INTERACTIVE, VISUAL LEARNING-BASED TOOL FOR HEARING-IMPAIRED CHILDREN TO IMPROVE LANGUAGE SKILLS

22_23-J 18

Status Document - 2

Udbhasa M M S IT19188928

BSc (Hons) in Information Technology Specializing in Data Science

Department of Information Technology

Sri Lanka Institute of Information Technology Sri Lanka

May 2023

INTERACTIVE, VISUAL LEARNING-BASED TOOL FOR HEARING-IMPAIRED CHILDREN TO IMPROVE LANGUAGE SKILLS

22_23-J 18

Status Document - 2

Udbhasa M M S IT19188928

BSc (Hons) in Information Technology Specializing in Data Science

Department of Information Technology

Sri Lanka Institute of Information Technology Sri Lanka

May 2023

TABLE OF CONTENTS

1 Introduction	4
2 Meetings	6
2.1 Physical Meetings	6
2.2 Online Meetings	10
3 Screenshots of Chats	15
4 User Interfaces of the Mobile Application	21
5 Streamlit app for demonstrating internal process	22
6 Task Outputs	23
7 Repository and documentation	27
8 Work Planner Graphs	30
9 Field Visits	31
10 Word Breakdown Structure	36
11 Gantt Chart	37

1. INTRODUCTION

Project introduction

Hearing impairment is a sensory disability that impedes the development of language skills. It has been observed that the proficiency of hearing-impaired individuals in language is relatively lower as compared to their hearing counterparts. Research has suggested that if a child does not learn their first language during early childhood, when the brain is highly adaptable, they may never attain full fluency in any language throughout their lifetime. Therefore, it is essential to engage children with language regularly and meaningfully during their early years.

Children with disabilities possess a different cognitive framework than their hearing peers, which may lead to sensory and/or motor deficits, resulting in challenges in reading and writing. Studies indicate that hearing-impaired individuals tend to encounter more difficulties in reading and writing than those with normal hearing. The complex process of writing involves the selection of appropriate words, organization, purpose, audience, clarity, sequence, and transcription. Writing proficiency is highly dependent on one's vocabulary, knowledge of syntactical structures, planning, reviewing, and revising.

Studies have also discovered a connection between disabilities and linguistic abilities. A lack of "phonological processing" is one of the leading causes of poor reading and writing skills among hearing-impaired children. The poor phonological awareness results in difficulty in identifying and recalling the orthographic forms of words and guessing the sequence of sounds, thereby hindering the reading and writing process.

Introduction to individual component

The speech therapy module is designed to enhance language skills and cognitive abilities of hearing-impaired children through the use of gamified training techniques. To validate speech in noisy environments, lip reading is employed, and facial landmarks and lip movements are captured through camera input.

For accurate facial landmark detection, the BlazeFace deep learning model is utilized as it is optimized for mobile devices and provides high precision. Its impressive speed of

200-1000+ FPS on top-end devices enables it to be seamlessly integrated into augmented reality applications that require precise facial region input for task-specific models. These models may include 2D/3D facial key point or geometry estimation, facial feature or expression classification, and face region segmentation. The coordinates relevant to the lips are extracted from the model output. When doing the training, a unique fingerprint is generated for specific pronounced word by mapping coordinates with time axis. When testing against the child pronunciation similarity score is calculated even the child's voice is not loud enough or noise is present.

The audio will also be captured concurrently to assess the similarity of pronunciation. It will be assessed using convolutional neural networks (CNN). A generated text will be shown, and corresponding lip movements also visualized for the pronunciation.

According to the user's pronunciation a composite score will be calculated based on both lip detection and the audio processing. Using the above-mentioned techniques, a feedback mechanism can be created where several speech therapy practices can be implemented in future.

