Gesture Recognition Studio Mobile App

Application Note



Application Note - Gesture Recognition Studio Mobile App

Document revision	3.6.0
Document release date	August 2025
Document number	BST-BHI385-AN005-03
Sales Part Number(s)	SPN 0273017068
Notes	Data and descriptions in this document are subject to change without notice. Product photos and pictures are for illustration purposes only and may differ from the real product appearance. The technical details and legal disclaimer of the respective product data sheet apply.

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1. Introduction

1.1. Background

The **Gesture Recognition Studio** Mobile App is part of the **BHI385 Gesture Recognition Studio Demo Kit** (KLIO_Demo_V3.6.0). The BHI385 integrates a high-performance IMU with an embedded MCU and **Self-Learning Motion AI (Klio)** feature, which is an algorithm running embedded on the BHI385 sensor. This technology allows the sensor to learn, recognize, and count cyclic human movements directly on the device without cloud processing, external model training, or firmware development.

To make the evaluation fast and frictionless, the **Gesture Recognition Studio Demo Kit** combines:

- BHI385 Shuttle Board
- Application Board 3.x (App3.0 or App3.1)
- Firmware and automatic flashing tools
- Gesture Recognition Studio Android APK

This enables **immediate hands-on evaluation** of Klio's capabilities.

1.2. Purpose of this Demo Kit

This kit is intentionally designed for:

- **Initial familiarization** with the BHI385 and Klio Self-Learning AI feature
- **Demonstration** of gesture learning and recognition without coding
- **Evaluation** of exercise detection, sensitivity, and performance
- **Testing** the user experience of teaching and recognizing cyclic gestures
- **Collecting data logs** for engineering analysis

This demo kit is **not intended for production**, system integration, or certification workflows.

1.3. Broad use cases:

The system supports a wide range of cyclic motion recognition scenarios:

- Automatic tracking of both pre-learned exercises and user-defined exercises
- Ability to learn new custom exercises directly from the user in real time, without the need for pre-learned exercises
- Personalizing pre-learned exercises based on the user's style
- Coach the user regarding correct movement form to improve based on comparison with the saved model

1.4. Note

In case of mismatch between shared APK Android Application and this document, the APK software state has priority.

Your device is powered by an integrated Lithium Polymer (LiPo) battery. To maintain optimal performance and ensure safety, follow the safety instructions regarding charging, storage, and handling.

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2. Exercises in focus

The app includes a predefined set of weight-based and bodyweight exercises. These exercises have internally collected reference data and are ready to use out of the box. For an overview see Table 1 and Table 2.

2.1. Weights

Table 1: Weight reference

	Exercise name	Muscle group
1	Bench Press Dumbbell	Chest
2	Bicep Curl Dumbbell	Biceps
3	Bicep Curl Dumbbell Palm Face Front	Biceps
4	Chest Fly Dumbbell	Chest
5	Kettlebell Swing	Full Body
6	Pull Over Dumbbell	Chest
7	Reverse Fly Dumbbell Bent Over	Shoulders/Deltoids
8	Side Lateral Raise Dumbbell	Shoulders
9	Triceps Extensions Dumbbell	Triceps
10	Triceps Kickbacks Dumbbell	Triceps
11	Triceps Lying Extensions Barbell	Triceps

2.2. Body Weight

Table 2: Body weight reference

	Exercise name	Muscle group
1	Crunches	Abs
2	Front Lunges	Legs
3	Jumping Jacks	Full Body
4	Row Machine	Full Body
5	Lower Back extension	Lower back
6	Russian Twist	Core
7	Squats Bodyweight	Legs

3. Installation

3.1. Android Application setup

The Gesture Recognition Studio app is not available on the Google Play Store. Instead, you need to install it using an APK file provided separately. Tested android versions are Android 14 and Android 15. There are two ways to install the application on an Android device.

Option 1: Direct download via the Bosch Sensortec website

1. Obtain the APK file from the Bosch Sensortec website or from the demo kit package
2. Download the APK directly or transfer it to your Android device
3. Open your device's File Manager.
4. Navigate to the folder where the APK was downloaded (e.g., Downloads).
5. Tap the APK file to begin installation.
6. If prompted, enable installation from unknown sources in your device settings.
7. Follow the on-screen prompts to complete the installation.

Option 2: Install via ADB (Advanced)

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If you prefer using a command-line tool:

1. Install the Android Debug Bridge (ADB) on your computer.
2. Connect your Android device to the computer via USB with USB debugging enabled.
3. Open a terminal and run the following command:

adb install /path/to/your/app.apk

adb install -r /path/to/your/app.apk # To update an existing installation, use the `-r` flag

3.2. Device setup

The setup differs between the **Application Board 3.0** and the **3.1**. The descriptions below replace and improve the original content. For more details, refer to the documentation for the Application Board 3.0 and the Application Board 3.1:

- https://www.bosch-sensortec.com/en/software-tools/tools/application-board

3.3. Device flashing

Find the firmware folder in the software package.

Steps:

1. Connect your device to your PC via USB
   a. App Board 3.0: Power on the device using the power switch
   b. App Board 3.1: The device powers on automatically
2. Place the device into Flash Mode.
   a. App Board 3.0: Hold Button 2 while turning the device ON. The status LED lights up blue continuously.
   b. App Board 3.1: Hold the Power Button and Button 1 together for 5 seconds. The device restarts in DFU Mode and the status LED lights up blue continuously.
3. Run the appropriate batch script,
   a. **01_prepare_app30.bat** for the App Board 3.0
   b. **01_prepare_app31.bat** for the App Board 3.1
4. Follow the instructions in the batch script

3.4. Device Operating Modes

The device supports different operating modes:

Mode	Purpose
Normal Mode	Standard operation and connection to the mobile application.
MTP Mode	File transfer mode. Use this mode when accessing files stored on the device.
Flash Mode (DFU Mode)	Firmware update mode. Use this mode when flashing new firmware to the device.

