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Patent Search

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Abstract:

[035] The present invention discloses a digital signal processing system for an electronic gaming device and method thereof. The system includes, but is not limited to, an input-output interface adapted to receive and process an input signal from a user device; an artificial intelligence-based interface provided with a processing unit suitable for receiving data communication representing a plurality of game states and game output from the input-output interface; a display unit to animate an automated virtual assistant on the input-output interface. Further, a smart game output console adapted to convert and translate the plurality of game states and game output from the input-output interface into animated behavior information and digital signal information for input to the user device. Accompanied Drawing [FIG. 1]

Complete Specification

Claims:1. A digital signal processing system for an electronic gaming device, comprising: an input-output interface adapted to receive and process an input signal from a user device; an artificial intelligence-based interface provided with a processing unit suitable for receiving data communication representing a plurality of game states and game output from the input-output interface; a display unit to animate an automated virtual assistant on the input-output interface; and a smart game output console adapted to convert and translate the plurality of game states and game output from the input-output interface into animated behavior information and digital signal information for input to the user device.

2. The system as claimed in claim 1, wherein the input signal is further converted into at least two sequential Digital Signal Processors (DSPs) for processing; and a memory unit for storing data, the memory unit being accessible by the sequential Digital Signal Processors (DSPs).

3. The system as claimed in claim 1, wherein the processing unit is configured to connect with a transmitting unit adapted to provide an optical electromagnetic energy module via the gaming console unit connected and a receiver unit operable to receive a resonant response from the artificial intelligence-based interface within a range of the provided optical electromagnetic energy module via the gaming console unit.

4. The system as claimed in claim 1, wherein the user device is configured with a plurality of gaming sensors including a directional microphone for user proximate to the system and a natural language processing unit configured to identify a particular digital signal detected from user via the artificial intelligence-based interface.

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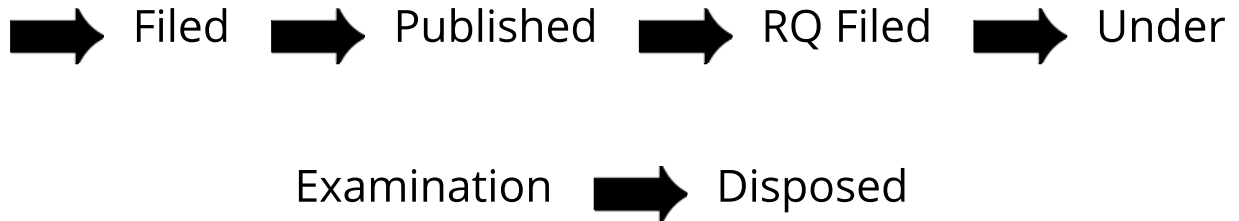
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