2. MEETINGS

2.1 Physical Meetings

















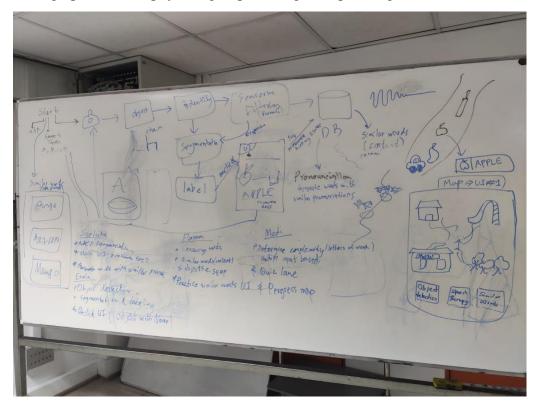








Photographs taken at physical group meetings and planning sessions







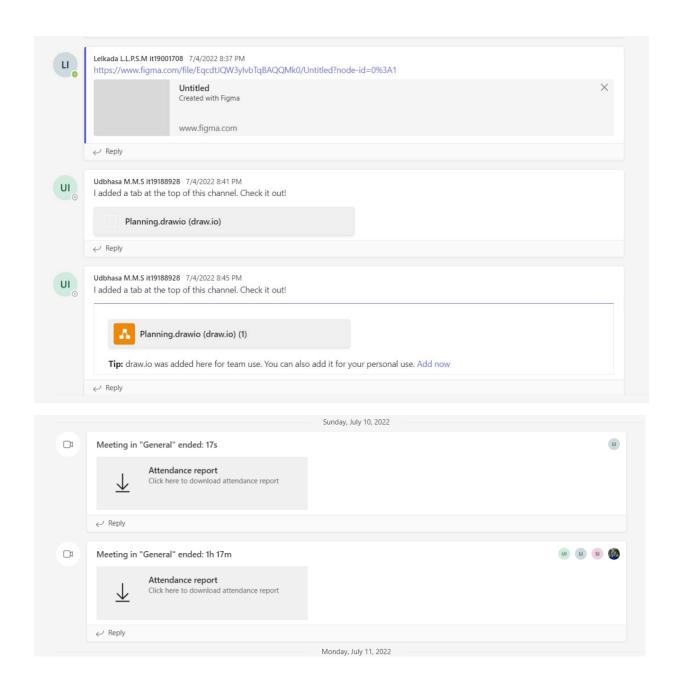
2.2 Online Meetings

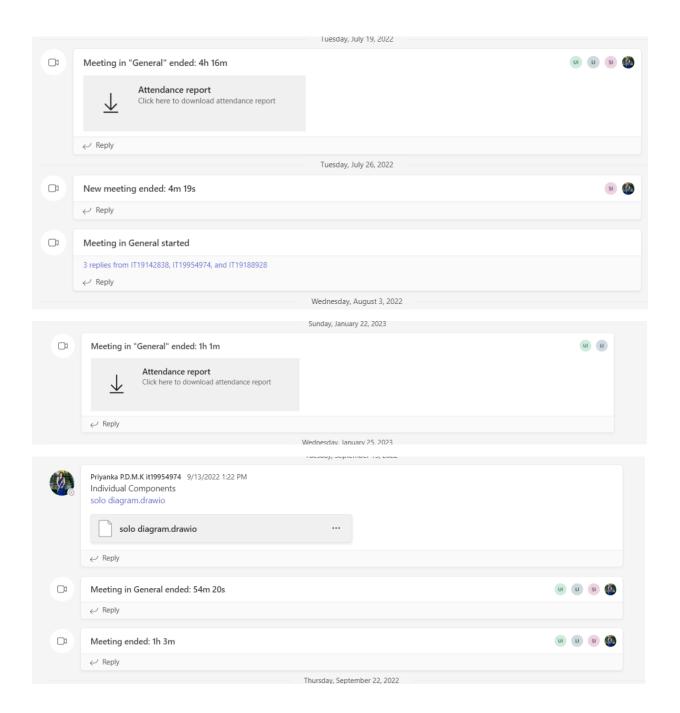
Microsoft teams software is used as the primary communication method during the whole period