Note: Before performing the firmware update procedure described in Section 3.3, the device must be placed into Flash Mode (DFU Mode).

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3.4.1. **Application Board 3.0**



Figure 1: Application Board 3.0 with casing

On/Off:
Use the switch to turn the device **ON** and **OFF** (see Figure 1).
When turned ON, the status LED on the right will light up red continuously while waiting for connection.
When connected to the phone, the status LED will start flashing blue or red depending on the current mode.

MTP Mode:
Turn off the device. Hold down the left button (Button 1) while turning the device ON. The status LED will light up green continuously.

Flash Mode:
Turn off the device. Hold down the right button (Button 2) while turning the device ON. The status LED will light up blue continuously.

3.4.2. **Application Board 3.1**

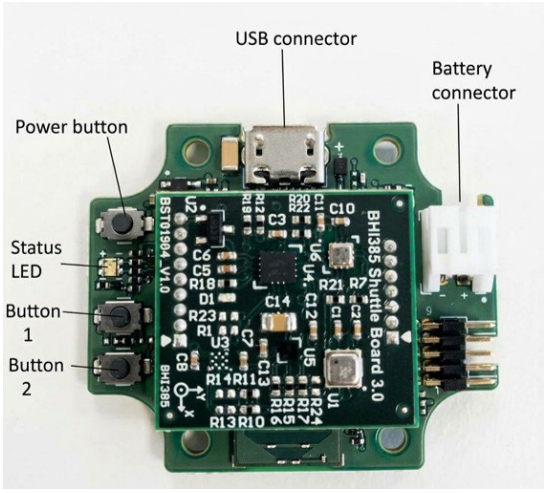


Figure 2: Application Board 3.1 with BHI385

On/Off:
Connect the device via USB to turn the device **ON**, see Figure 2.
If the device has a battery connected, turn the device OFF by holding down the power button for approximately 2 seconds.
When turned ON the status LED will light up red continuously while it waits for connection.
When connected to the phone, the status LED will start flashing blue or red depending on the current mode.(See Table 3)

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MTP Mode:
Hold down the power button and button 2 together for 5 seconds. The device will restart in MTP mode, and the status LED will light up green continuously.

Flash Mode:
Hold down the power button and button 1 together for 5 seconds. The device will restart in DFU mode, and the status LED will light up blue continuously.

3.5. Device LED status

Table 3: Device LED Status

Status			Human readable	Period	On time	Off time
USB Bootloader receiving image or writing image			Two medium-slow blinks per second	500 ms	250 ms	250 ms
BLE device running (idle, disconnected)			Status LED red constantly	∞	∞	0 ms
BLE device running (connected)			Two fast blinks every second	500 ms	50 ms	450 ms
MTP mode			Status LED green constantly	∞	∞	0 ms
Error indication	No blinks at all (constantly on/off)					
Battery charged	Only power good LED red constantly	∞	∞	0 ms		
Battery charging	Charging LED red constantly	∞	∞	0 ms		

3.6. Device orientation

Default is to wear the device on the left wrist (see Figure 3 and Figure 4), also see the ***Settings > Device settings*** in the app. If you put the device on the right wrist, then it must be rotated 180 degrees.

3.6.1. Application Board 3.0



Figure 3: App Board 3.0 orientation

The on/off switch and USB connector should face inwards and be on the same side as the thumb; the same applies to the right wrist.

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3.6.2. **Application Board 3.1**

The buttons should face inwards and be on the same side as the thumb; the same applies to the right wrist.



Figure 4: App Board 3.1 orientation

3.7. Battery Handling

DO NOT LEAVE DEVICE UNATTENDED WHILE CHARGING.
While the battery might have basic protection against overcharge, the application board is intended as an engineering development board and not as a product to be integrated or used in final consumer devices. Refer to the application board documentation for more details.

The battery takes around 2 to 3 hours to charge, and the **device should not be left unattended during this period**.

There is no external temperature sensor connected to the battery that provides temperature feedback to the charging circuit in the Device.
For further details read application notes for application Board 3.0 and 3.1.

How to charge the device:

1. Connect the device to any USB power source (USB port, USB hub, or charger).
2. Now the Device will start charging.

How to know when charging is complete:

- **App3.0 board:**
  The charging LED turns off when the battery is fully charged.
- **App3.1 board:**
  The LED does not change when charging is complete. It stays on even when the battery is full.

Battery-level information

- The battery level is only shown when the device is not charging.
- The charge level displayed in the app should be considered an approximation only.

