

Ideation Phase

Define the brain storming

Date	19 September
Team ID	PNT2022TMID52118
Project Name	Real-Time Communication System Powered by AI for Specially abled
Maximum Mark	2 Marks

Brain stroming-1

1

Define your problem statement





What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

🕒 5 minutes

PROBLEM

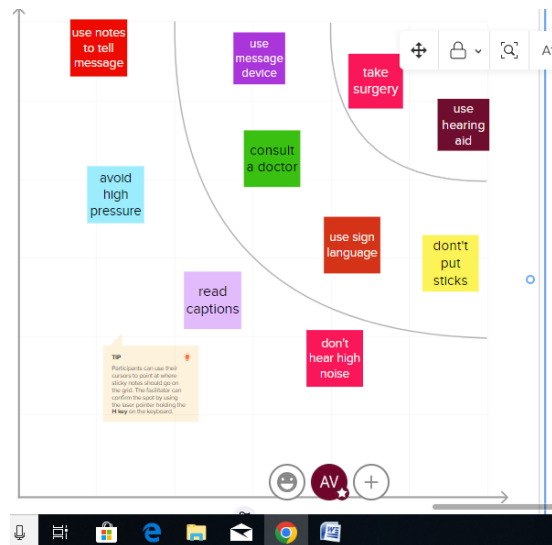
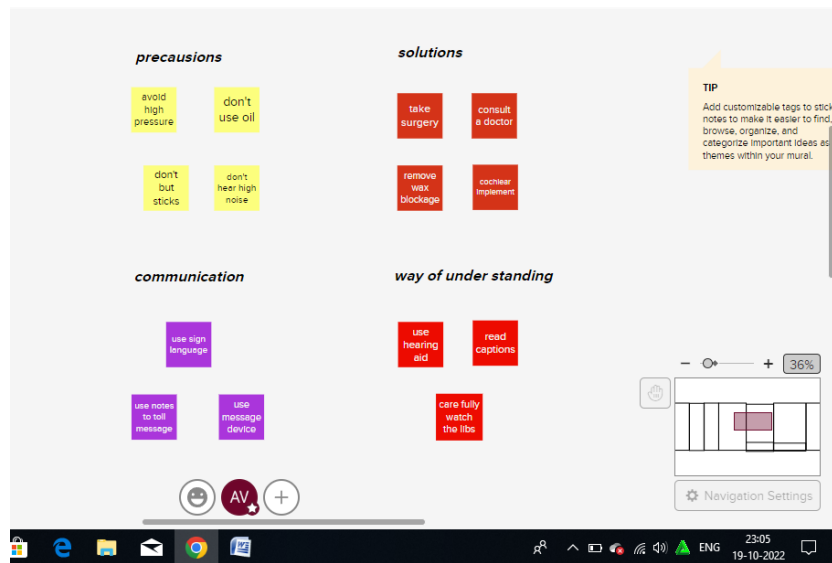
deaf

Key rules of brainstorming



The diagram illustrates the decomposition of names into syllables and their corresponding phonetic components. Each name is shown in a box, and its syllables are broken down into individual phonetic elements, which are then mapped to specific actions or objects.

- abiram**:
 - use hearing aid
 - take surgery
 - very care full in roads
 - don't put sticks
 - get them in message
 - care fully watch lips
 - read captions
 - speak slowly
 - maintain eye contact
- vivek**:
 - removing wax block
 - use sign language
 - use notes to tell message
 - consult a doctor
 - take surgery
 - don't put sticks
 - vibration alerts
 - get it in message
 - use hearing aid
- abisha**:
 - consult a doctor
 - use hearing aid
 - don't use old ears
 - speak clear and steady
 - don't put sticks
 - make eye contact
 - use message device
 - use sign language
 - don't hear high noise
- mentor**:
 - go for cheek up
 - use hearing aid
 - be active
 - write it down
 - don't put sticks
 - consult doctor
 - avoid high pressure
 - use sign language
 - cochelear implement



Brain storming-2

5 minutes

PROBLEM
A Blind Person



Key rules of brainstorming

To run a smooth and productive session

- Stay in topic.
- Encourage wild ideas.
- Defer judgment.
- Listen to others.
- Go for volume.
- If possible, be visual.

10 minutes

Abiram

- carry a stick to identify the up and down
- take some one with you
- help them in what they ask you
- use any device that can show you what you want to see
- Do communicate clearly with them
- use pattern in walking
- walk in the known place
- do speak directly to them
- set up a guiding sound

Abisha

- Position your screen to mimic
- Do raise their awareness to new technologies
- increase text size to make it easier to read
- do not feel sad when rejected
- land people do not need support at all the time
- they need a walking cane or stick
- set up a guiding sound
- do land a hand where appropriate
- do speak directly to them

vivek

- Do include them
- Do not assume they are helpless
- Do not do stupid things
- Do communicate clearly with them
- Do raise their awareness to new technologies
- Do not compare
- Do lend a hand where appropriate
- Do not avoid common phrases
- Do not grip while waiting for lights

Mentor

- Navigating Around Places
- Position your screen to rotate
- Do not avoid common phrases
- Arranging Clothes
- carry a stick to identify the up and down
- Do not help individuals
- do land a hand where appropriate
- Finding Reading Material
- Do not avoid common phrases