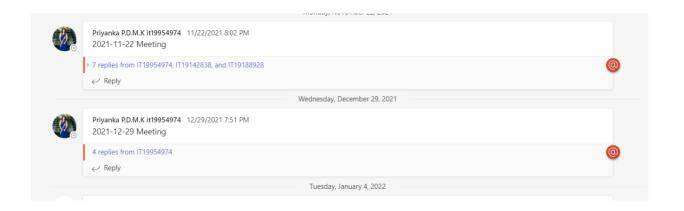
Daily Standup is being conducted for daily updates and progress check

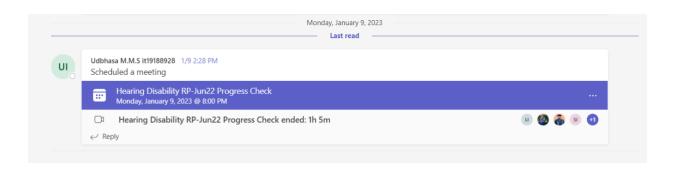


Following snapshots are taken as a proof of online meetings conducted through MS Teams.



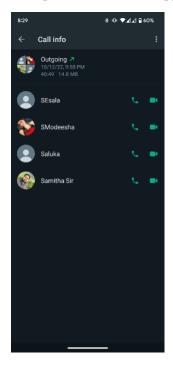


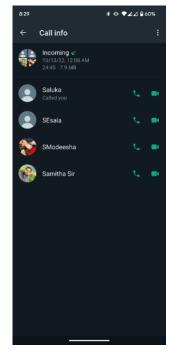


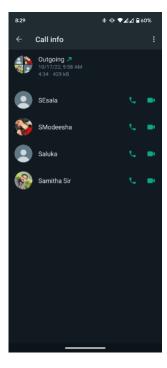


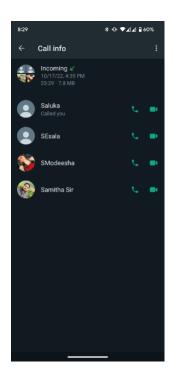


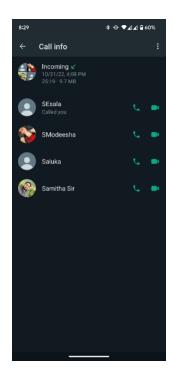
Following snapshots are taken as a proof of online meetings conducted with supervisor and co-supervisor via WhatsApp.