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4. Features and App flow

4.1. Home Screen

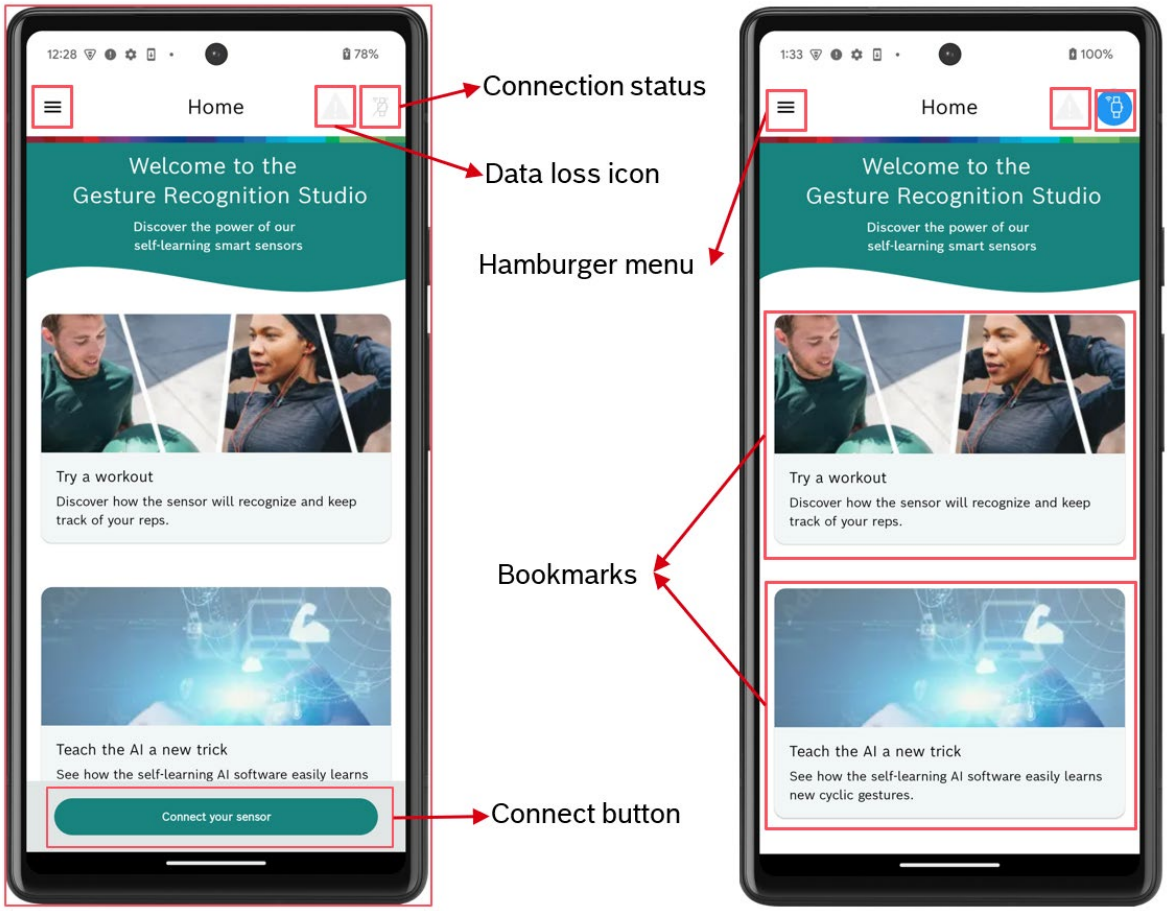


Figure 5: Home Screen

Upon launching the app, you will see the home screen (Figure 5):
The Home screen contains the following elements:

Connection Status (top right): A sensor icon indicates the device's connection state:

- White icon with a blue background: Device is connected and active. The icon may pulsate when data is streaming.
- Gray icon: Device is disconnected. Data-loss icon: Is shown when data is lost in the BLE transmission e.g. caused by signal interference or low BLE throughput. When the mobile device receives less data than expected, the icon turns yellow. Tapping on the icon shows the number of lost frames.

Hamburger Menu icon (top left): Tap to open the navigation drawer, which includes Gym, Cyclic Gestures, Help, Settings, and Data Logging.
Bookmarks: Shortcuts to app features. The visible bookmarks may vary depending on the app version and selected configuration.
"Connect your sensor" button (bottom): Tap to initiate the device connection.

