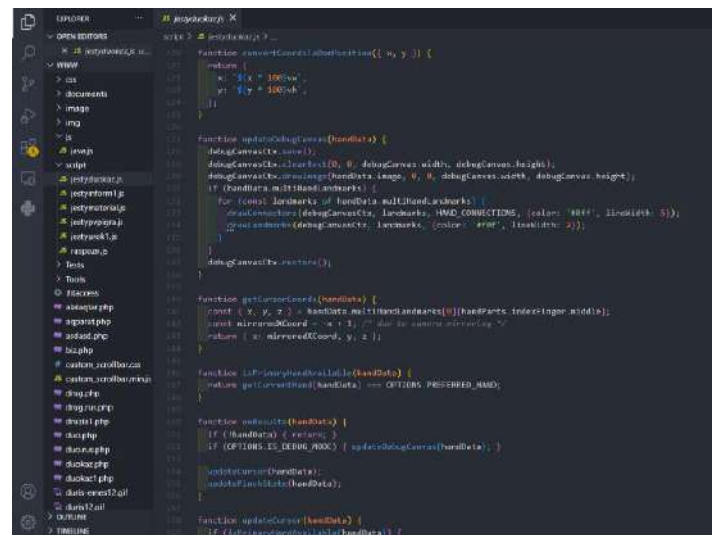
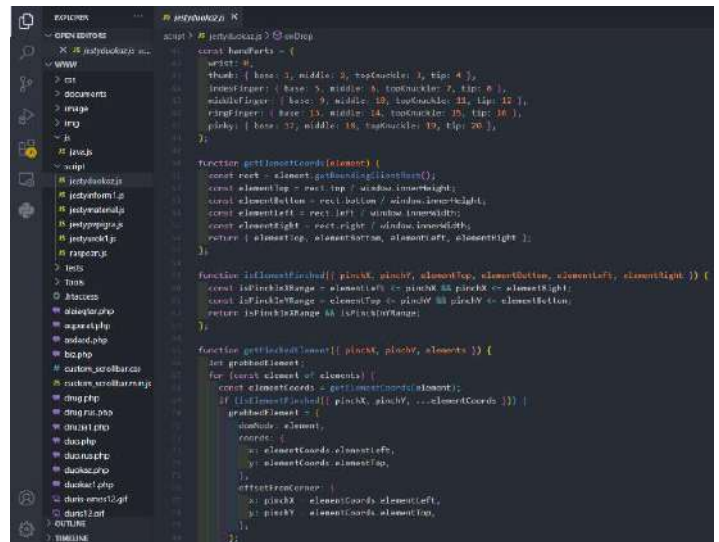
The following example demonstrates a basic system for hand gesture recognition using TensorFlow.js and Mediapipe Hands [1, 3]:

