# STARSTREAM

## LEARNING APP

## TEAM NAME - STARSTREAM

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## PROBLEM STATEMENT

## LEARNING APP

How can a digital learning application empower deaf and mute students by integrating sign language translation and interactive learning modules?



## SOLUTION

We have created an interactive learning application designed to empower deaf and mute children by providing an engaging and inclusive learning environment.

#### **Attractive UI for Kids**

• Designed to make learning enjoyable and prevent feelings of burden.

Sign Language Integration:

• Utilizes OpenCV to recognize and teach ASL (American Sign Language) for numbers and alphabets.

#### **Interactive Learning Modules:**

Engaging games and practice exercises to encourage play-based learning.

Classes & Reading Materials:

Provides learning resources for both children and parents to teach and learn effectively.

#### **Social Impact:**

- Promoting Inclusion: Ensuring that deaf and mute children receive education at the right age, helping them build confidence and secure their place in society.
- Challenging Neglect: Highlighting that these children should not be ignored but empowered with knowledge and opportunities.

#### **Our Vision:**

To create a platform where deaf and mute kids can learn, grow, and thrive, fostering a sense of inclusion and confidence in their abilities.

## KEY FEATURES

- Engaging UI/UX: Built with React and Vite, integrated with Three.js for interactive 3D visuals to enhance user engagement.
- ASL Recognition: Utilized OpenCV with Python for real-time gesture recognition of ASL alphabets and numbers
- Gamified Learning & Practice: Developed interactive games and practice modules
- Learning Resources: CMS powered by Express.js to provide structured classes and reading materials for kids and parents.
- Backend and Database: Express.js for API development and PostgreSQL for secure data storage and management.



## TECHNOLOGY USED

#### Frontend (UI/UX)

- React + Vite Optimized for fast and responsive user interfaces.
- JavaScript Enables dynamic functionality and client-side logic.
- Three.js Renders 3D graphics and interactive visual elements.

#### **Sign Language Recognition**

- Python + OpenCV Real-time recognition of ASL alphabets and numbers.
- TensorFlow- Potential for enhanced accuracy using machine learning models.

#### **Gamified Learning Modules**

EXPRESS – Creates interactive games to encourage play-based learning.

#### **Backend & API Development**

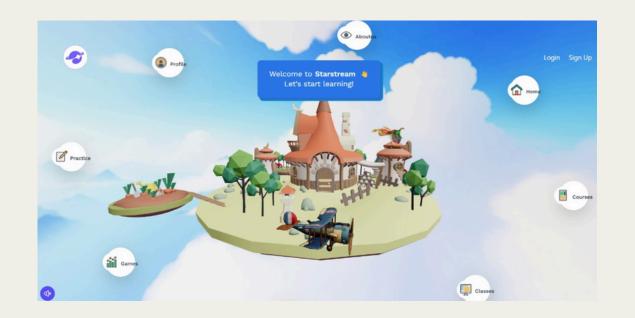
- Express.js (Node.js) Manages content, user authentication, and API communication.
- PostgreSQL Stores user profiles, learning progress, and class data.

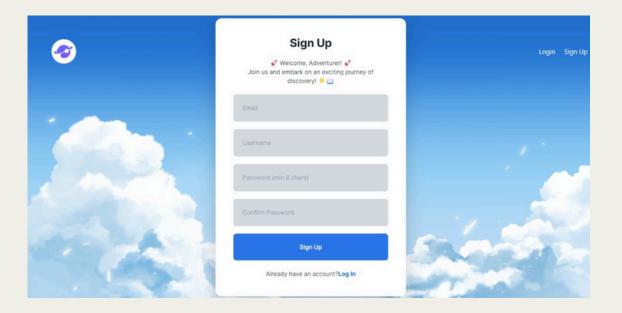
#### **Hosting & Deployment**

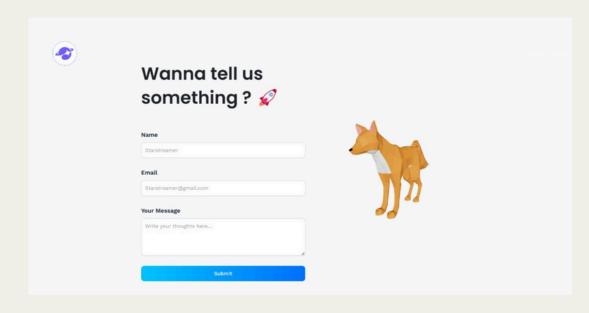
Vite Build System – Ensures faster builds and hot module replacement.

