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

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Status Document - 2

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BSc (Hons) in Information Technology Specializing in Data Science

Department of Information Technology

Sri Lanka Institute of Information Technology Sri Lanka

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1. INTRODUCTION

1.1 Introduction to Research Project

The key to effective language learning for hearing-impaired children is to provide a personal and experience-oriented environment that utilizes their residual hearing. Traditional learning applications that only offer a limited set of vocabulary and activities do not provide a comfortable learning environment for children. Instead, it is important to bring the learning environment into the child's own world to attract them to the platform.

Just as normal-hearing children learn their first language through repetitive and frequent interactions with someone on the same level, hearing-impaired children should also be provided with similar experiences. This can be achieved by offering vocabulary and activities related to the child's background, culture, and environment while also ensuring that their residual hearing is functioning properly with appropriate devices. It is essential to simulate and respond to the child's auditory experiences in order to effectively use their residual hearing.

The learning platform should provide materials that are suitable for the child's current linguistic ability and age. The words and sentences included in these activities should be at an appropriate level of difficulty to ensure a seamless learning experience. When developing teaching materials, the level of phonographic and contextual difficulty should be considered.

Incorporating learning materials that are contextually similar to the words the child has learned can help to improve their vocabulary and help them understand the links and patterns within the language. To ensure that previously learned words are frequently and repetitively used, new content should be presented in a way that combines previously learned material appropriately.

Regardless of the child's background, it is important to ensure that learning materials presented through the application are appropriate for their age and level of learning. Content censoring should be done for each individual element presented to ensure that the context and intonation of the materials are suitable for the child's understanding.

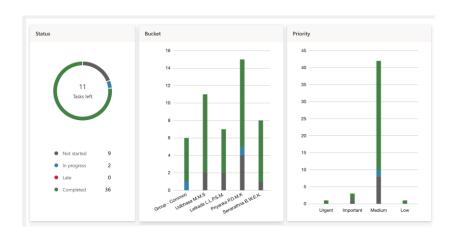
1.2 Introduction to Individual Component

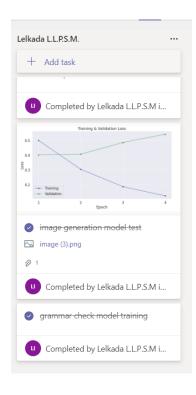
The primary aim of this study is to develop a learning platform that focuses on experience-based learning for hearing-impaired children, enabling them to acquire their first language through interactions with elements familiar to them. This platform aims to minimize the linguistic skill gap between hearing and non-hearing peers by leveraging residual hearing and replicating the natural language acquisition process. The learning materials provided should be appropriate for the child's level of linguistic skill, facilitating a seamless language-learning experience.

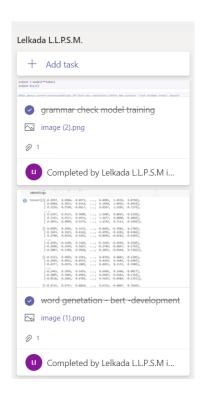
To improve vocabulary and comprehension of syntax and semantics, the platform generates contextually similar words and sentences based on previously learned content. This approach helps the child understand and connect various elements they encounter in their daily lives, mirroring the language acquisition process of their hearing peers. Furthermore, presenting content in a way that aligns with the child's interests helps keep them motivated to continue using the platform.

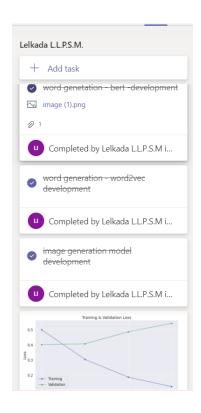
The learning platform's contents are carefully curated to ensure that they are suitable for children, regardless of their background. The child's own world is the foundation of the learning platform, but its contents are scrutinized to ensure that they are child-friendly. False negatives are unacceptable during the content censoring process.