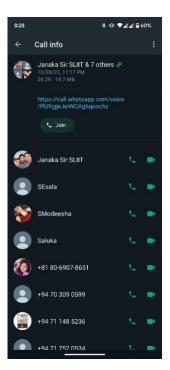




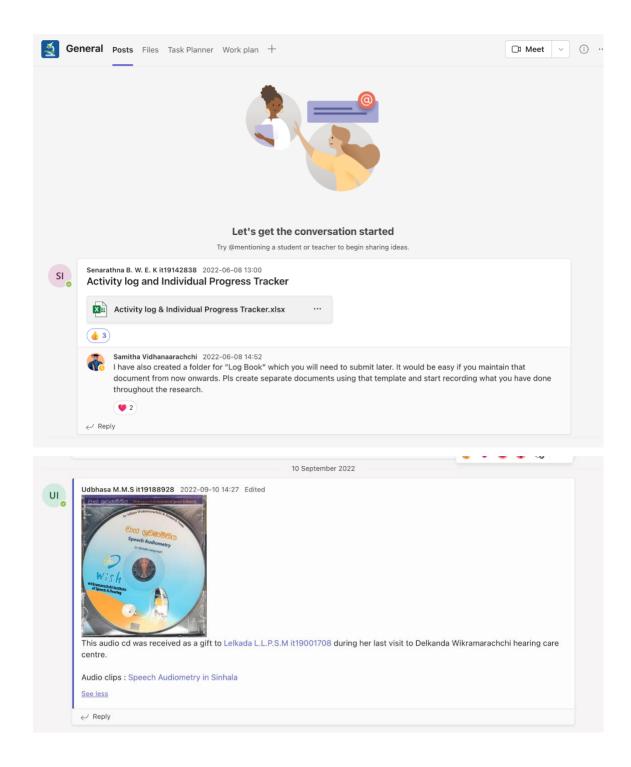


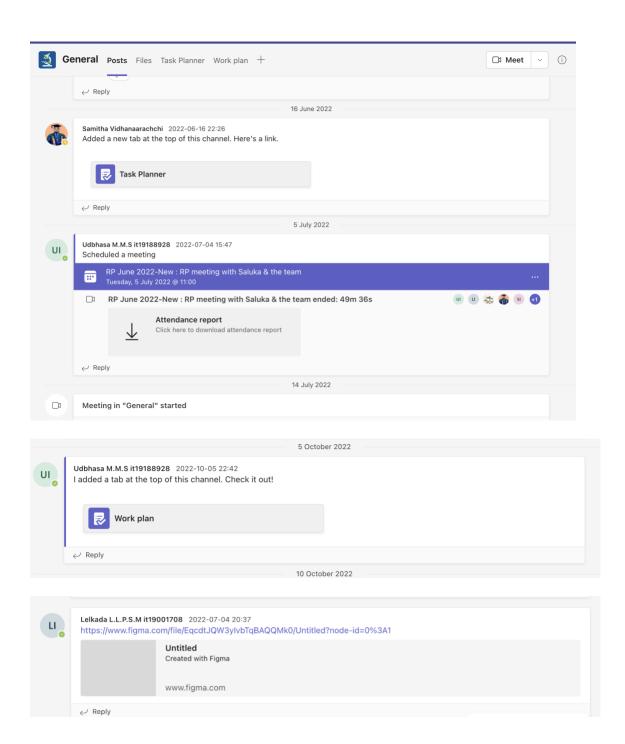




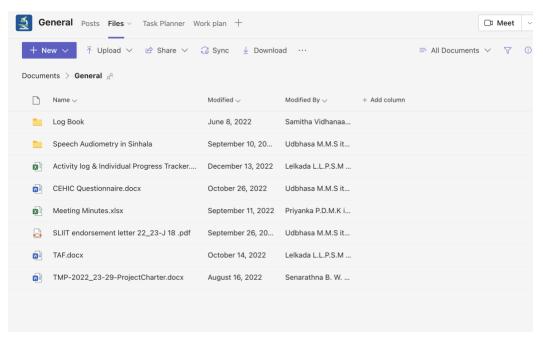


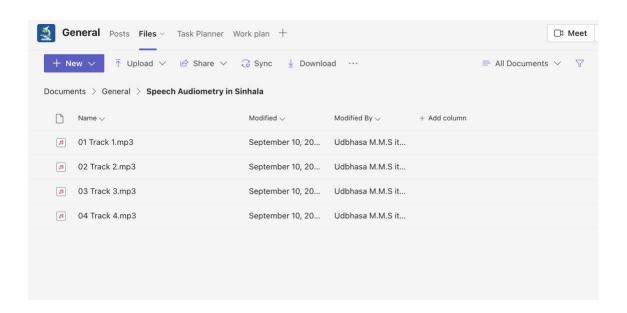
3 SCREENSHOTS OF CHATS

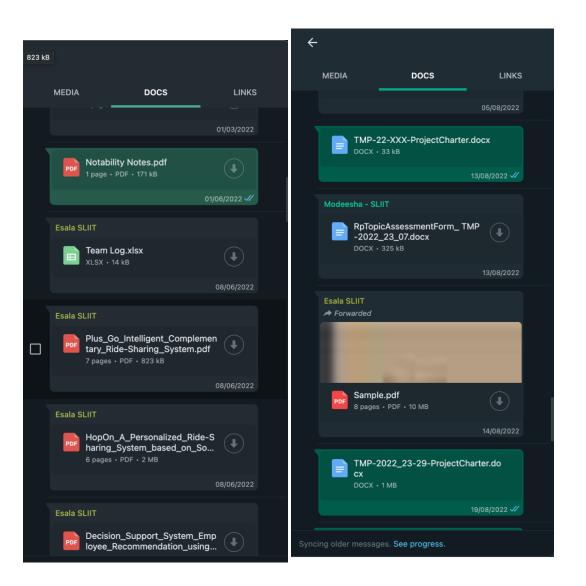


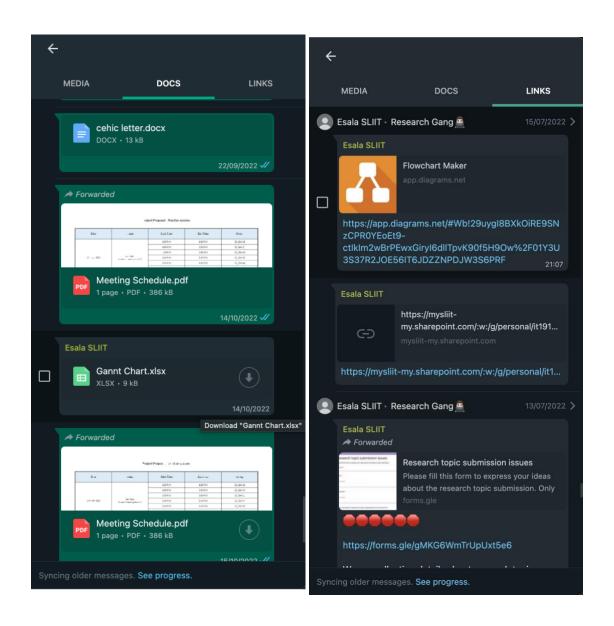


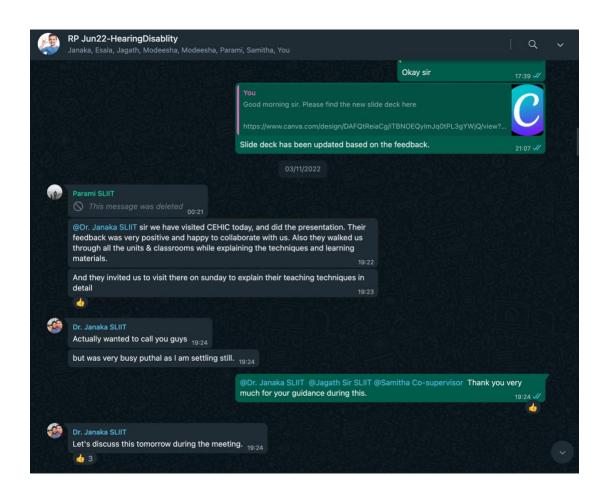




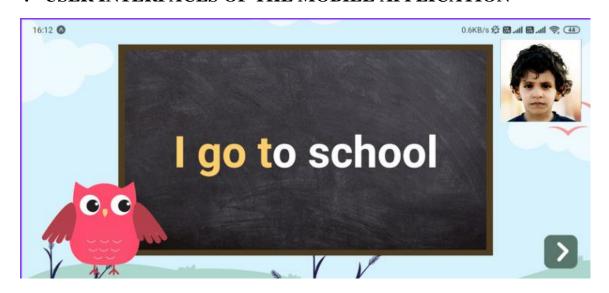


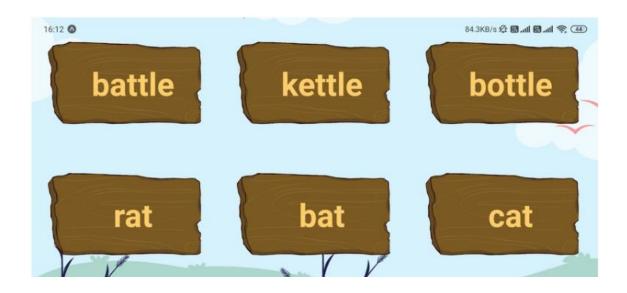






4 USER INTERFACES OF THE MOBILE APPLICATION

