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

22\_23-J 18

Status Document - 1

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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

A personal and experience-oriented environment that utilizes residual hearing in the process of language learning provides an effective language platform for hearing-impaired children. Conventional learning applications that are only limited to a predefined set of vocabularies and a pre-defined set of activities are unable to provide a learning environment that a child is comfortable dealing with. Bringing the learning environment into the child's own world will attract the child to the learning platform.

Normal-hearing children learn their first language by interacting with a person who is on the same ground, repetitively and frequently. The hearing-impaired children also should be provided with a similar experience by offering activities and vocabulary in relation to the child's background, culture, and environment, as well as by bringing up the residual hearing to a functional level with proper appliances. Simulation and response to the child's auditory experience are essential in the utilization of residual hearing.

The learning platform should provide materials that are suitable for the child's current state of linguistic ability and age. Words and sentences included in those activities should be at an appropriate level of difficulty to ensure a seamless learning experience. When creating teaching materials, the level of difficulty in course materials should consider both phonographic difficulty and contextual difficulty.

Preparing learning materials that are contextually similar to the words that the child has learned improves the vocabulary and helps the child to grasp the links and patterns in a language. In order to ensure repetitive and frequent use of previously learned words, new content should be presented, combining previously learned contents appropriately.

Regardless of the child's background, learning materials presented through the application should ensure the contents are appropriate for a child to learn. Context and intonation of the materials must be appropriate for a child, and in order to ensure this,

content censoring should be done for every individual element presented through the application.

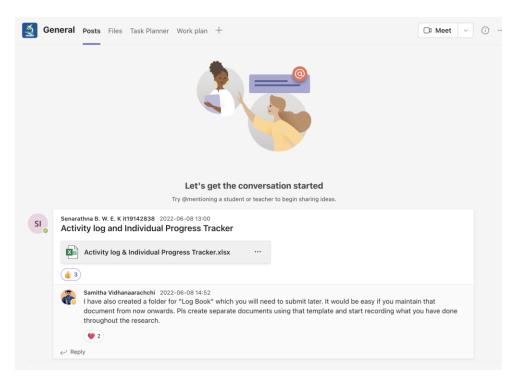
#### 1.2 Introduction to Individual Component

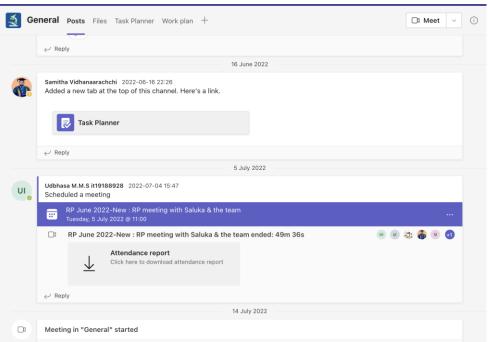
The main objective of this research is to implement an experience-oriented learning platform for hearing-impaired children to learn their first language by interacting with elements of the child's world that enable an effective linguistic acquiring process. Appropriate utilization of residual hearing and different activities that replicate the natural language acquisition process to close the linguistic skill gap between hearing peers. Providing learning materials that are suitable for the level of linguistic skill enables an effortless language-learning process.

Generating contextually similar words and sentences to the previously learned contents in a meaningful way improves the vocabulary and helps the child to grasp the syntaxes and semantics of the language effortlessly. Providing contextually similar words and sentences helps the child to understand and link different elements that the child interacts with every day and mimics the language learning process of a hearing peer. Presenting words and sentences in a way that matches the child's interest in order to motivate the child to keep interacting with the learning platform.

Ensuring the contents presented through the application is kid-friendly is a major consideration when creating a learning platform for children. Although the learning platform is built around the child's own world, the contents presented through the application are assured to be kid-friendly regardless of the child's background. In the process of content censoring, false negative scenarios are not accepted.