2. WORK PLANNER RECORDS

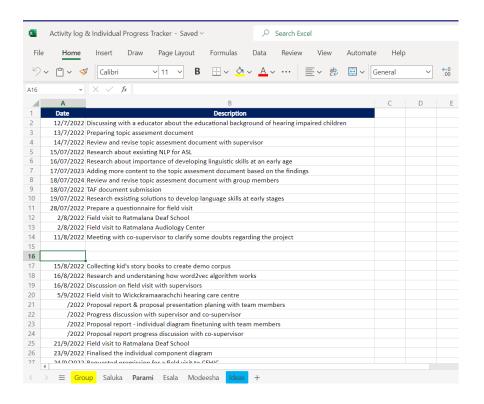




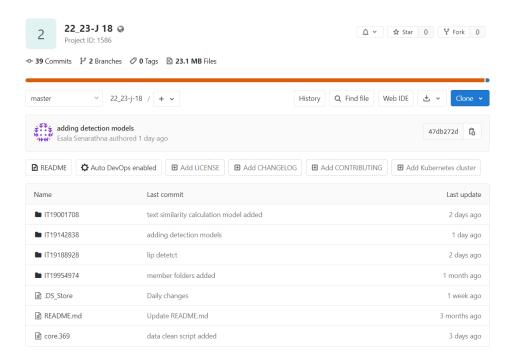






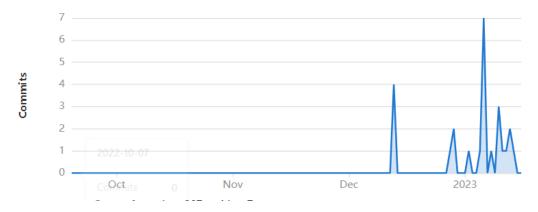


3. GITLAB CONTRIBUTION HISTORY



Parami Lelkada

25 commits (it19001708@my.sliit.lk)