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4.2. Connect Screen

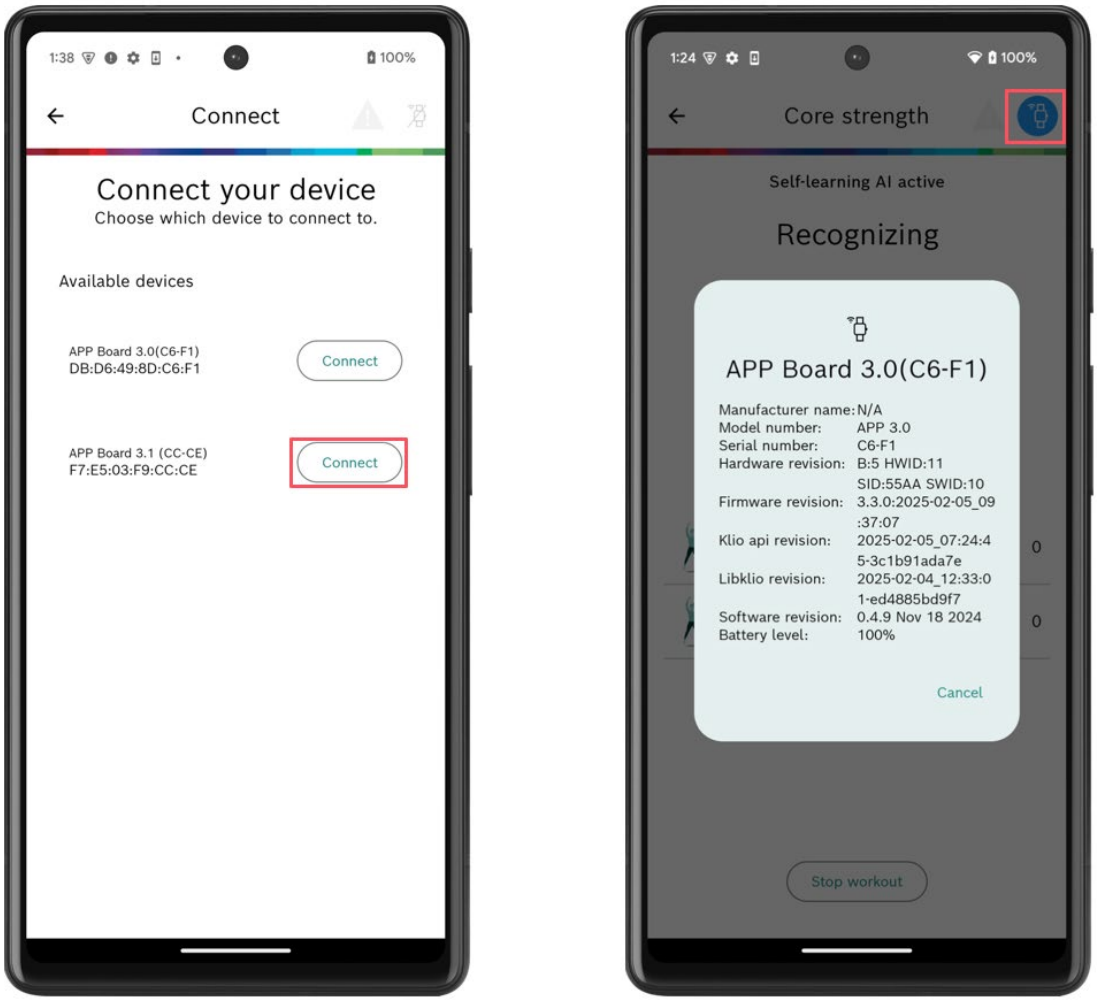


Figure 6: Connect to sensor screen

To connect the application board to the mobile device:

- ▶ Tap the “Connect your sensor” button at the bottom of the screen. The Connect screen opens and shows a list of available devices.
- ▶ Tap the Connect button next to your device’s address. (see Figure 6)

Supported hardware:
This version of Gesture Recognition Studio supports Application Board 3.0 and Application Board 3.1.
If your device does not appear in the list, ensure that:

- the board is powered on,
- BLE is enabled on the phone, and
- no other app is already connected to the board.

4.3. App Board Information Screen

Once connected, the sensor icon in the top right corner will turn blue and pulsate to indicate a successful connection (see Figure 7).
If the user taps on the blue icon, then a dialog with information about the sensor will pop up. The user will see details about hardware and firmware that are currently on the application board and connected to the mobile device.

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This screen is useful for verifying that the correct firmware version is installed, especially before performing exercise recognition, gesture learning, or logging operations.



Figure 7: Home screen when connected to the sensor and menu

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4.4. Gym

The Gym feature allows you to track core strength exercises using pre-learned cyclic patterns. In the current version, the only available category is "Core Strength".

1. To access Gym workouts: (see Figure 8)
   - Open the navigation drawer by tapping the hamburger menu icon.
   - Select “Gym”.
2. Select a Category: (see Figure 9)
   - The current version includes one category: “Core Strength”.
   - Tap “Core Strength” to view available exercises.