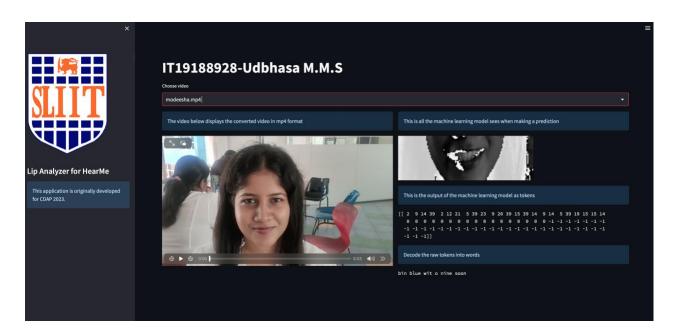




5. STREAMLIT APP FOR DEMONSTRATION

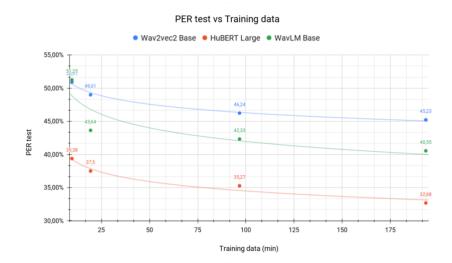
Screenshots of Streamlit web application which was created to demonstrate the inner working of computer vision pipeline and the model performance. This was done to provide more transparency, since mobile application does not showcase the internal process due to UI/UX reasons.

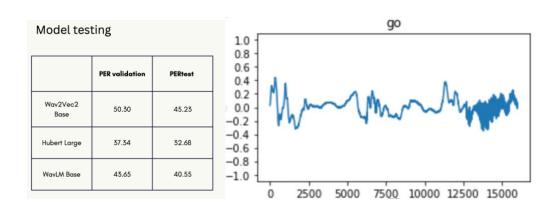




6. TASK OUTPUTS

Model training/testing





Model	FPS (On Colab GPU)	FPS (On Apple M1 CPU)
Haar cascade	-	19.95
Dlib	-	33.92
SSD	19.90	15.58
MTCNN	2.11	1.81
Blazeface	323.63	225.34
RetinaFace Resnet50	72.24	1.43
RetinaFace MobilenetV1	69.50	28.89
Dual Shot Face Detector	18.89	0.22
YuNet	-	49.43

Face detetction model perfortmance comparison

```
Hi, Starting face detection

INFO: Created TensorFlow Lite XNNPACK delegate for CPU.

Frames per second using video.get(cv2.CAP_PROP_FPS) : 23.976023976023978

Frames per second using video.get(cv2.CAP_PROP_FPS) : 23.976023976023978
```