4. FIELD VISITS

4.1 Physical Meetings

Photographs taken on field visit to CEHIC













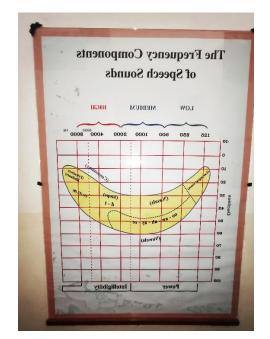


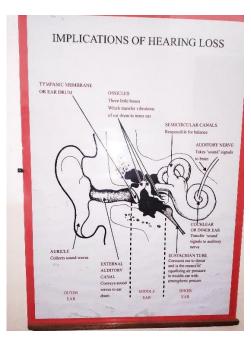






Photographs taken from field visit to Wickramarachchi Hearing Care Centre

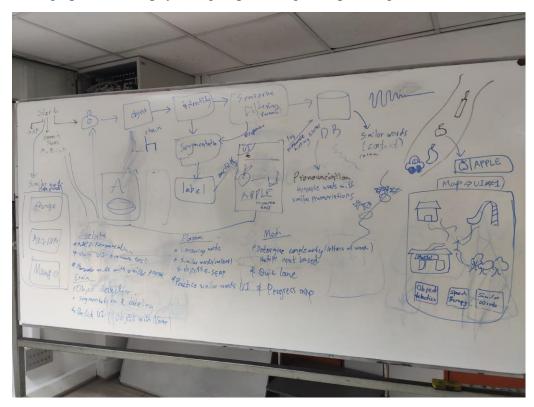




5. MEETINGS

5.1 Physical Meetings

Photographs taken at physical group meetings and planning sessions



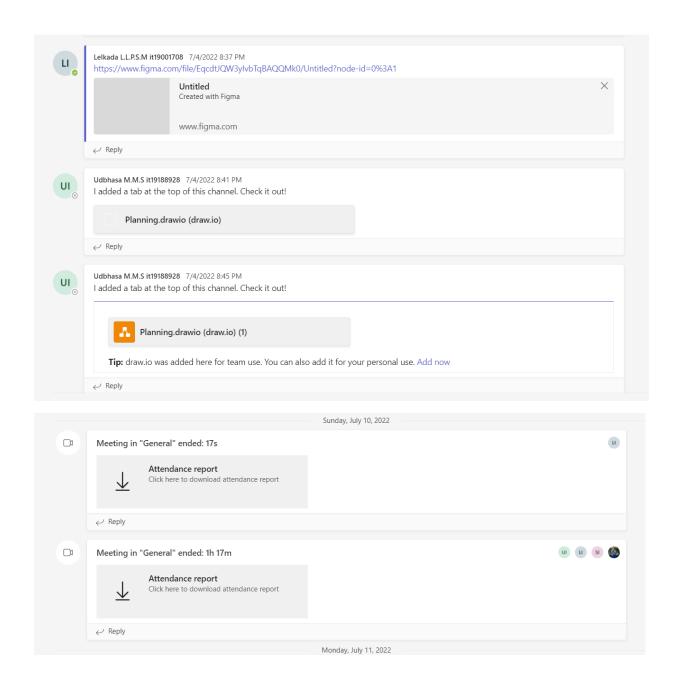


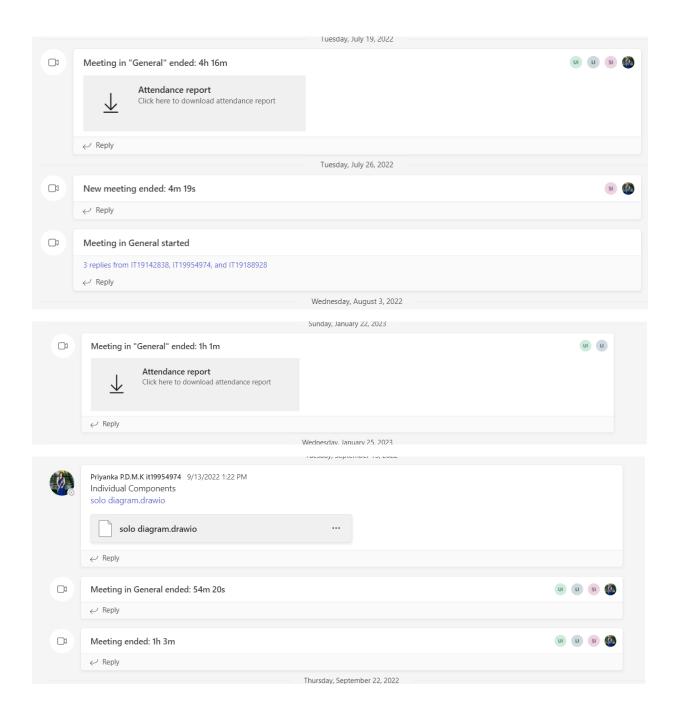


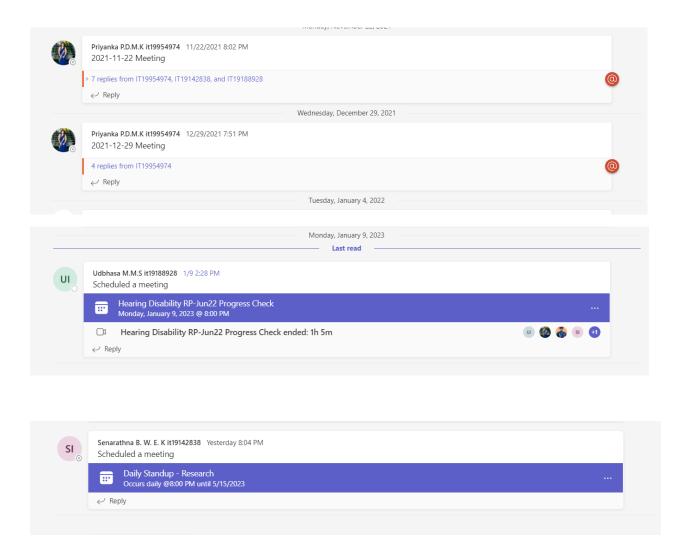


5.2 Online Meetings

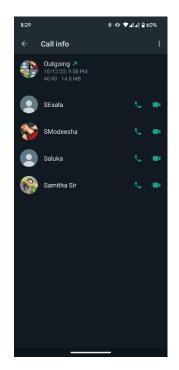
Following snapshots are taken as a proof of online meetings conducted through MS Teams.