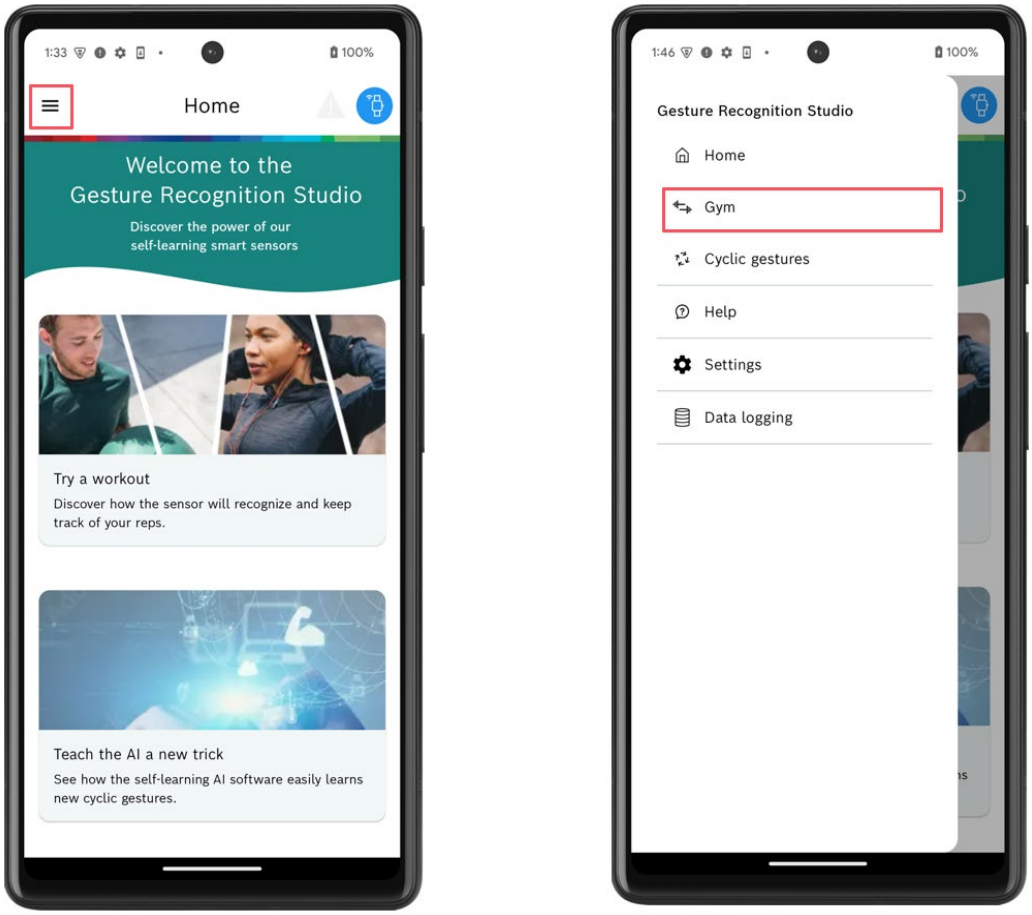


Figure 8: Hamburger menu icon and Gym menu item

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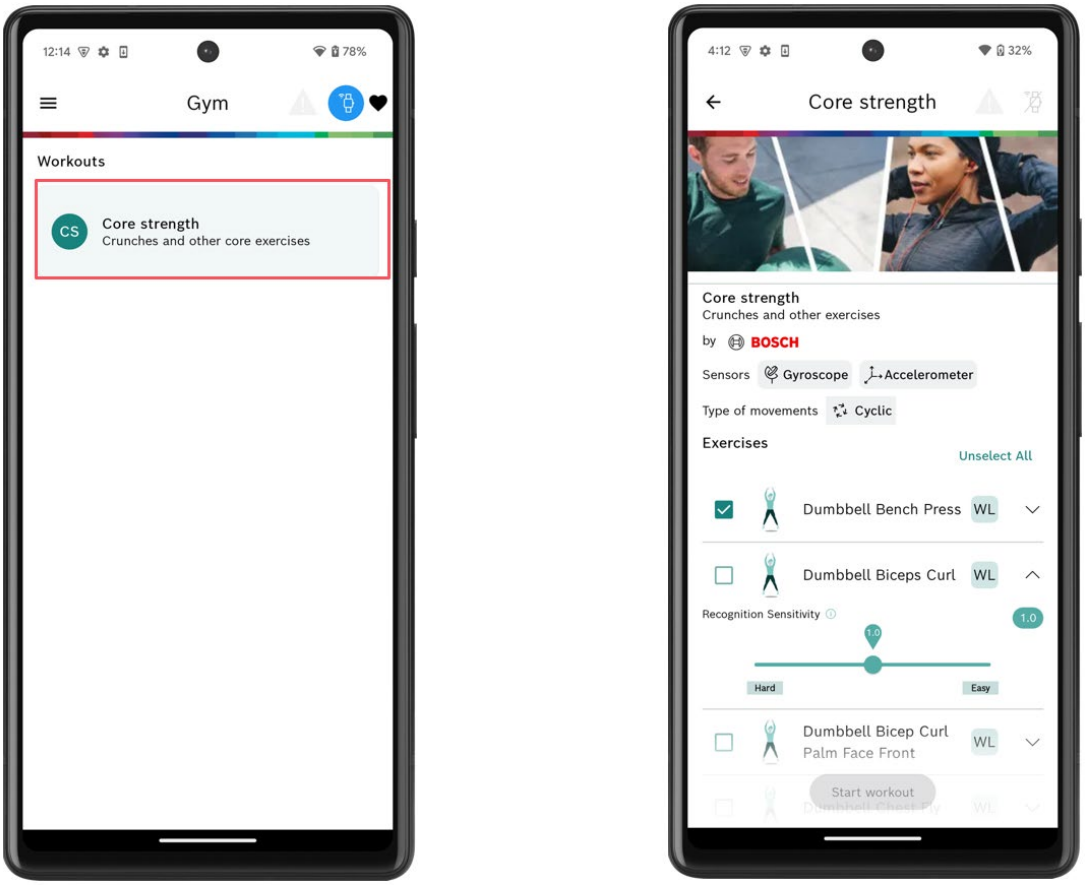


Figure 9: Gym and exercise selection with sensitivity setting

3. Choose Exercises:

- Select one or more exercises to upload to the sensor for detection and repetition counting**.**
- Note: Exercises are based on internal data collection and may require slight differences in posture or hand position.

4. Adjust Sensitivity:

- Sensitivity ranges from 0.5 (harder to detect) to 1.5 (easier to detect), with a default of 1.0.
- Adjust the sensitivity slider if needed. Sensitivity are not be linear (e.g., detection may improve significantly between 0.7–0.8).

5. Start Detection:

- Tap the “Start Workout” button.
- The “Recognizing” screen displays the number of detected repetitions for the selected exercises. (see Figure 10)

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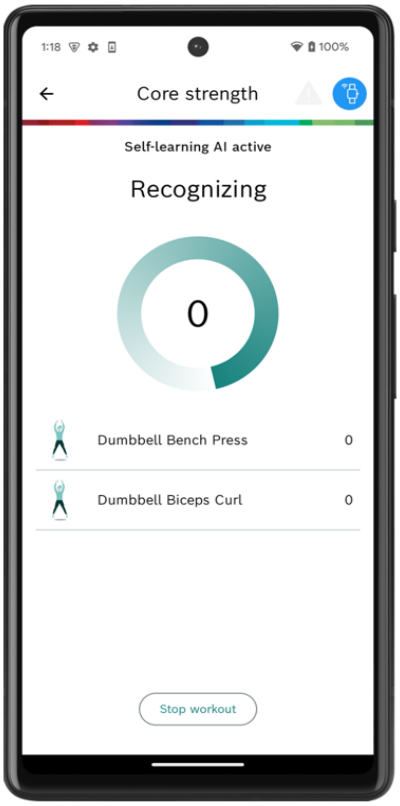


Figure 10: Exercise detection

4.5. Cyclic gestures

To learn a new gesture, the user should tap on the “Start learning” button and a new screen will appear (Figure 11). When it appears, the user should then repeat the gesture or exercise they want to learn. It is necessary to repeat the exercise multiple times and when 100% is reached, then the exercise is learned and can be used.