### 2. SCREENSHOTS OF CHATS



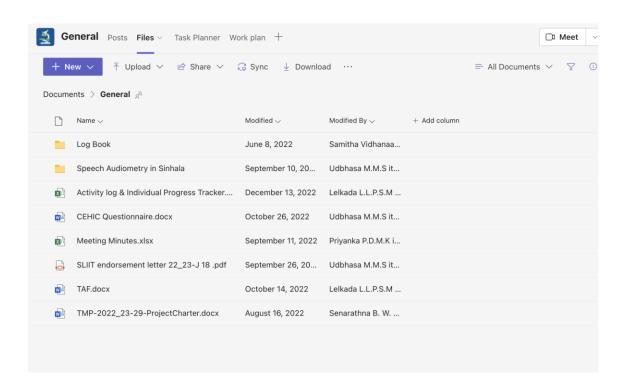


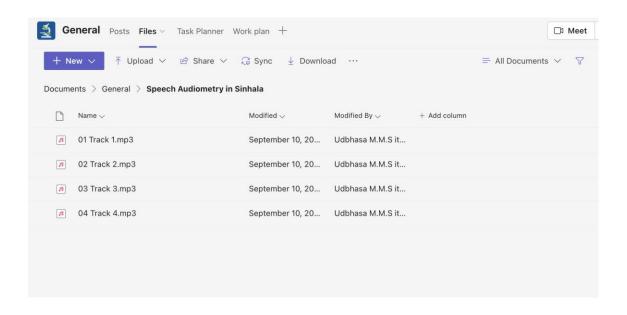


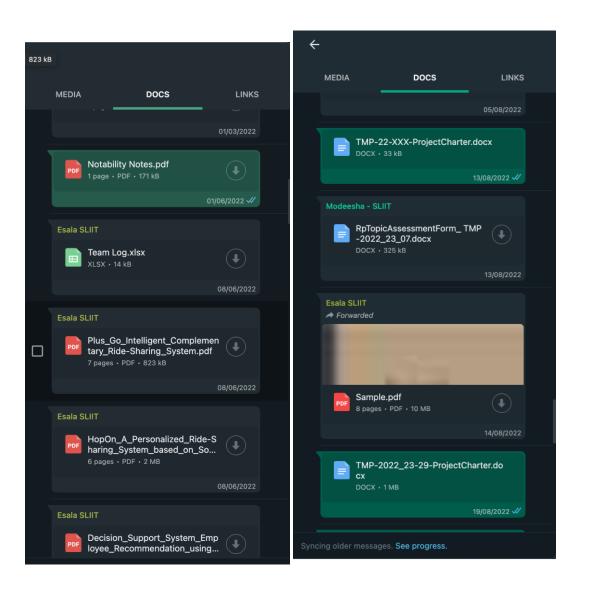


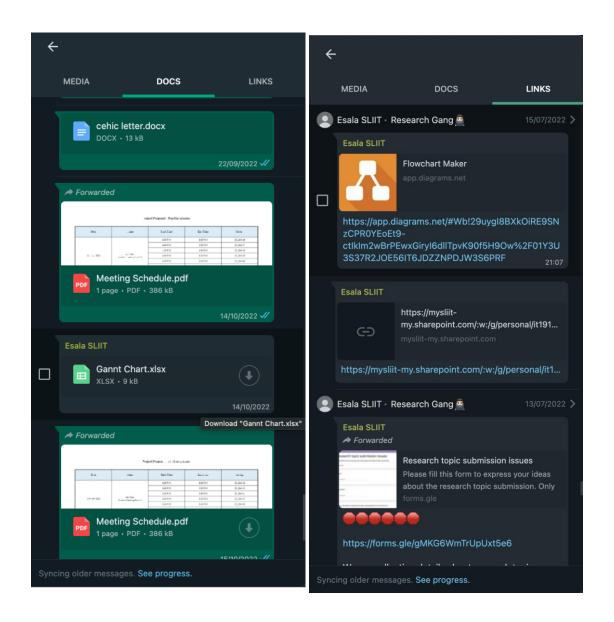


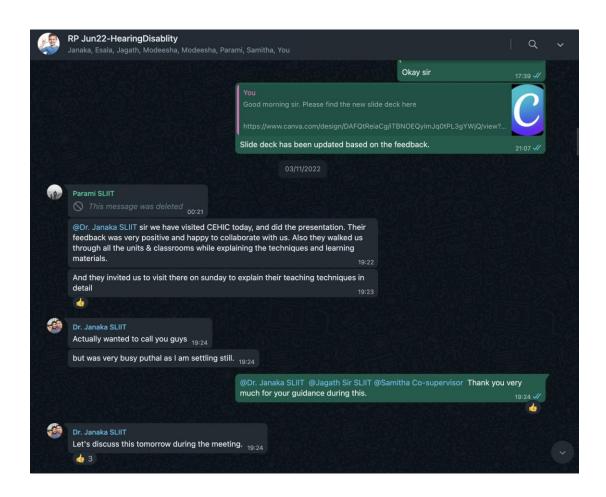




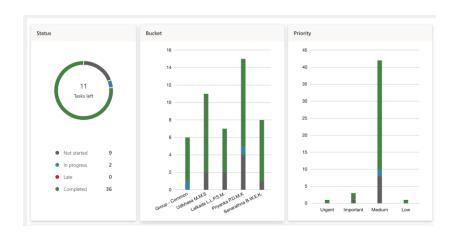


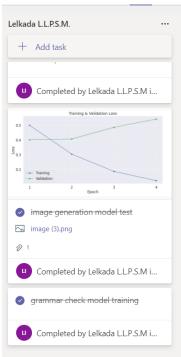