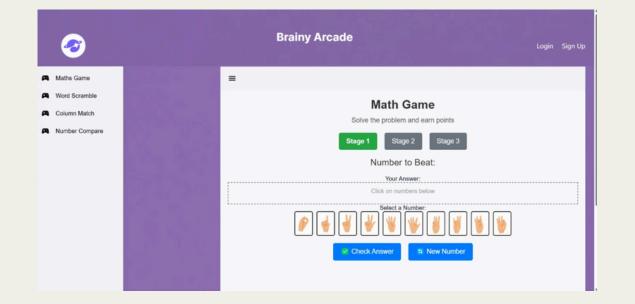


# **DEMO**

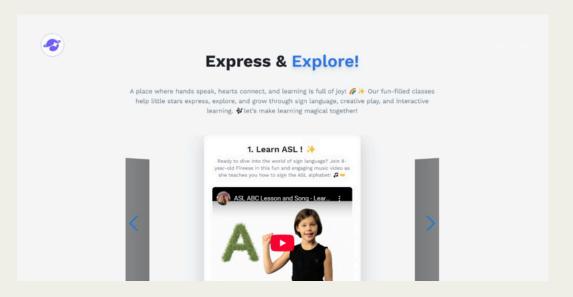




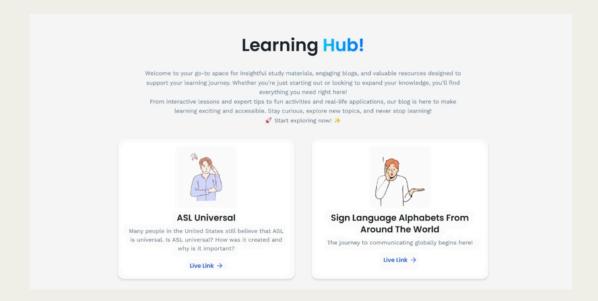


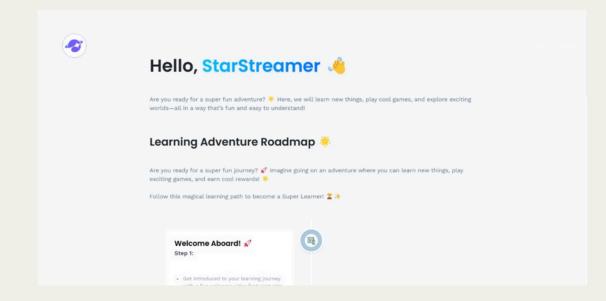


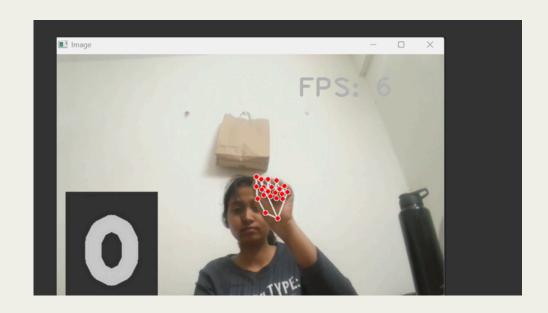


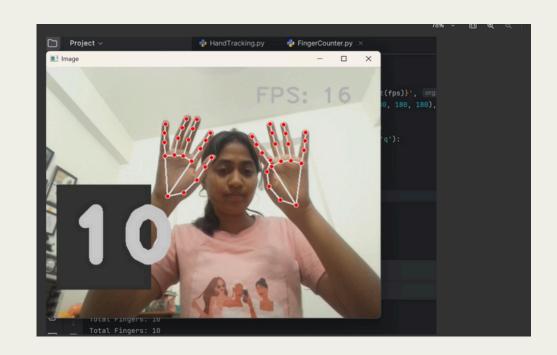


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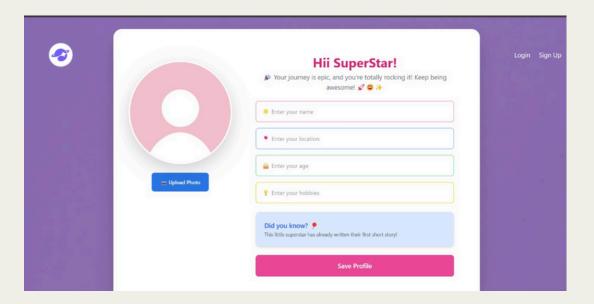












# **DEMO**



## FUTURE SCOPE

Enhance ASL recognition with AI for dynamic gestures and multi-language support.

Integrate AR for immersive learning and enable voice-to-text and text-to-sign conversion for seamless communication.

Implement adaptive learning with AI-driven analytics to personalize content and improve outcomes.

Develop a community platform for collaboration and introduce offline mode with automatic synchronization