Then the user should tap on “Save gesture” if they are satisfied with the gesture or tap “cancel”. Then on the next screen the user can assign a descriptive name to the gesture and, if needed, add a gesture description with more details. (see Figure 12).

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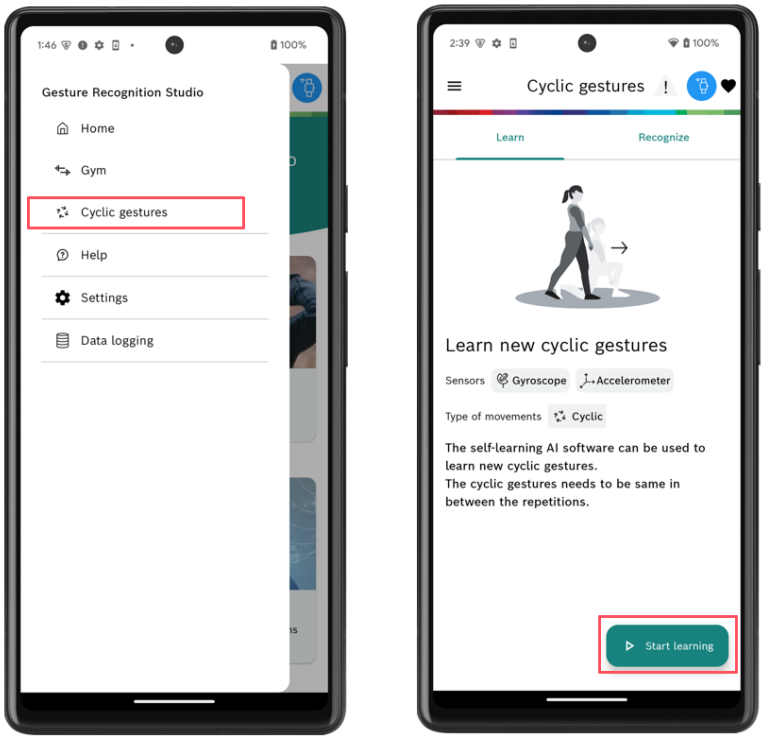


Figure 11: Cyclic gestures menu and start learning screen

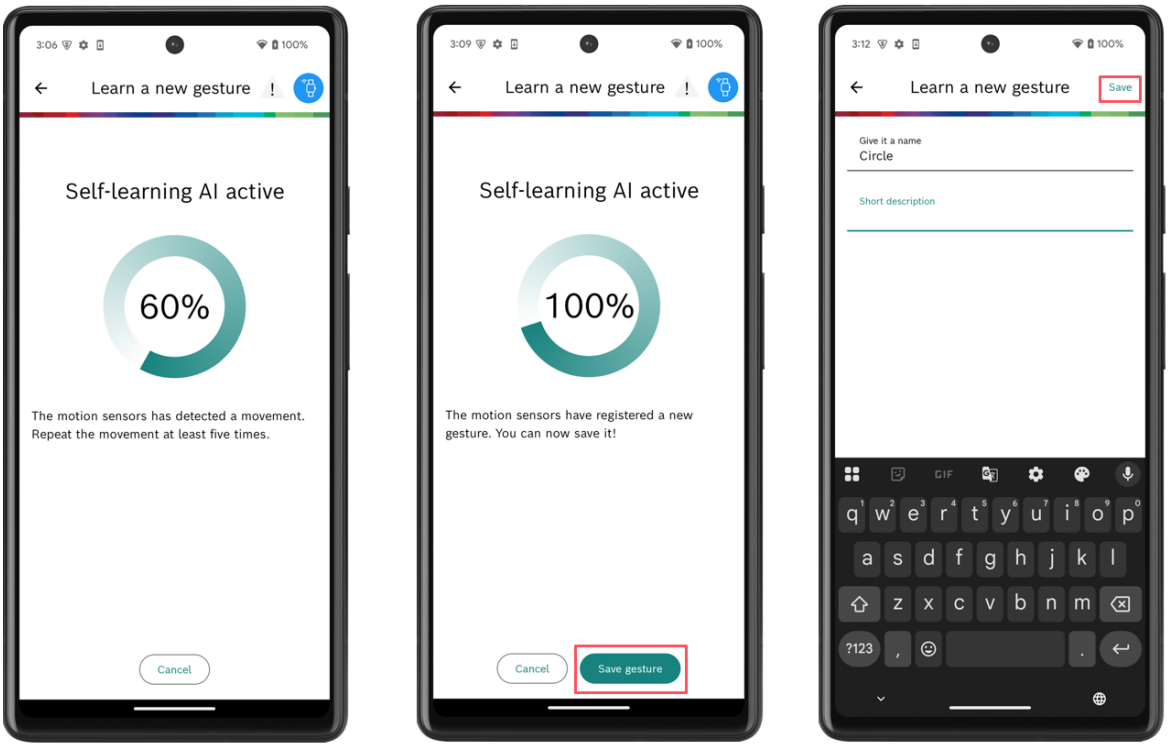


Figure 12: Self learning gesture screen

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When the gesture is saved, on the next screen the user can see some details like the name, description and which sensors are used for the exercise. In this case, it is the gyroscope and accelerometer. It is also possible to try the gesture. (see Figure 13)

In the “Recognize” tab, you can see self-learned gestures that you created.



