Team ID : PNT2022TMID45449

Real-Time Communication System Powered by AI for Specially abled

	Entice	Enter	Engage	Exit	Extend
	How does someone initially become aware of this process?	What do people experience as they begin the process?	In the core moments in the process, what happens?	What do people typically experience as the process finishes?	What happens after the experience is over?
Steps What does the person (or group) typically experience?	Find existing solutions Propose new solution A Person looks for any existing technologies for deaf and mute people Finds new methodology to communicate with deaf and mute people	First user experience UI/UX difficulty At this stage, the user need to go for an application tour User may take time to use the application	Starting using appliation Start understanding the features of the applications Converts sign into voice using CNN Provide interaction between user and the application takes place	Updating the application → Finding out the new features that can be included	Getting feedback from the user for improving the application Experience
Interactions What interactions do they have at each step along the way? **People:** Who do they see or talk to? **Places:** Where are they? **Things:** What digital touchpoints or physical objects would they use?	Domain experts No need of any physical touch points They can be found at engineers forum	Virtual assistance will be provided for the user Deaf people share the application experience with others	Communication between deaf/ dump and normal people made easier Feel of disability can be supressed with this	Other deaf and dump people → Nearby houses and offices	
Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")	Find the best model that helps to communicate effectively	Both the deaf and dump people as well as normal people need to understand the system	To improve the system effeciency	Referring the application to others	
Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	Learning new technologies and User satisfaction	Enjoying the benefits of application	They might forget about their disabilities	Helping others to communicate each other	
Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	User confused with chosing the best model in the river of technologies	Everyone doesn't have the application at early stage	Fear of addiction	not useful for everyone around	
Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested?	Discussions with fellow team mates (Brainstroming sessions) Getting inputs from affected people	They have an idea of using good applications	With this application the person stay happy and more satisfied	Help others in learning the UI/UX	