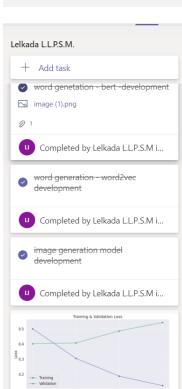


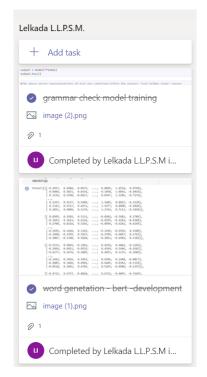


#### 3. WORK PLANNER RECORDS

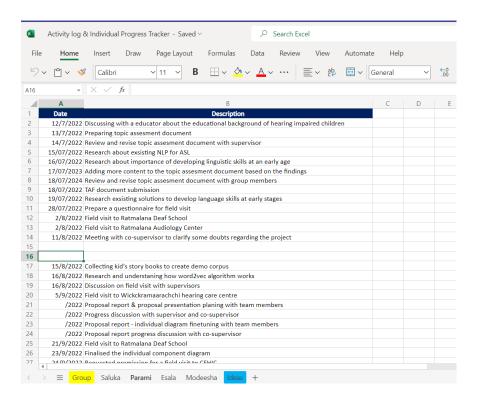




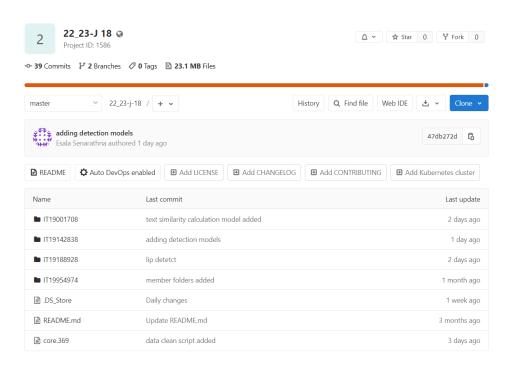






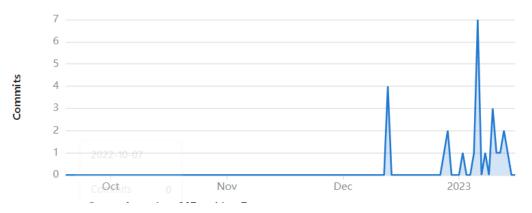


#### 4. GITLAB CONTRIBUTION HISTORY



### Parami Lelkada

25 commits (it19001708@my.sliit.lk)



