Problem-Solution fit canvas 2.0 Purpose/Vision

1.CUSTOMER SEGMENT(S)	5.CUSTOMER CONSTRAINTS	8.AVAILABLE SOLUTIONS
Normal People vs physically abled peoples	1. Accuracy of system may vary depending upon light intensity changes. 2. Also accuracy depends upon distance between camera and object.	1. Systems interface will allow user to start video from camera. 2. User will do different hand gestures in front of camera. 3. User will able to see video, recognized sign on GUI. 4. User will get output in the form of sound which is converted from Speech of recognized sign.
2.JOBS-TO-BE-DONE / PROBLEMS	6.PROBLEM ROOT CAUSE	9.BEHAVIOUR
• Check the nature of languages. • Check whether the language is understandable or not. • Check whether the converted sign language is reliable or not.	1. Root cause Analysis supported by input from the problem-sufferers and improper maintenance are the main causes of this problem.	1. User will start video from camera. 2. User will be able to register different signs for further recognition using camera. 3. When user will start recognition activity and give various hand gestures in front of camera, sign will be detected and speech will be produced to announce detected sign

3.TRIGGERS

By using this application , users can avoid the unnecessary interaction with normal people.

4.EMOTIONS: BEFORE /AFTER

Before using this application , the user cannot understand the sign language of specially abled people.

By using this Application user knows how to communicate with specially abled people.

7. YOUR SOLUTION

1. The proposed communication system between Deaf and Dumb people and ordinary people are aiming for it when bridging the communication gap between two societies.

2. Several work is done earlier in this area, but this paper adds in complete two - sided communication in an efficient manner because the system is implemented as one Handy mobile application. So, it really serves its needs in all aspects. The above strategies prove to be efficient In terms of time and accuracy.

10.CHANNELS of BEHAVIORS

8.1 ONLINE

Online portal for making recognitions for a human interaction between normal people and specially abled people by using machine learning.

8.2 OFFLINE

During offline , some simple tests that can be done at home will be suggested so that users can find themself if necessary.