[0009] In this specification, a statement that an element may be “at least one of” a list of options is to be understood that the element may be any one of the listed options, or may be any combination of two or more of the listed options.

[0010] Any discussion of documents, acts, materials, devices, articles or the like which has been included in the present specification is not to be taken as an admission that any or all of these matters form part of the prior art base or were common general knowledge in the field relevant to the present disclosure as it existed before the priority date of each claim of this application.

Summary

[0011] According to a first aspect ~~some embodiments provides a system for automated gaming recognition, the system comprising: at least one image sensor configured to capture image frames of a field of view including a table game; at least one depth sensor configured to capture depth of field images of the field of view; and a computing device configured to receive the image frames and the depth of field images, and configured to process the received image frames and depth of field images in order to produce an automated recognition of at least one gaming state appearing in the field of view~~of the present disclosure, there is provided a system of monitoring game play on a table surface of a gaming table, the system comprising: at least one camera configured to capture images of the table surface; and a computing device in communication with the at least one camera, said computing device configured to receive, in real time, images of the table surface captured by the at least one camera, analyse, in real time, at least one captured image of the table surface to identify a presence of a game object on the table surface, based on identifying the presence of a game object on the table surface, determine whether the game object is a game start trigger initiating game object by comparing at least one visual feature of the game object with stored configuration data relating to a prescribed game start trigger initiating game object, in response to determining that the game object identified as present on the table surface is a game start trigger initiating game object, determine that a game start event has occurred and record a time stamp for a game event, and transmit game event data to a server, the game event data including an indicator of the game start event and the time stamp for the game event.

[0012] According to a second aspect ~~some embodiments provide a method of automated gaming recognition, the method comprising: obtaining image frames of a field of view including a table game; obtaining depth of field images of the field of view; and processing the received image frames and depth of field images in order to produce an automated recognition of at least one gaming state appearing in the field of view~~of the present disclosure, there is provided a method of monitoring game play on a table surface of a gaming table, the method comprising: receiving, in real time and by a computing device in communication with at least one camera, images of the table surface captured by the at least one camera; analysing, in real time, at least one captured image of the table surface to identify a presence of a game object on the table surface; based on identifying the presence of a game object on the table surface, determining whether the game object is a game start trigger initiating game object by comparing at least one visual feature of the game object with stored configuration data relating to a prescribed game start trigger initiating game object; in response to determining that the game object identified as present on the table surface is a game start trigger initiating game object, determining that a game start event has occurred and recording a time stamp for a game event; and transmitting, by the computing device, game event data to a server, the game event data including an indicator of the game start event and the time stamp for the game event.

[0013] According to a further aspect ~~some embodiments~~of the present disclosure, there is provided a non-transitory computer readable medium storing instructions that when executed by a computer cause the computer to perform the method of the second aspect~~for automated gaming recognition, comprising instructions which, when executed by one or more processors, causes performance of the following: obtaining image frames of a field of view including a table game; obtaining depth of field images of the field of view; and processing the received image frames and depth of field images in order to produce an automated recognition of at least one gaming state appearing in the field of view~~.