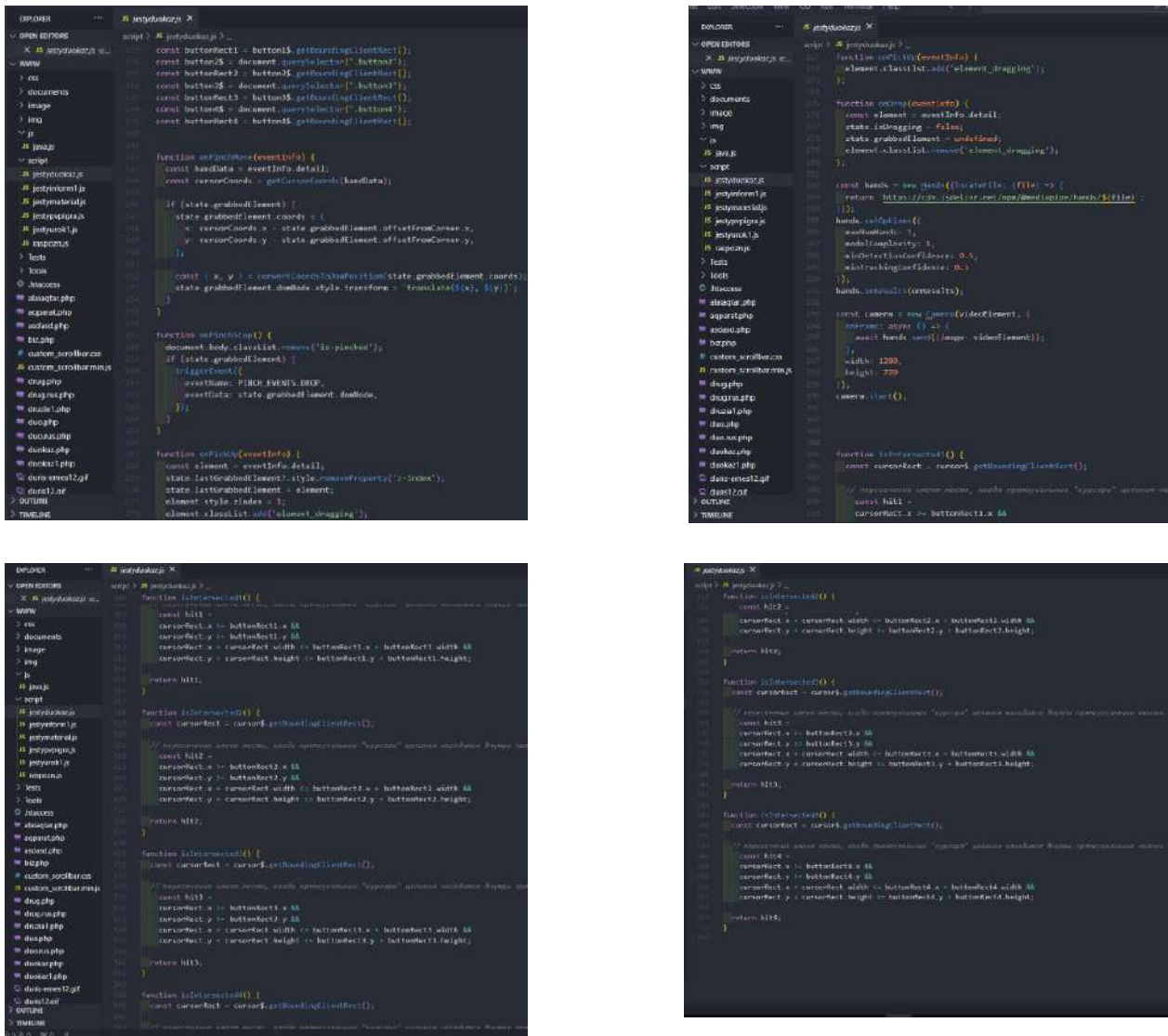
```
const video = document.getElementById('videoElement');
const handModel = new HandTrackingModel();
```

```
handModel.onResults((results) => {
  if (results.multiHandLandmarks) {
    results.multiHandLandmarks.forEach((landmarks) => {
      const gesture = recognizeGesture(landmarks);
      executeAction(gesture);
    });
  }
});
```

```
startVideoFeed(video);
```

This code snippet shows how to capture video input, detect hand landmarks, and map them to gestures for executing actions. Advanced implementations can include additional gesture sets, integration with voice commands, and feedback mechanisms [5].





Pic. 3 - Example code output visualizing gesture recognition

Applications

Hand gesture recognition systems have a wide range of applications, including:

1. Accessibility:

- Enables individuals with disabilities to navigate web platforms using hand gestures instead of traditional devices like mice or keyboards [3].
- Facilitates control of smart home devices and appliances for users with mobility challenges [5].

2. Gaming:

- Provides immersive experiences by allowing players to control characters or actions with hand movements [2].
- Introduces new gameplay mechanics that enhance engagement and creativity [4].

3. Education:

- Facilitates interactive learning environments where gestures are used to manipulate virtual objects or navigate content [3].

- Offers new ways to teach STEM concepts, such as geometry and physics, through hands-on virtual interactions [2].

