CLAIMS:

1. A method for gaming monitoring, the method comprising:

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 a first event trigger indicator in the first image;

identifying a gaming monitoring start event based on the determined first event trigger indicator;

responsive to identifying the gaming monitoring start event, initiating transmission of image data of the first image and images in the series of images captured subsequent to the first image to an upstream computing device;

processing by the computing device a second image in the series of images to determine a second event trigger indicator in the second image, the second image being an image captured subsequent to the first image;

identifying a gaming monitoring end event based on the determined second trigger indicator; and

terminating transmission of the image data responsive to identifying the gaming monitoring end event.

2. The method of claim 1, wherein determining the first 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.

3. The method of claim 1, wherein determining the first event trigger indicator comprises detection of a dealer gesture in the first image, the dealer gesture being indicative of a start of a game.

4. The method of claim 1, wherein determining the first event trigger indicator comprises detection of a person or a part of a person in the first image.

5. The method of claim 1, wherein determining the second event trigger indicator comprises detection of an absence of a game object in the second image.

6. The method of claim 1, wherein determining the second event trigger indicator comprises detection of a dealer gesture in the second image, the dealer gesture being indicative of an end of a game.

7. The method of any one of claims 1 to 6, further comprising capturing the series of images of the gaming environment.

8. The method of claim 7, wherein each image in the series of images is captured using a camera including one or more of: a visual spectrum camera, or an infrared spectrum camera, or a depth sensing camera, or a neuromorphic camera, or an AI camera, or an event camera, or a pixel processing camera.

9. The method of claim 8, wherein the camera is at a same gaming table location as the computing device.

10. The method of any one of claims 1 to 9, wherein the upstream computing device is remote from a location of the computing device.

11. The method of any one of claims 1 to 10, wherein the upstream computing device includes a remote server in a cloud computing environment.

12. The method of any one of claims 1 to 11, further comprising determining a region of interest in each of the first image and images in the series of images captured subsequent to the first image;

wherein the image data transmitted to the upstream computing device is confined to the image data of the determined regions of interest.

13. The method of claim 12, wherein the region of interest is a region within the images depicting a game object, or a part of a person.

14. The method of any one of claims 2, 5 and 13, wherein the game object comprises one or more of: a game value object, or cash, or a playing card, or dice, or a position marker.

15. The method of any one of claims 1 to 14, wherein the computing device is a gaming environment computing device positioned in or proximate to the gaming environment.

16. The method of any one of claims 1 to 15, wherein the gaming environment includes a gaming table and the captured images include a gaming table surface.

17. The method of any one of claims 1 to 16, wherein determining the first event trigger indicator in the first image comprises providing the first image to an artificial intelligence model.

18. The method of any one of claims 1 to 17, wherein determining the second event trigger indicator in the second image comprises providing the second image to an artificial intelligence model.

19. The method of claim 17 or claim 18, wherein the artificial intelligence model is an artificial neural network.

20. A distributed system for gaming monitoring, the distributed system comprising:

a camera positioned in a gaming environment to capture images of the gaming environment;

a gaming environment computing device positioned in or proximate to the gaming environment, the computing device being in communication with the camera;

an upstream computing device in communication with the computing device;

wherein the gaming environment computing device is configured to perform the method of:

receiving by the gaming environment 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 gaming environment computing device a first image in the series of images to determine a first event trigger indicator in the first image;

identifying a gaming monitoring start event based on the determined first event trigger indicator;

responsive to identifying the gaming monitoring start event, initiating transmission of image data of the first image and images in the series of images captured subsequent to the first image to an upstream computing device;

processing by the gaming environment computing device a second image in the series of images to determine a second event trigger indicator in the second image, the second image being an image captured subsequent to the first image;

identifying a gaming monitoring end event based on the determined second trigger indicator; and

terminating transmission of the image data responsive to identifying the gaming monitoring end event;

and wherein the upstream computing device is configured to perform the method of:

receiving at an upstream computing device from a gaming environment computing device in a gaming environment image data of images captured in the gaming environment and timestamp information for each of the captured images;

processing at the upstream computing device the received image data to identify a game object in the image data and an image region of the image data corresponding to the identified game object; and

processing at the upstream computing device the image region corresponding to the identified game object to determine a game object attribute of the identified game object.