Figure 13: Try gesture screen and list of learned gestures

In order to better organize and test custom gestures, the user can collect gestures in a “group of gestures”. To create new group of exercises, go to the “Recognize” tab, tap the “Group of gestures” sub-tab, then click the “Add group” button. Then the user should enter a group name and, if needed, a description. After tapping on the “Next” button, the user should select exercises from the list. The user can select from pre-learned exercises created by Bosch and are identified by the Bosch logo, and also from the user-created exercises which will be placed at the top of the list. (see Figure 14).

When exercises are selected and the group is saved, a new screen for that group opens. It shows the selected exercises and the sensors used, as shown in the screenshot (see Figure 15). Tap “Start” to begin exercise recognition.

It is always possible to make changes to an exercise group and select or deselect exercises by taping the “Edit gestures” button.

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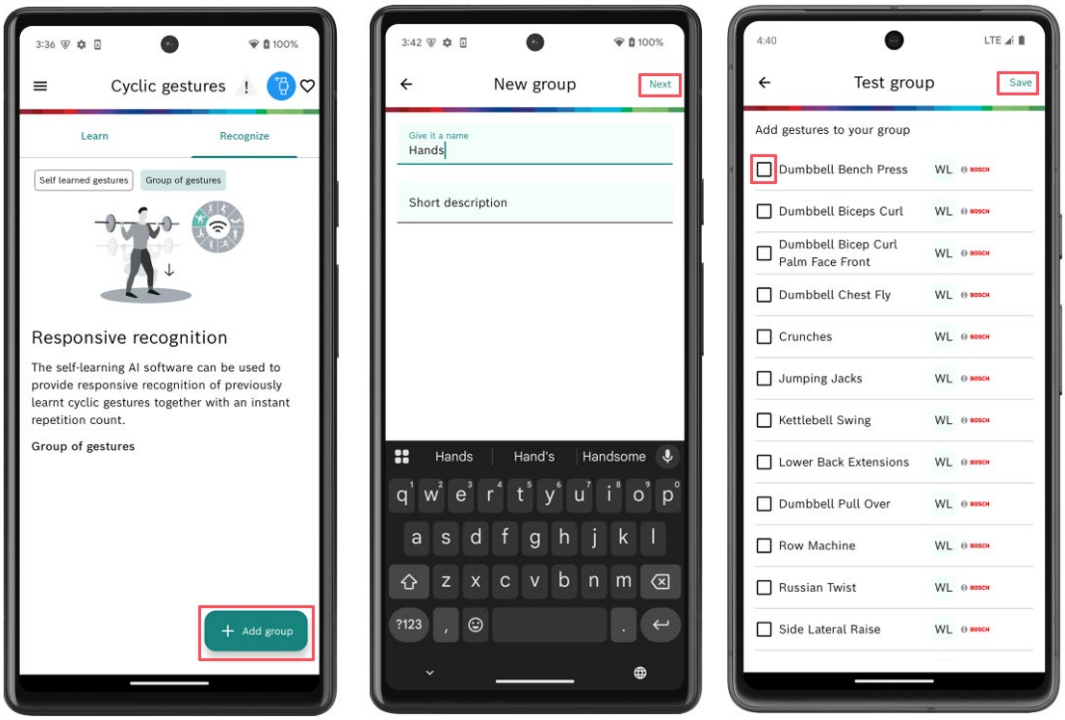


Figure 14: Create exercise group with predefined and learned exercises

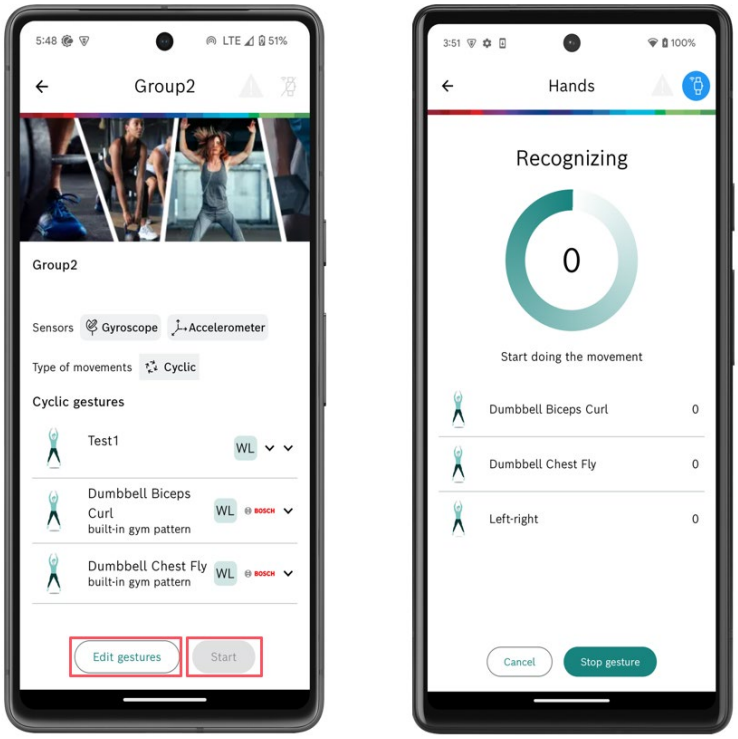


Figure 15: Selected exercises list and detection

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4.6. Help / User guide

When the user taps the “Help” menu item, the user guide in PDF format will open. It may take a few seconds to open the document on devices with a slower CPU. (see Figure 16).