Face detection

Extract mesh points

Lip detection

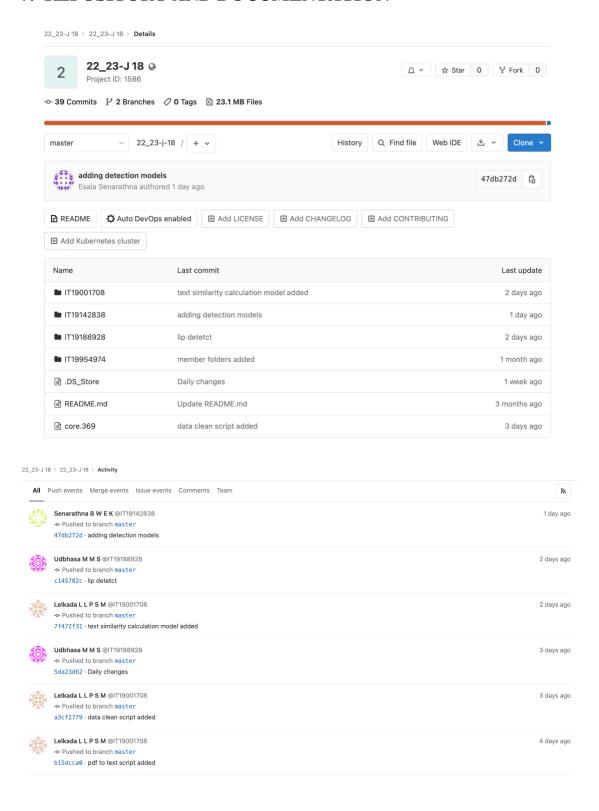
```
landmark {
    x: 8.5541493
    y: 8.5755461
    z: 8.804211265
}
frozenset({(278, 489), (176, 149), (37, 8), (84, 17), (318, 324), (293, 334), (386, 385), (7, 163), (33, 246), (17, 314), (374, 388), (251, 389), (398, 373), (267, 269)
Frames per second using video.get(cv2.CAP_PROP_FPS) : 38.8
```

Lip mesh points

```
▶ 0:00 / 0:01 =
[ ] imported = tf.saved_model.load("content/saved")
   rslt = imported(tf.constant(str(data_dir/audiof)))
   [ ] prd = rslt['predictions'][0]
x_labels = ['go', 'yes', 'left', 'no', 'down', 'up', 'right', 'stop']
   plt.bar(x_labels, prd)
   plt.gca().set_ylim(bottom=0)
   plt.show()
   p.convert(x_labels[2])
                  Prediction
    5 -
    3 ·
    2 -
    0 -
           yes left
                   no down up right stop
    'lεft'
```

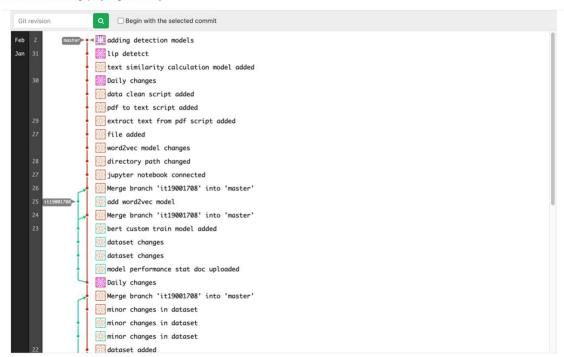
Audio processing

7. REPOSITORY AND DOCUMENTATION



master

You can move around the graph by using the arrow keys.



Main Objecive

To implement an interactive Mobile and Web-based learning tool for hearing impaired children and to improve the overall language proficiency while bridging the skills gap between the hearing peers. This should be accomplished by using visual learning and speech therapy in an engaging way.

Main Research question

Hearing impairment is a sensory disability that hinders linguistic development. Language proficiency among the hearing-impaired community is reported to be low compared to hearing peers [2]. Research has proven that if a child has not acquired a first language in early childhood when the brain plasticity changes, there is a risk that the child might not be able to be completely fluent in any language in their life [3]. Language acquisition at an early age is automatic if it is engaged regularly and meaningfully [1].

Children with disabilities have different mental operations compared to hearing peers, which leads to sensory and/or motor deficits, making reading and writing more challenging. Researchers have found that hearing impaired people typically find reading and writing challenging compared to hearing peers [4].

Reading and writing involve a complex thinking process. Writing involves the choice of words, organization, purpose, audience, clarity, sequence, and transcription. Competency in writing is greatly influenced by the vocabulary, knowledge of synthetical structures, planning composition, reviewing, and revising. Researchers have found a link between disabilities and linguistic skills. Missing "phonological processing" is responsible for poor reading and writing skills among hearing-impaired children. Poor phonological awareness holds responsible for the difficulty in identifying and remembering orthographic forms of words and difficulty in guessing the order of the sounds and poses [4].

