Efficient Gaming Monitoring Using Artificial Intelligence

Abstract

Some embodiments relate to methods and systems for gaming monitoring. An example method comprises: receiving by a computing device a series of images and timestamp information of a capture time of each image in the series of images, wherein each image of the series of images is an image of a gaming environment; processing by the computing device a first image in the series of images to determine an event trigger indicator in the first image; identifying a gaming monitoring event based on the determined event trigger indicator; transmitting image data of the first image and images proximate to the first image in the series of images to an upstream computing device; wherein determining the event trigger indicator comprises detection of a first game object in the first image, wherein the first game object was not detected in an image captured prior to the first image in the series of images.

Fig. 2