## **5. FIELD VISITS**

### **5.1 Physical Meetings**

Photographs taken on field visit to CEHIC













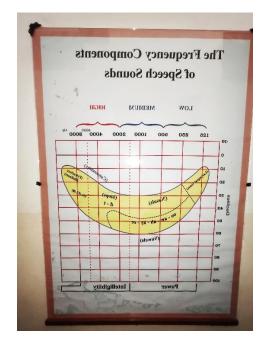


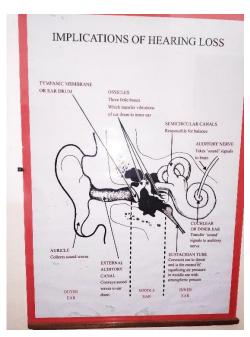






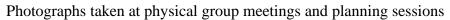
## Photographs taken from field visit to Wickramarachchi Hearing Care Centre

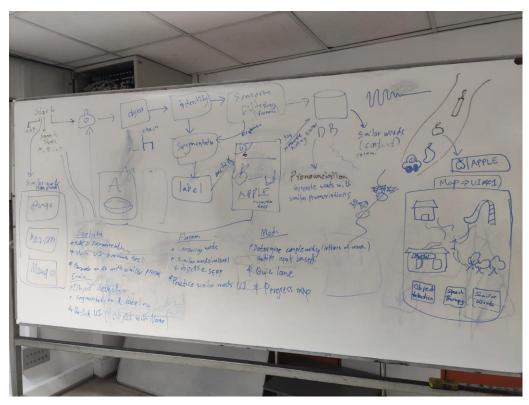




## 6. MEETINGS

## **6.1 Physical Meetings**



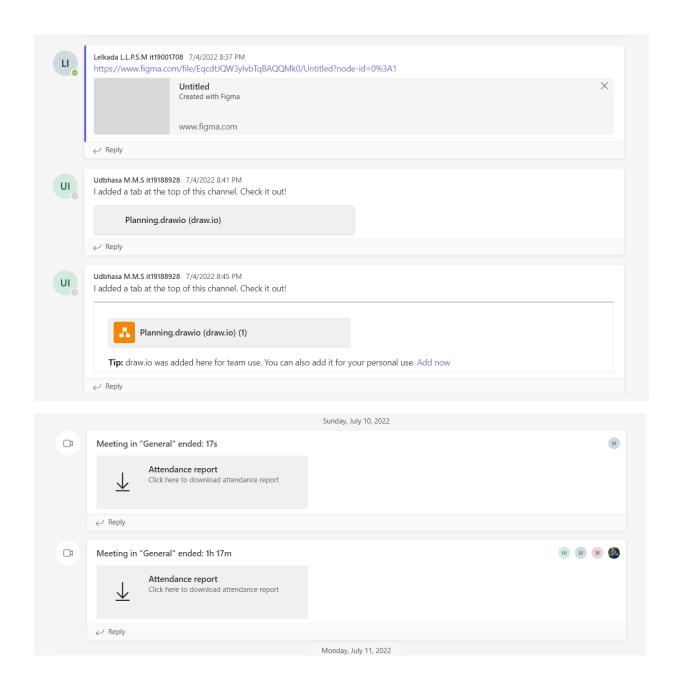


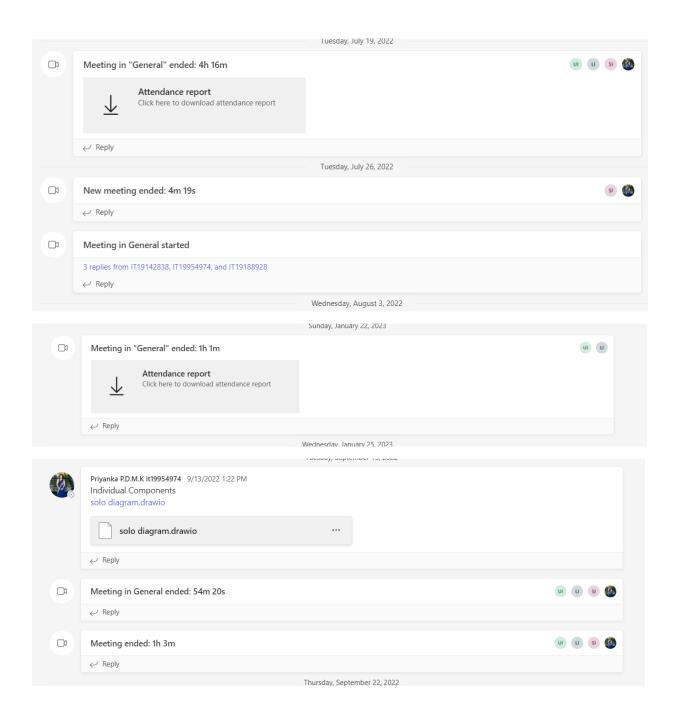