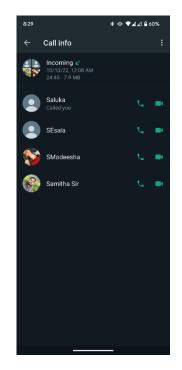


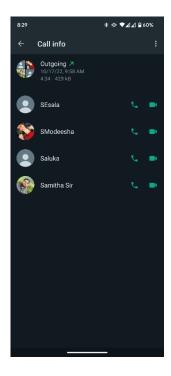


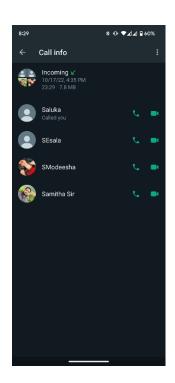


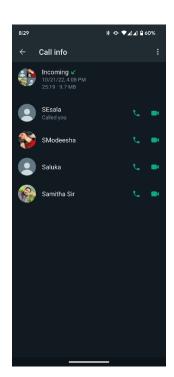
Following snapshots are taken as a proof of online meetings conducted with supervisor and co-supervisor via WhatsApp.

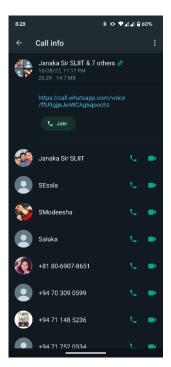


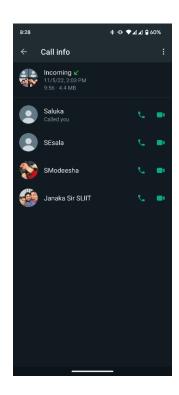




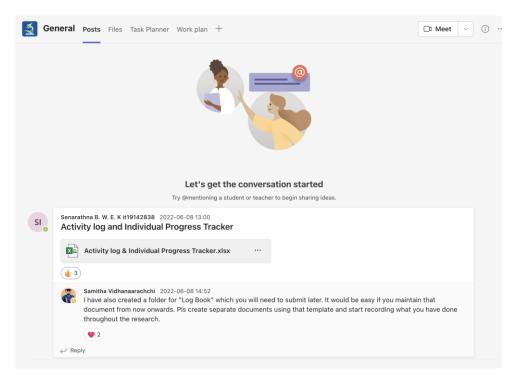


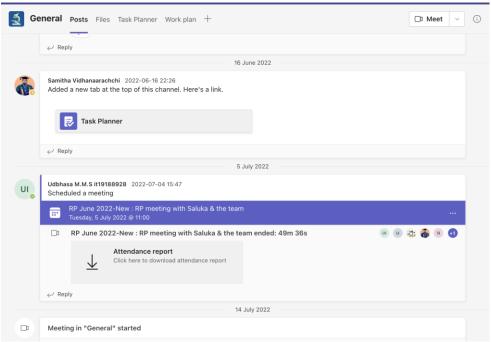


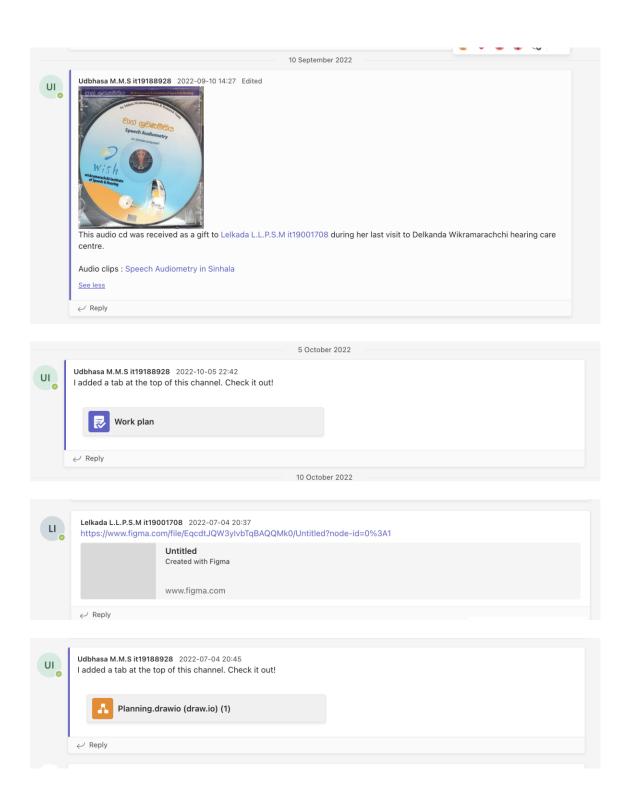


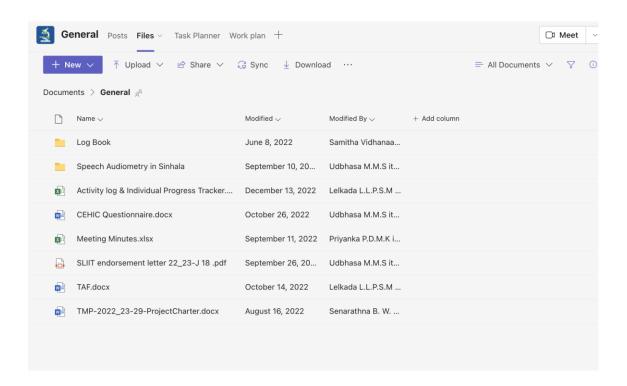


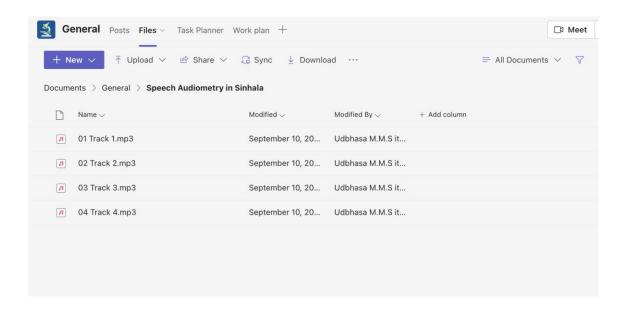
6. SCREENSHOTS OF CHATS

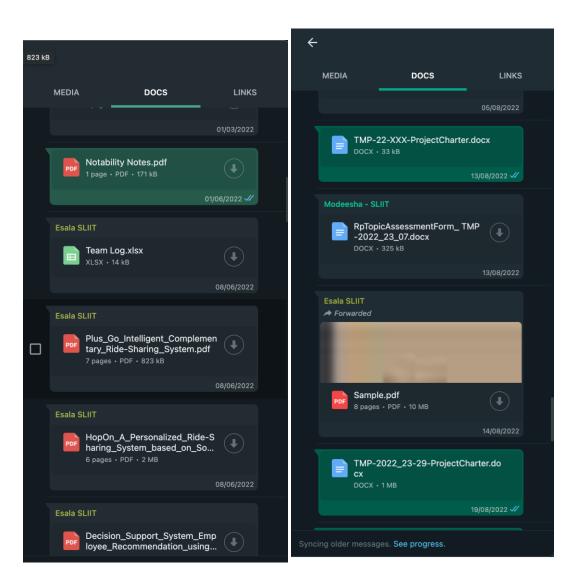


