



- (51) **International Patent Classification:**
G07F 17/32 (2006.01) *G06K 9/82* (2006.01)
- (21) **International Application Number:**
PCT/AU2021/050592
- (22) **International Filing Date:**
10 June 2021 (10.06.2021)
- (25) **Filing Language:** English
- (26) **Publication Language:** English
- (30) **Priority Data:**
2020902206 30 June 2020 (30.06.2020) AU
- (71) **Applicant: SENSEN NETWORKS GROUP PTY LTD**
[AU/AU]; Level 1, 9 Harper Street, Abbotsford, Victoria 3067 (AU).
- (72) **Inventors: QUINN, Louis;** Level 1, 9 Harper Street, Abbotsford, Victoria 3067 (AU). **VO, Duc Dinh Minh;** Level 1, 9 Harper Street, Abbotsford, Victoria 3067 (AU). **VO, Nhat;** Level 1, 9 Harper Street, Abbotsford, Victoria 3067 (AU). **CHALLA, Subhash;** Level 1, 9 Harper Street, Abbotsford, Victoria 3067 (AU).
- (74) **Agent: FB RICE;** Level 33, 477 Collins Street, Melbourne, Victoria 3000 (AU).
- (81) **Designated States** (*unless otherwise indicated, for every kind of national protection available*): AE, AG, AL, AM,

AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, IT, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW.

- (84) **Designated States** (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

Published:
— with international search report (Art. 21(3))

- (54) **Title: GAMING ACTIVITY MONITORING SYSTEMS AND METHODS**

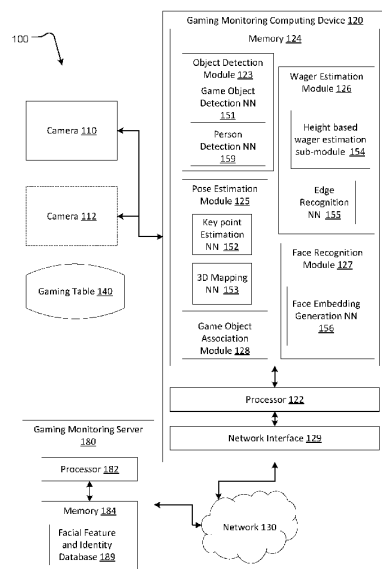


Figure 1

(57) **Abstract:** Embodiments relate to systems, methods and computer readable media for gaming monitoring. In particular, embodiments process images to determine presence of a gaming object on a gaming table in the images. Embodiments estimate postures of one or more players in the images and based on the estimated postures determine a target player associated with the gaming object among the one or more players.