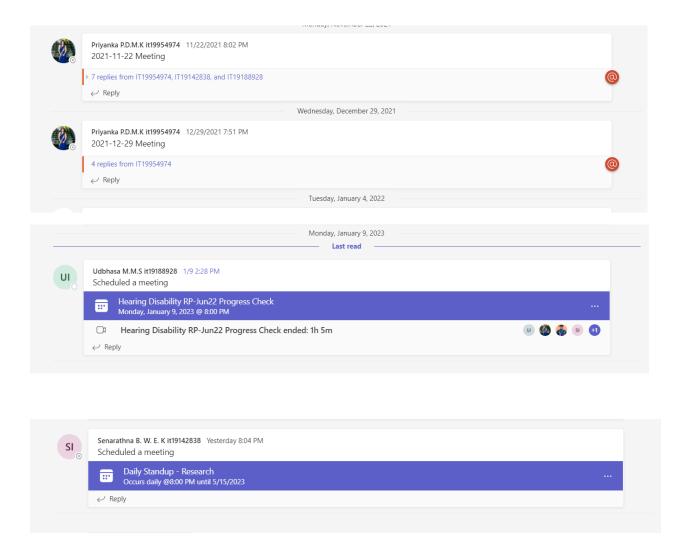


#### **6.2** Online Meetings

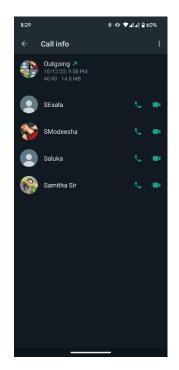
Following snapshots are taken as a proof of online meetings conducted through MS Teams.

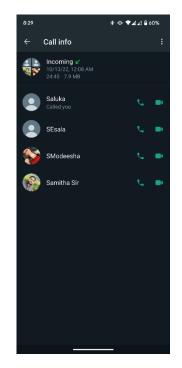


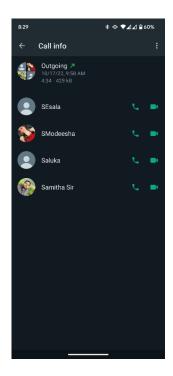


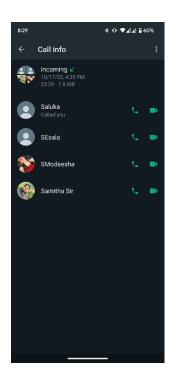


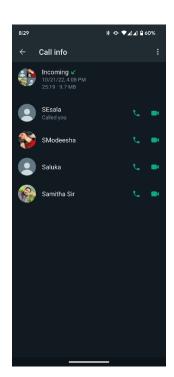
Following snapshots are taken as a proof of online meetings conducted with supervisor and co-supervisor via WhatsApp.

