CLAIMS

1. A method of capturing imagery of a user for access control using captured application imagery to assess the nature of the user as being of a real human, which method comprises:

capturing positioning imagery of the user with a camera of a user device

while capturing the positioning imagery, tracking the motion of the user device using data captured by ~~at least one of an accelerometer and a gyroscope built into~~ the device ;

processing the positioning imagery in real time

displaying the positioning imagery of the user on a display facing the user, wherein the positioning imagery updates to provide real-time visual feedback for guiding the user to move the relative position of the user and camera to a desired position; and

using at least one of a processor of the user device and a remote server in data communication with the user device to

generate a level of consistency between the changes in the captured real-time imagery and changes in imagery of the user captured by the user device that would be expected to result from the tracked motion of the user device; and

use the generated level of consistency as a basis for determining whether a user depicted in the real-time imagery is physically present within a field of view of the camera, wherein the user is invited to position a visual element under their control at a displayed target position, and in so doing, moving the position and/or attitude of the device in the manner required by an application running on the device.

2. A method of capturing imagery according to Claim 1, wherein the captured image shown to the user on the display is processed before being displayed to displace the image upwards with respect to the device.

3. A method of capturing imagery according to Claim 1 or Claim 2,

wherein a normal to a centroid of the display intersects a head of the user at a point less than approximately five centimetres from a tip of a nose of the user when the user is in the desired position with respect to the camera.

4. A method of capturing imagery according to any one of Claims 1 to 3, wherein visual feedback results in the normal axis through the center of the camera lens intersecting the user's face approximately at the user's hairline when the user is in the desired position with respect to the camera.

5. A method of capturing imagery according to any one of Claims 1 to 4, wherein for devices with camera lenses that are laterally centered above the display, the axis intersects the hairline on the mid-sagittal plane of the user's head, but displaced from the center of the head in a vertical direction, parallel to the transverse axis of the user's head

6. A method according to any one of Claims 1 to 5, wherein the target positions may be static points on the display or regions defined by shading, outlines, or a feature in a displayed image.

7. A method according to any one of Claims 1 to 6, wherein the visual element being positioned by the user may be a geometric shape, an icon, a simple animated character, or a virtual object, such as a virtual ball that is being rolled around on the screen by rocking the display to simulate an inclined surface upon which the ball rolls around under gravity.

8. A method according to any one of Claims 1 to 7, wherein the target position is static or dynamic.

9. A method according to Claim 8, wherein static targets include a point or highlighted region at the screen center, or a region defined by a static graphic pattern or image shown on the display.

10. A method according to Claim 8, wherein dynamic targets may move around the display in a continuous, smooth manner, or may jump from point to point on the screen.

11. A method according to Claim 10, wherein such targets may be displayed as moving graphic elements, animated patterns, or moving imagery, including animation or video