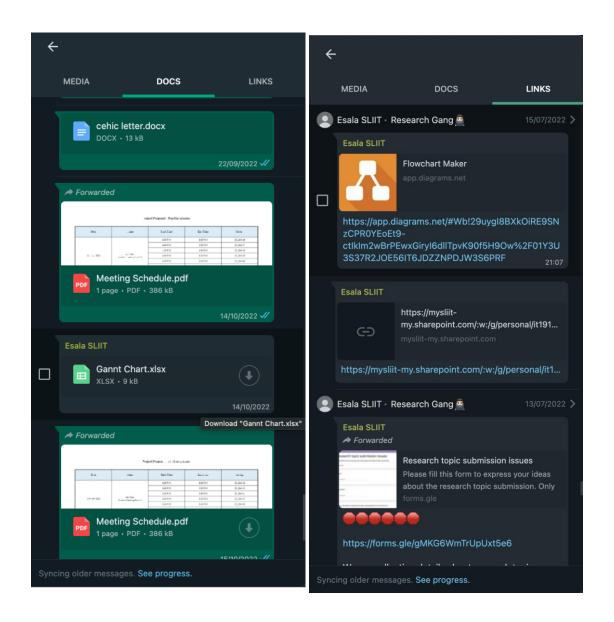


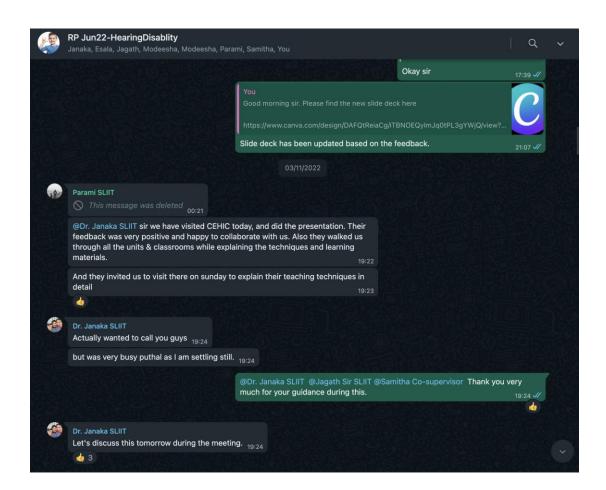










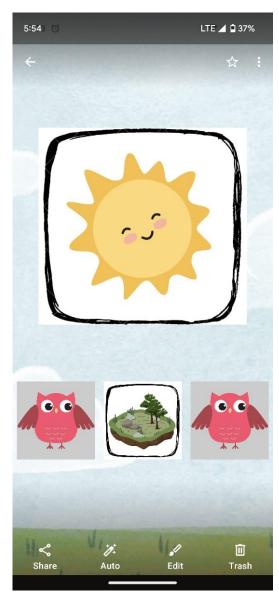


7. SNAPSHOTS OF MOBILE APP USER INTERFACES









8. SNAPSHOTS OF DEVELOPMENT TASKS

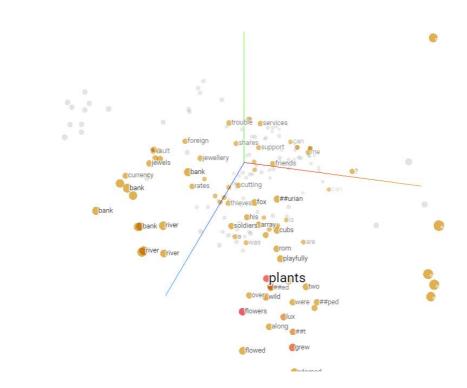
```
#The dense vector representations of text are contained within the outputs 'last hidden_state embeddings = output.last_hidden_state embeddings

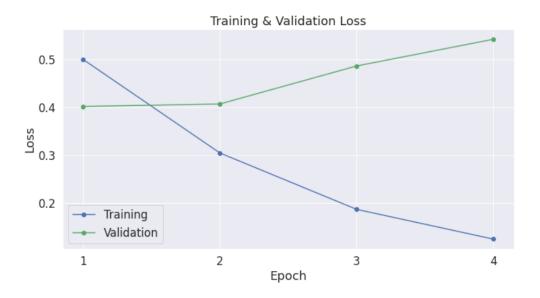
itensor([[[-0.2957, 0.6984, -0.0973, ..., 0.8905, 1.4534, 0.0790], [0.6084, 0.5831, 0.0142, ..., 0.1058, 1.0016, -0.4010], [0.3159, 0.5390, -0.0617, ..., 0.0547, 1.5205, -0.7174], ..., [0.2397, 0.9137, 0.5609, ..., 1.5485, 0.8015, -0.2330], [0.1343, 