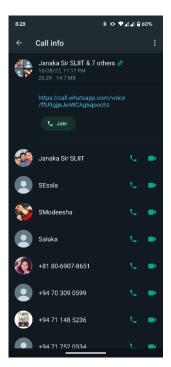


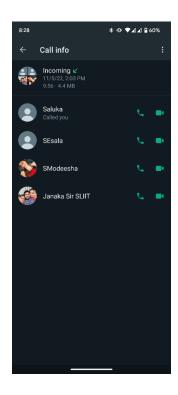












#### 7. TASK OUTPUTS

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

tensor([[[-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, ..., 1.2742, 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]],

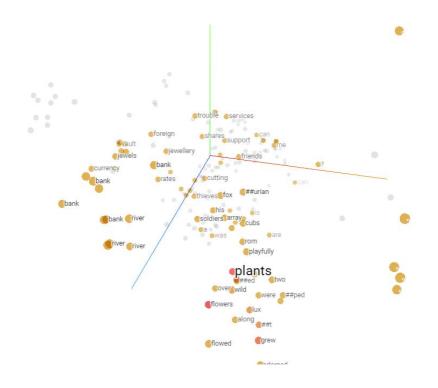
[[-0.5333, 0.9603, -0.1961, ..., 0.4359, 0.4842, -0.1296], [-0.2909, 0.6011, -0.0835, ..., 0.4369, 0.5446, -0.6283], [-0.6277, 0.4276, -0.2805, ..., 0.4691, 0.1135, -0.3606], ..., [-0.1442, 0.3956, 0.5455, ..., 0.4691, 0.1135, -0.3606], ..., [-0.1442, 0.3956, 0.5455, ..., 0.6496, 0.1448, -0.0817], [-0.2085, 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, ..., 0.5295, -0.0984, -0.1355]],

[[-0.4715, 0.6757, -0.8818, ..., 0.5295, -0.0984, -0.1355]],

[[-0.4715, 0.6757, -0.8818, ..., 0.5295, -0.0984, -0.1355]],

[[-0.3619, 0.5638, -0.5678, ..., 0.4955, -0.0215, -0.8219], [-0.3610, ..., 0.9356, 0.0215, -0.8219], [-0.3619, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3619, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.5638, -0.5678, ..., 0.1058, 0.0215, -0.8219], [-0.3610, 0.56
```





#### 8. GANTT CHART

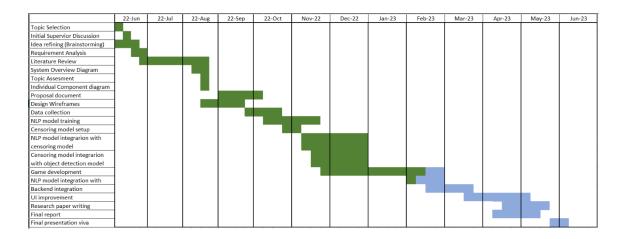


Figure 2: Gantt chart

### 9.WORK-BREAKDOWN STRUCTURE

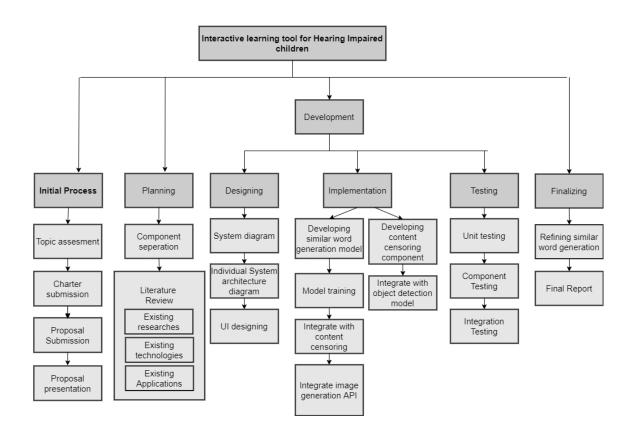


Figure 1: WBS