4. **Healthcare:**

- Assists in physical therapy sessions by tracking patients' hand movements and providing real-time feedback [5].

- Enables contactless interaction in medical settings to maintain hygiene standards [1].

5. **Retail and E-commerce:**

- Allows customers to browse and select products through hand gestures in virtual shopping environments [4].

- Enhances the experience of virtual try-ons for clothing and accessories [5].

Visualization and Feedback

For effective user interaction, the system should include:

- **Visual Feedback:** Displaying detected hand movements and recognized gestures on the screen to confirm accuracy [3].

- **Customizable Gestures:** Allowing users to define specific gestures for personalized actions, making the system more adaptable to individual needs [2].

- **Cross-Platform Compatibility:** Ensuring the system works seamlessly across various devices and browsers, enhancing accessibility [5].

- **Feedback Mechanisms:** Providing audio or haptic feedback to inform users about successful gesture recognition [4].

Challenges and Solutions

Despite its potential, implementing hand gesture recognition comes with challenges:

1. **Lighting Variations:**

- Problem: Variability in lighting conditions can affect detection accuracy.
- Solution: Implement adaptive algorithms and preprocessing techniques to normalize lighting [1].

2. **Occlusion:**

- Problem: Hands may partially block each other or other objects in the frame.
- Solution: Use advanced models that account for partial visibility and predict missing landmarks [4].

3. **Performance Optimization:**

- Problem: High computational requirements may limit functionality on low-end devices.
- Solution: Optimize models for efficiency using lightweight frameworks like TensorFlow Lite [3].

4. **Gesture Ambiguity:**

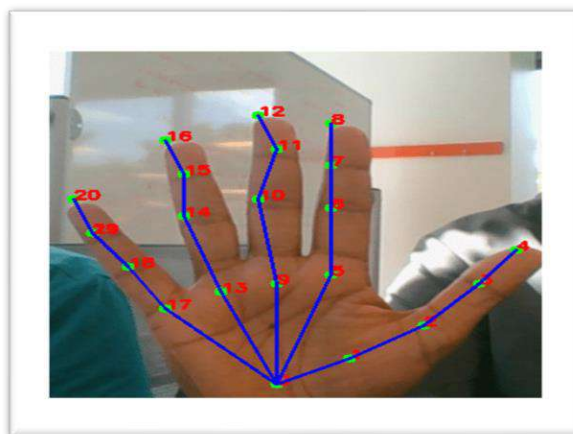
- Problem: Similar gestures may lead to misclassification.
- Solution: Train models on diverse datasets and include context-aware algorithms to improve accuracy [2].

Future Directions

The future of hand gesture recognition lies in:

- **Enhanced AI Models:** Developing models that adapt to user preferences and environments dynamically [4].

- **Augmented Reality Integration:** Combining gesture recognition with AR to create immersive experiences for education, gaming, and training [5].
- **Edge Computing:** Deploying lightweight models directly on devices to reduce latency and improve privacy [1].
- **Expanded Dataset Diversity:** Increasing the inclusivity of training datasets to accommodate a wider range of users and gestures [3].



Pic.4 - Vision for the future of hand gesture recognition systems

Conclusion

Hand gesture recognition powered by AI represents a significant advancement in web interaction. By enabling natural and intuitive controls, it paves the way for innovative applications across multiple domains. Continued research and development in this field promise to enhance accessibility, user experience, and technological integration for diverse audiences [1, 2, 3, 4, 5].

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1. Mediapipe Hands Documentation. (2023). Google Developers. Mediapipe Hands.
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Электронный научный журнал «Central Asian Scientific Journal»

Редактор: Байдильдинов Т.Ж.
Комп.верстка: Хусаинов Е.М.

Электронный научный журнал «Central Asian Scientific Journal»
-2024-5(24)-Астана-ИП Ажар
Зарегистрировано и выдано свидетельство
Министерством Информации и Общественного Развития РК
№KZ40VPY00067791 от 07.04.2023 г.

*За достоверность публикуемой информации, цитат и
иных изложений ответственность несет автор*