21. A distributed system for gaming monitoring, the distributed system comprising:

a camera positioned in a gaming environment to capture images of the gaming environment; and

a computing device positioned in or proximate to the gaming environment, the computing device being in communication with the camera;

wherein the computing device is configured to perform the method of any one of claims 1 to 19.

22. A method for gaming monitoring, the method comprising:

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.

23. A method for gaming monitoring, the method comprising:

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 a first event trigger indicator in the first image;

identifying a gaming monitoring start event based on the determined first event trigger indicator;

processing by the computing device a second image in the series of images to determine a second event trigger indicator in the second image, the second image being an image captured subsequent to the first image;

identifying a gaming monitoring end event based on the determined second trigger indicator; and

responsive to identifying the gaming monitoring end event, transmitting image data of a set of images in the series of images from the first image to the second image to an upstream computing device for remote image processing of the set of images using artificial intelligence.

24. A method for gaming monitoring, the method comprising:

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;

determining by the computing device a first event trigger indicator in relation to a gaming table in the gaming environment;

identifying a gaming monitoring start event based on the determined first event trigger indicator;

determining by the computing device a second event trigger indicator in relation to the gaming table at a time after determination of the first trigger event;

identifying a gaming monitoring end event based on the determined second event trigger indicator; and

one of:

subsequent to identifying the gaming monitoring start event, initiating transmission of image data of a first image captured at a time of the first event trigger indicator and images in the series of images captured subsequent to the first image to an upstream computing device for remote image processing of the set of images using artificial intelligence, and subsequent to identifying the gaming monitoring end event, terminating transmission of the image data; or

responsive to identifying the gaming monitoring end event, transmitting image data of a set of images in the series of images from the first image captured at a time of the first event trigger indicator to a second image captured at a time of the second event trigger indicator to an upstream computing device for remote image processing of the set of images using artificial intelligence.

25. The method of claim 24, further comprising capturing the series of images of the gaming environment.

26. The method of claim 25, wherein each image in the series of images is captured using a camera including one or more of: a visual spectrum camera, or an infrared spectrum camera, or a depth sensing camera, or a neuromorphic camera.

27. The method of claim 26, wherein the camera is at a same gaming table location as the computing device.

28. The method of any one of claims 24 to 27, wherein the upstream computing device is remote from a location of the computing device.

29. The method of any one of claims 24 to 28, wherein the upstream computing device includes a remote server in a cloud computing environment.

30. The method of any one of claims 24 to 29, further comprising determining a region of interest in each of the first image and images in the series of images captured subsequent to the first image;

wherein the image data transmitted to the upstream computing device is confined to the image data of the determined regions of interest.

31. The method of claim 30, wherein the region of interest is a region within the images depicting a game object, or a part of a person.

32. The method of any one of claims 24 to 31, wherein the computing device is a gaming environment computing device positioned in or proximate to the gaming environment.

33. The method of any one of claims 24 to 32, wherein the gaming environment includes a gaming table and the captured images include a gaming table surface.

34. A method of gaming monitoring, the method comprising:

receiving by an edge 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 edge computing device a first image in the series of images to determine a first event trigger indicator in the first image;

identifying a gaming monitoring start event based on the determined first event trigger indicator;

responsive to identifying the gaming monitoring start event, initiating transmission of image data of the first image and images in the series of images captured subsequent to the first image to an upstream computing device;

receiving at the upstream computing device from the edge computing device the image data of the first image and each of the images in the series of images captured subsequent to the first image and timestamp information for the first image and images in the series of images;

processing at the upstream computing device the received image data to identify a game object in the image data and an image region of the image data corresponding to the identified game object;

processing at the upstream computing device the image region corresponding to the identified game object to determine a game object attribute of the identified game object;

processing by the edge computing device a second image in the series of images to determine a second event trigger indicator in the second image, the second image being an image captured subsequent to the first image;

identifying a gaming monitoring end event based on the determined second trigger indicator; and

terminating transmission of the image data responsive to identifying the gaming monitoring end event.