

WHAT IS CLAIMED IS:

1. A method for detecting a gesture performed by a user using a wearable device, the method comprising:
 - determining a first orientation of the wearable device using at least one inertial sensor;
 - determining a location of the touched area touched by a finger of user using at least one touch sensor; and
 - determining a final orientation of the wearable device using the determined first orientation and the location of the touched area; and
 - executing at least one function corresponding to at least one user gesture based on the determined final orientation of the wearable device.

2. The method of claim 1, wherein the orientation of the wearable device on a finger of the user is determined using:
 - a location of a point of touch on the wearable device, on the user performing at least one touch gesture on the wearable device; and
 - a location of the at least one inertial sensor.

3. The method of claim 1, wherein the orientation of the wearable device on at least one finger of the user is determined using:
 - a capacitance due to at least one finger adjacent to the at least one finger; and
 - a location of the at least one inertial sensor.

4. The method of claim 1, wherein the method further comprises:
 - detecting at least one target device using the determined final orientation; and
 - enabling the user to interact with a target device using the wearable device.

5. The method of claim 1, wherein the method further comprises using the interpreted at least one user gesture for navigating a user interface (UI) of a target device.
6. The method of claim 1, further comprising the user using a plurality of wearable devices.
7. The method of claim 6, further comprising:
 - tracking the determined final orientation for the plurality of wearable devices;
 - determining orientations of fingers of the user wearing the plurality of wearable devices; and
 - enabling the user to interact with a virtual reality (VR) application by mapping the determined orientation to a virtual hand model in the VR application.
8. The method of claim 1, further comprising:
 - determining a relative orientation between the at least one touch sensor and the at least one inertial sensor based on a second orientation; and
 - determining the final orientation based on the relative orientation and the first orientation.
9. The method of claim 8, wherein the wearable device further comprises a plurality of touch sensors; and
wherein the method further comprises:
 - identifying at least one of the plurality of touch sensors corresponding to a touch input; and

determining the relative orientation based on locations of the at least one of the plurality of touch sensors and a location of the at least one inertial sensor.

10. An electronic device, comprising
 - at least one inertial sensor configured to determine a first orientation of the electronic device;
 - at least one touch sensor configured to determine a location of the touched area touched by a finger of user; and
 - a processor configured to determine a final orientation of the electronic device using the determined first orientation and the location of the touched area; and
 - execute at least one function corresponding to at least one user gesture based on the determined final orientation of the wearable device.
11. The electronic device of claim 10, wherein the processor is configured to determine the orientation of the electronic device worn on at least one finger of the user using
 - a location of a point of touch on the electronic device, as the user performs at least one touch gesture on the electronic device; and
 - a location of the at least one inertial sensor.
12. The electronic device of claim 10, wherein the processor is configured to determine the orientation of the electronic device worn on at least one finger of the user using
 - a capacitance due to at least one finger adjacent to the at least one finger; and
 - a location of the at least one inertial sensor.

13. The electronic device of claim 10, wherein the processor is further configured to
 - detect at least one target device using the determined final orientation; and
 - enable the user to interact with a target device using the electronic device.

14. The electronic device of claim 10, wherein the processor is configured to use the interpreted at least one user gesture for navigating a user interface (UI) of a target device.

15. The electronic device of claim 10, wherein the processor is configured to:
 - track the determined final orientation of a plurality of electronic devices;
 - determine orientations of fingers of the user wearing the plurality of electronic devices; and
 - enable the user to interact with a virtual reality (VR) application by mapping the determined orientation to a virtual hand model in the VR application.

16. The electronic device of claim 10, wherein the processor is further configured to:
 - determine a relative orientation between the at least one touch sensor and the at least one inertial sensor based on a second orientation; and
 - determine the final orientation based on the relative orientation and the first orientation.

17. The electronic device of claim 16, wherein the electronic device further comprises a plurality of touch sensors; and wherein the processor is further configured to:
- identify at least one of the plurality of touch sensors corresponding to a touch input,
 - determine the relative orientation based on a location of the at least one of the plurality of touch sensors and a location of the at least one inertial sensor.