0.9317, 0.4931, ..., 1.5477, 0.8000, -0.2060], [0.2051, 0.9009, 0.5179, ..., 1.7472, 0.7113, -0.1458]],

[[0.0505, 0.2502, 0.3131, ..., -0.8282, -0.3681, 0.2789], [-0.3493, 0.3623, 0.6142, ..., -0.6595, -0.2262, -0.4304], [0.2700, 0.8324, 0.5291, ..., 0.8996, -0.6242, -0.4149], ..., [-0.2995, -0.1460, 0.3183, ..., 0.3299, -0.6569, 0.2500], [-0.2900, -0.2399, 0.5427, ..., -0.2789, -0.6867, 0.1762], [-0.2807, -0.1340, 0.5828, ..., 0.2052, -0.6964, 0.1302]],

[[-0.5333, 0.9603, -0.1961, ..., 0.4359, 0.4842, -0.1296], [-0.2969, 0.6011, -0.0535, ..., 0.4369, 0.5446, -0.6283], [-0.6277, 0.4276, -0.2805, ..., 0.4369, 0.5446, -0.6283], [-0.2777, 0.4276, -0.2805, ..., 0.4691, 0.1135, -0.3606], ..., [-0.1442, 0.3956, 0.5455, ..., 0.6496, 0.1448, -0.0817], [-0.2085, 0.3466, 0.4901, ..., 0.6445, 0.0362, -0.1154], [-0.0518, 0.2601, 0.4785, ..., 0.5295, -0.0984, -0.1355]],

[[-0.4715, 0.6757, -0.8818, ..., 0.6722, -0.4007, -0.7649], [-0.4369, 0.6569, -0.7236, ..., 0.9355, -0.0215, -0.8219], [-0.4716, 0.6568, 0.6669, -0.7236, ..., 0.9355, -0.0215, -0.8219], [-0.4716, 0.5638, -0.5678, ..., 0.1558, -0.4939, -0.2260].
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9. GANTT CHART

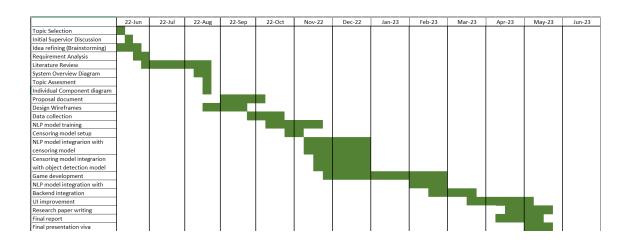


Figure 2: Gantt chart

10 .WORK-BREAKDOWN STRUCTURE

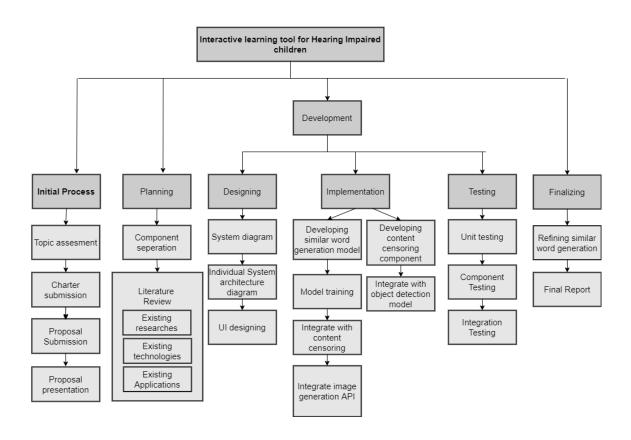


Figure 1: WBS