What is claimed is:

1. A game monitoring device comprising:

a display device;

a memory configured to store rules of a game;

at least one camera configured to capture images of a gaming table on which the game is played;

at least one processor; and

a housing;

wherein the at least one processor is configured to:

use artificial intelligence to analyze images, captured by the at least one camera of the gaming table, to determine an area of interest on the gaming table;

use a context of the gaming table to determine which game object and/or chips of the gaming table should stay in focus and automatically focus the at least one camera on the area of interest;

analyze images, captured by the at least one camera, of game objects and chips on the gaming table to determine an outcome of the game; and

display, on the display device as an assistance to a human dealer at the gaming table, a notification regarding the outcome of the game; and

wherein the game monitoring device is a self-contained, stand-alone device in that the display device, the memory, the at least one camera, and the at least one processor are all carried by the housing and in that the analyzing and displaying both occur in the game monitoring device without a need to communicate with a remote device during game play.

2. The game monitoring device of Claim 1, wherein the at least one processor is further configured to:

adjust the at least one camera to obtain a high-definition image of the game object and/or chips of the gaming table that should stay in focus;

determine if the game object and/or chips of the gaming table that should stay in focus is sharply imaged,

wherein if the game object and/or chips of the gaming table that should stay in focus is not sharply imaged, the processor is configured to re-adjust the at least one camera to obtain a high-definition image of the game object and/or chips of the gaming table that should stay in focus, and if the game object and/or chips of the gaming table that should stay in focus is sharply imaged, the processor is configured to store the settings of the at least one camera for the current position and move the at least one camera to a next position.

3. The game monitoring device of Claim 1, wherein the at least one camera is further configured to capture a plurality of images of the gaming table throughout the game.

4. The game monitoring device of Claim 3, wherein a number of images in the plurality of images of the chips on the gaming table is sufficiently high that a chip that is at least partially blocked in one image is not at least partially blocked in another image.

5. The game monitoring device of Claim 3, wherein the at least one processor is further configured to execute an intelligent storage algorithm, in which a retention time of each image of the plurality of images is based on its use.

6. The game monitoring device of Claim 1, wherein the notification regarding the outcome of the game comprises an identification of a winner of the game and/or a payout of bets.

7. The game monitoring device of Claim 1, wherein the notification regarding the outcome of the game comprises a notification of a dealer error.

8. The game monitoring device of Claim 1, wherein the at least one processor is further configured to display, on the display device, a notification of a player's violation of a betting rule.

9. The game monitoring device of Claim 1, wherein the at least one processor is further configured to display, on the display device, a notification of a dealer chip count.

10. The game monitoring device of Claim 1, wherein the at least one processor is further configured to store, in the memory, a history of games monitored by the game monitoring device for later analysis.

11. The game monitoring device of Claim 1, wherein the at least one processor is further configured to communicate, outside of game play, with a remote device to receive a software update.

12. The game monitoring device of Claim 1, wherein the at least one processor is further configured to communicate, outside of game play, with a remote device to receive a training file to recognize game objects and/or chips.

13. The game monitoring device of Claim 1, wherein the at least one processor is further configured to communicate, outside of game play, with a remote device to receive the rules of the game.

14. A game monitoring device comprising:

a display device;

at least one camera;

means for receiving a training file to recognize images of game objects and/or chips of a game;

means for using artificial intelligence to automatically focus the at least one camera on an area of interest on a gaming table on which the game is played;

means for determining an outcome of the game based on the training result file and images of the area of interest on the gaming table;

means for displaying a notification regarding the outcome of the game on the display device as an assistance to a human dealer at the gaming table; and

a housing carrying the display device, the at least one camera, the means for receiving the training file, the means for using, the means for determining, and the means for displaying.

15. The game monitoring device of Claim 14, wherein the means for receiving the training file comprises a wireless communications interface.

16. The game monitoring device of Claim 14, wherein the means for receiving the training file comprises an input/output port.

17. A method comprising:

performing the following in a game monitoring device comprising a display device, a memory configured to store rules of a game, at least one camera configured to capture images of a gaming table on which the game is played, and a housing:

analyzing images using artificial intelligence, captured by the at least one camera of the gaming table, to determine an area of interest on the gaming table;

using a context of the gaming table to determine which game object and/or chips of the gaming table should stay in focus and automatically focus the at least one camera on the area of interest;

analyzing images, captured by the at least one camera, of game objects and chips on the gaming table to determine an outcome of the game; and

displaying, on the display device, a notification regarding the outcome of the game as an assistance to a human dealer at the gaming table;

wherein the game monitoring device is a self-contained, stand-alone device in that the display device, the memory, and the at least one camera are all carried by the housing and in that the analyzing and displaying both occur in the game monitoring device without a need to communicate with a remote device during game play.

18. The method of Claim 17, further comprising:

adjusting the at least one camera to obtain a high-definition image of the game object of the gaming table that should stay in focus;

determining if the game object and/or chips of the gaming table that should stay in focus is sharply imaged,

wherein if the game object and/or chips of the gaming table that should stay in focus is not sharply imaged, re-adjusting the at least one camera to obtain a high-definition image of the game object and/or chips of the gaming table that should stay in focus, and if the game object and/or chips of the gaming table that should stay in focus is sharply imaged, storing the settings of the at least one camera for the current position and moving the at least one camera to a next position.

19. The method of Claim 17, wherein the at least one camera is further configured to capture a plurality of images of the gaming table throughout the game.

20. The method of Claim 17, wherein the notification regarding the outcome of the game comprises an identification of a winner of the game and/or a payout of bets.