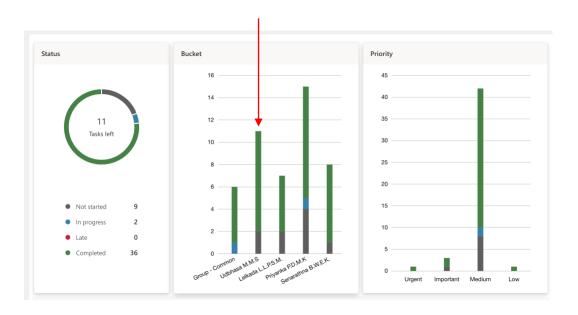
In order to develop the linguistic skills of hearing-impaired children, primarily visual learning methods are used. Most existing systems provide translation between spoken language to sign language which does not necessarily aim to develop linguistic competency. To teach young hearing-impaired children, software-based visual learning tools are used in schools. But they often have a limited vocabulary and are does not provide complex learning materials that are crucial to learning the choice of words, word organization, synthetical structures, etc. Those systems do not support explorative learning. Explorative learning at an early age is crucial as if the child does not develop communication and language, it is difficult to achieve later [5]. Being able to keep the visual attention of the child is crucial to success in visual learning which most of the existing systems have not addressed.

Individual Research components

IT19188928 - M.M.S. Udbhasa

Lip reading and speech therapy

8. WORK PLANNER RECORDS





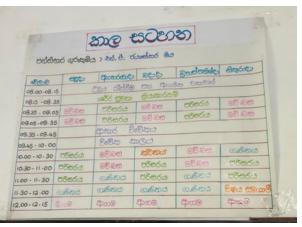
9. FIELD VISITS

Lady Ridgeway Hospital for Children (LRH)



The School for the Deaf, Ratmalana







Photographs taken on multiple field visits to CEHIC, Dalugama















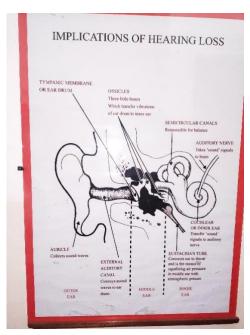






Photographs taken from field visit to Wickramarachchi Hearing Care Centre





10.WORK-BREAKDOWN STRUCTURE

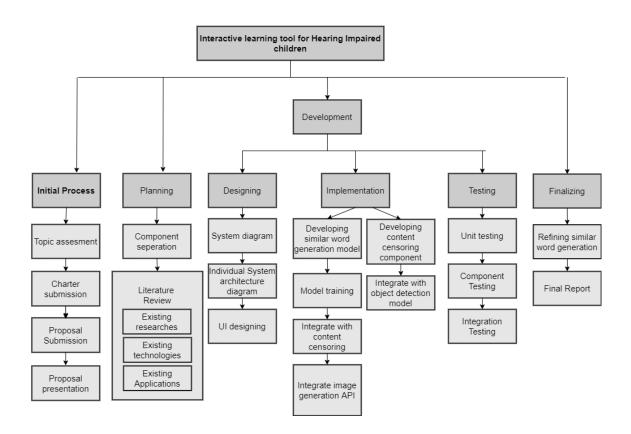


Figure 1: WBS

11. GANTT CHART

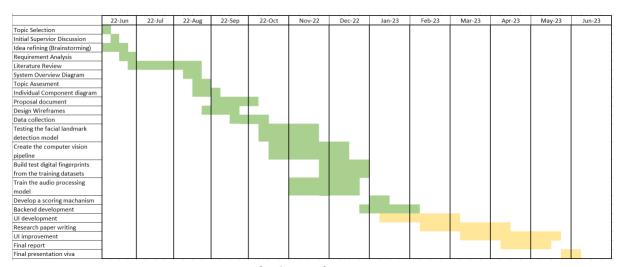


Figure 2: Gantt chart