GUIÓN

Jareth:

Ayo, my name is Jareth and today, my partner Martin and I are here to introduce you to DeafyApp, a mobile app that aims to promote the integration and equity of deaf and hard-of-hearing people in Mexican society by promoting and teaching the Mexican Sign Language (LSM).

Martín:

DeafyApp is a generic software, which means that it is available to anyone who is interested in learning sign language, regardless of their level of knowledge or experience.

Jareth:

The app offers a variety of features to help users learn sign language, including:
An introductory course that covers the basics of LSM.
A translation feature that allows users to translate Spanish text to LSM and vice versa.
Exams and assessments to help users measure their progress.

Martín:

DeafyApp's unique selling point is its ability to assess users' learning and progress by motion recognition in front of their device's camera. This allows users to receive clear feedback on their successes and errors.

Jareth:

DeafyApp is targeted at a wide range of users, such as:
People who want to learn sign language to communicate with deaf or hard-of-hearing people.
People who need to brush up on their sign language knowledge.
Educational, employment, and government institutions interested in offering sign language courses to their staff.

Martín:
We consider that DeafyApp has the potential to be a valuable tool for promoting the inclusion of deaf and hard-of-hearing people in Mexican society.

Jareth:
In addition to the features we have already mentioned, DeafyApp also meets the following functional requirements:
Translation of LSM to Spanish through the camera
Translation of Spanish to LSM through videos or GIFs
Lessons section
Provide feedback on movements and gestures.
Redirecting to the correct site when pressing a section
Clear, legible, and coherent subtitles

Martin:
About Non-functional requirements, DeafyApp meets:
App optimization
User security
Wi-Fi connection
Camera usability
Maintenance ease
Accessible interface
Instantaneity.

We trust that these technical requirements make DeafyApp a powerful and accessible tool for learning sign language.

To start working on the first deliverable of the project, we went through a planning process. We agreed to adopt the Kanban methodology, which is an agile methodology that allows us to track activities and keep tasks organized. We considered start and end dates for each activity, and chose Kanban because it is easy to integrate into our existing work methods and provides visual support. This will help us to stay on track and meet deadlines, and to make it easier to see what needs to be done and who is responsible for each task.
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Jareth:
The project seeks to develop the following three competencies:

The first one is effective communication. The project requires clear and concise communication, both orally and in writing, in Spanish. This is developed through writing documents, presenting ideas orally, and communicating with the team through technological tools.

The second key competency is efficient use of ICT. The project uses technological tools for its development, such as GitHub and Teams. This allows the team to communicate, collaborate, and share information effectively.

The last one is knowledge management. The project requires research on the topic of sign language, similar applications, and other competencies to develop. This is done through online research, expert interviews, and collaboration with the team.

We are excited to see how DeafyApp can be used to promote the inclusion of deaf and hard-of-hearing people in Mexican society. We believe that this app has the potential to make a real difference in the lives of many people.