

## Project Design Phase-I

### Problem solution fit

Date	19 September 2022
Team ID	PNT2022TMID14463
Project Name	REAL-TIME COMMUNICATION SYSTEM POWERED BY AIFOR SPECIALLY ABLED
Maximum Marks	2 Marks

Focus on J&P, tap into BE,	<b>1. CUSTOMER SEGMENT(S)</b> Deaf-mute and a Normal person	<b>CS</b>
	<b>6. CUSTOMER CONSTRAINTS</b> Network connection, Easily wearable and Data safety.	<b>CC</b>
	<b>5. AVAILABLE SOLUTION</b> In this application offers the accuracy for all to learn signlanguage and thereby reach out to the deaf -mute more easily.	<b>AS</b>
		on J&P, tap into BE,

<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> There converts the sign language into a human hearing voice inthe desired language to convey a message to normal people, as well as convert speech into understandable sign language for the deaf and dumb.	<b>9. PROBLEM ROOT CAUSE</b> Communication between deaf-mute and a normalperson has always been a very difficult and challenging task.	<b>RC</b>
		<b>7.BEHAVIOUR</b> Find the right way to learn the sign language easy , Understanding and easy conversation.
		<b>BE</b>

**3. TRIGGERS**

TR

Normal people are not trained on hand sign language in emergency times conveying their message is very difficult to deaf-mute people. So, there are installing app for learning of sign language easily.

**4. EMOTIONS: BEFORE / AFTER**

EM

Communication between deaf-mute and a normal person has always been a very difficult and challenging task./After user can enables Deaf and Dumb people to convey their information using signs to understand easily.

**10. YOUR SOLUTION**

We makes learning of sign language easy to understand. So, we can improve accuracy for all sign language and thereby reach out to the deaf more easily. they aim to make a lasting impact on the future of deaf or hard of hearing peoples by providing them access to early identification.

SL

**8. CHANNELS of BEHAVIOUR**

CH

**8.1 ONLINE**

Mobile applications are available in online.

**8.2 OFFLINE**

Customer can download the videos on online .