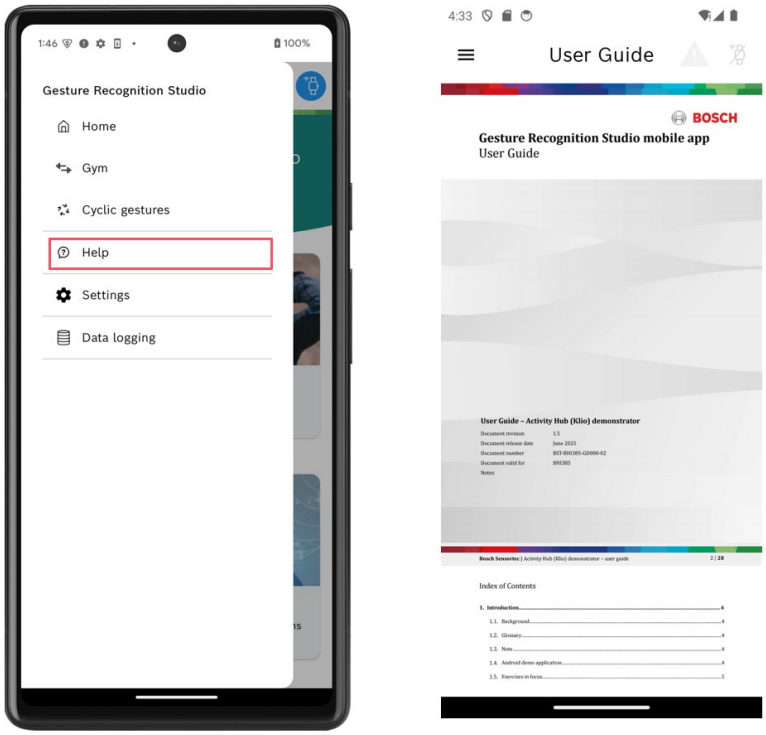


Figure 16: Help Screen

4.7. Settings Screen

The Settings screen allows you to configure the app and device. You can select the hand on which the sensor is placed, enable/disable automatic data logging, etc. (see Figure 17).

Users can also clear log data and can view all used open-source libraries and their licenses by tapping “About this app”.

The “Clear all data” menu item in the settings deletes self-learned gestures and created group of gestures. It does not delete sensor log files or BLE log files.

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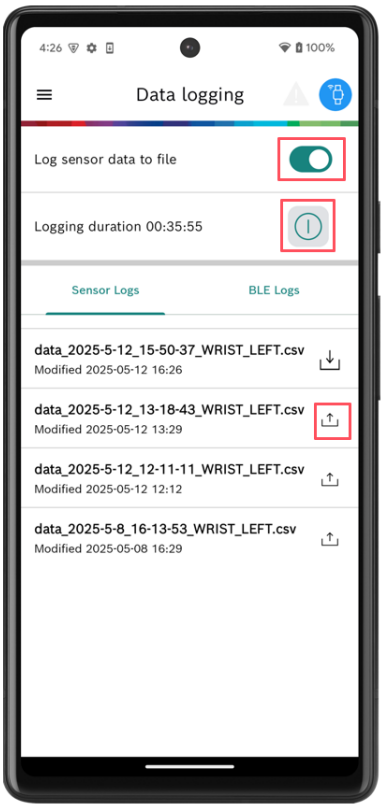


Figure 17: Data logging screen with list of saved log files

4.8. Data Logging Screen

The Data Logging feature allows you to easily record sensor data.

- A CSV file will be generated each time you perform recognition of gym patterns and custom patterns created by users in cyclic gestures, dedicated logging.
- To start logging, open the menu drawer and select “Data logging”. (see Figure 19)

Make sure that the device is connected to the sensor. Then turn on the “Log sensor data” switch ,and below tap the “Start dedicated logging” button.

- The button will turn green, and the logging duration will be displayed (e.g., "Logging duration: 00:00:25").
- The user cannot change screens while dedicated logging is in progress and it will be notified by showing a toast message.

Note: A CSV file is not generated when learning new cyclic gestures.

The first tab is for “Sensor logs” or the logs that we want to analyze, and second tab is for BLE logs and is intended only for application developers.

It is possible to share logs wirelessly, e.g. by attaching them to an email, or to use them with any application on the phone that can handle CSV file type.

- Tap the share icon to export the log file as a CSV.
- Select an app (e.g., email) to share the file.
- Note: Files currently being logged cannot be shared until logging is stopped.

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4.9. Troubleshooting

Below are solutions to common issues you may encounter.

- **Issue**: The device does not connect to the app.
  - **Solution**: Ensure Bluetooth is enabled on your Android device. Restart both the device and the app, then try connecting again.
- **Issue**: Gym exercises are not detected accurately.
  - **Solution**: Adjust the sensitivity in the Gym workouts. Ensure the device is worn correctly on the left wrist or update it from device settings option in settings menu.
- **Issue**: The app crashes during installation.
  - **Solution**: Verify that your device meets the system requirements. Uninstall the old application and try installing the application again.
- **Issue**: Log files cannot be shared.
  - **Solution**: Stop the current logging session before sharing the file.
- **Issue**: Cannot delete preloaded gestures.
  - **Solution**: Preloaded gestures (marked with a Bosch icon) cannot be deleted. However, you can delete user-created gestures.
- **Issue**: Exercise is not recognized.
  - **Solution**: Ensure the exercise is performed consistently and adjust the sensitivity settings. You may also need to re-learn the gesture if it’s a custom one.

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5. Legal disclaimer

5.1. Engineering samples

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6. Document history and modification

Rev. No	Chapter	Description of modification/changes	Date
3.6.0	-	Initial release	November 2026

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Bosch Sensortec GmbH
Gerhard-Kindler-Straße 9
72770 Reutlingen / Germany

contact@bosch-sensortec.com
www.bosch-sensortec.com

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Document number: BST-BHI385-AN005-03