

Project Design Phase-I - Solution Fit Template

PROJECT TITLE	A GESTURE BASED TOOL FOR STERILE BROWSING OF RADIOLOGY IMAGES
TEAM ID	PNT2022TMID15559

D e f i n e C S , F i t , I n t o	1. CUSTOMER SEGMENT(S) <ul style="list-style-type: none"> Deaf and dumb Díveís and passengeís 	6. CUSTOMER CONSTRAINTS <ul style="list-style-type: none"> Limited image íecognition due CC poói gestuíes given as input Object of image íecognition píoblems due to ineffectiveness in the devices used foí detection which will lead to bad accuíacy. 	5. AVAILABLE SOLUTIONS AS <ul style="list-style-type: none"> People can easily expíess the idea by gestuíe. Gestuías aíe natuíally used by many people and especially aíe the majoí and natuíe inteíaction way foí deaf people. l'he effects fíom lighting, enviíonment and cameía can be géatly used to detect gestuíes which is given as input to depict the desiíed output.
	2. JOBS-TO-BE-DONE / PROBLEMS <p>customeí should contain eííoi fíee and accuíate devices foí effective íecognition of input(gestuías) to píovide desiíed output</p>	9. PROBLEM ROOT CAUSE <ul style="list-style-type: none"> Effective and íeliabile devices is not used by the customeís while píoviding gestuíes as input to the system. Pooí effect of lighting and complex backgíound fíom the side of customeí can lead to inaccuíate image íecognition. 	7. BEHAVIOUR <p>When the customeí is not awaíe of uncleaní of píoviding the gestuíes as input in an effective manneí in oídeí to íeach the desiíed accuíacy.</p>

Identify Strong TR & EM	3. TRIGGERS IR <ul style="list-style-type: none"> • proper awareness and knowledge should be given for the customer to enrich the knowledge about recognition and input processing. 	10. YOUR SOLUTION SL <ul style="list-style-type: none"> • The first stage is the image detection. The target of this stage is to detect hand gestures in the digital images or videos. Many environment and image problems are needed to solve at this stage to ensure that the hand contours or regions can be extracted precisely to enhance the recognition accuracy. • Common image problems contain unstable brightness, noise, poor resolution and contrast. The better environment and camera devices can effectively improve these problems. Hence, the image processing method is a better solution to solve these image problems to construct an adaptive and robust gesture recognition system. • The second stage is object recognition. The detected hand objects are recognized to identify the gestures. The third stage is to analyze sequential gestures to identify user gesture and provide output. 	8. CHANNELS OF BEHAVIOUR CH	Extract online & offline CH of BE
	4. EMOTIONS: BEFORE / AFTER EM <p>Before:</p> <ul style="list-style-type: none"> • not clear about the functionality of procedures when the input gestures is given to the system <p>After:</p> <ul style="list-style-type: none"> • Confident in providing the gestures in a clear and accurate manner. 		8.1 ONLINE <div> <ul style="list-style-type: none"> • Online applications • Online Websites </div>	
			8.2 OFFLINE <div> <ul style="list-style-type: none"> • Customer provide feedback and suggestions. </div>	