











TEAM ID : PNT2022TMID51692

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Real time communication system powered by AI for specially abled

SCENARIO Communication System for specially abled persons	 Entice How does someone initially become aware of this process?	 Enter What do people experience as they begin the process?	 Engage In the core moments in the process, what happens?	 Exit What do people typically experience as the process finishes?	 Extend What happens after experience is over?
 Steps What does the person (or group) typically experience?	<div>Choosing to engage</div> <div>Starting to engage</div> <div>As people discover the why recently available communication for deaf people</div> <div>Real people who are able to learn about the process of becoming connected</div>	<div>Starting their usage</div> <div>Finding difficulties</div> <div>Real solution</div> <div>As they begin to use the usage they will experience difficulties as they begin to use the application</div> <div>As they begin to use the application they will experience difficulties as they begin to use the application</div> <div>They begin to use the application and they will experience difficulties as they begin to use the application</div>	<div>Start using the application effectively</div> <div>They communicate with the user using voice and that connects them into chat</div> <div>As they come to know about the app they begin using the advanced features of the app</div> <div>As they come to know about the app they begin using the advanced features of the app</div> <div>As they come to know about the app they begin using the advanced features of the app</div>	<div>They get some feedback on the application as they use the app effectively</div> <div>They get some feedback on the application as they use the app effectively</div> <div>They get some feedback on the application as they use the app effectively</div>	<div>If they need any extension they will request any extension feature in the app</div>
 Interactions What interactions do they have at each step along the way? <ul style="list-style-type: none">People: Who do they see or talk to?Places: Where are they?Things: What digital touchpoints or physical objects would they use?	<div>They begin interacting with application using people</div> <div>They go to know about the process of becoming connected</div> <div>They try to create new things by their interaction</div>	<div>As they begin to use the application they will experience difficulties as they begin to use the application</div> <div>As they begin to use the application they will experience difficulties as they begin to use the application</div>	<div>Using the app they can communicate with other people and they will experience difficulties as they begin to use the application</div> <div>They begin to use the application and they will experience difficulties as they begin to use the application</div>	<div>After usage they request that type of used to clarify helping</div>	
	<div>Using the app they can communicate with other people and they will experience difficulties as they begin to use the application</div>	<div>The evaluation of the process during this interaction is to understand the application</div> <div>To get to know the information of the process?</div>	<div>To experience the advanced features of the application and make use of the system effectively</div>	<div>To experience the advanced features of the application and make use of the system effectively</div>	
 Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	<div>They get some feedback on the application as they use the app effectively</div>	<div>They will come to know about the features and that using the benefits of the application</div>	<div>They will enjoy the advanced features of the application and that using the benefits of the application</div>	<div>They try to do good to their friends by suggesting the application to them</div>	
 Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	<div>They get some feedback on the application as they use the app effectively</div>	<div>They may get disappointed due to its limited facilities</div>	<div>They may even get disappointed due to the type of applications</div>	<div>They may not be satisfied for their friends and they may get disappointed</div>	
 Areas of opportunity How might we make each step better? What ideas do we have? What have others suggested?	<div>They get some feedback on the application as they use the app effectively</div> <div>They get some feedback on the application as they use the app effectively</div>	<div>They may have an idea of using the application for good things</div>	<div>Working on it this advanced step makes the person more satisfied and happy</div>	<div>They have such a better experience enough to teach this to their friends</div>	