

Real-Time Communication System Powered by AI for Specially Abled

K.Ramakrishnan College Of Engineering
Students:

R.Aishwarya-811519104006

V.Bhagavathi Sree - 811519104015

V.Gowshil Narmadha-811519104036

G.Kayalvizhi - 811519104054

Project Report Format

1. INTRODUCTION

1.1. Project Overview

1.2. Purpose

2. LITERATURE SURVEY

2.1. Existing problem

2.2. References

2.3. Problem Statement Definition

3. IDEATION & PROPOSED SOLUTION

3.1. Empathy Map Canvas

3.2. Idea Preparation

3.3. Ideation & Brainstorming

3.4. Proposed Solution

3.5. Problem Solution fit

4. REQUIREMENT ANALYSIS

4.1. Functional requirement

4.2. Non-Functional requirements

5. PROJECT DESIGN

5.1. Data Flow Diagrams

5.2. Solution & Technical Architecture

5.3. User Stories

6. PROJECT PLANNING & SCHEDULING

6.1. Sprint Planning & Estimation

6.2. Sprint Delivery Schedule

6.3. Reports from JIRA

7. CODING & SOLUTIONING (Explain the features added in the project along with code)

7.1. Web Application

7.2. Camera

8. TESTING

8.1. Test Cases

8.2. User Acceptance Testing

8.3. User Testing

9. RESULTS

9.1. Performance Metrics

10. ADVANTAGES & DISADVANTAGES

11. CONCLUSION

12. FUTURE SCOPE

13. APPENDIX

1. INTRODUCTION

1.1 Overview

People get to know one another by sharing their ideas, thoughts, and experiences with those around them. There are numerous ways to accomplish this, the best of which is the gift of "Speech." Everyone can very convincingly transfer their thoughts and understand each other through speech. It will be unjust if we overlook those who are denied this priceless gift: the deaf and dumb. In such cases, the human hand has remained the preferred method of communication.

1.2 Purpose

The project's purpose is to create a system that translates sign language into a human-understandable language so that ordinary people may understand it.

2. LITERATURE SURVEY

2.1 Existing problem

Some of the existing solutions for solving this problem are:

Technology

One of the easiest ways to communicate is through technology such as a smart phone or laptop. A deaf person can type out what they want to say and a person who is blind or has low vision can use a screen reader to read the text out loud. A blind person can also use voice recognition software to convert what they are saying into text so that a person who is Deaf can then read it.

Interpreter

If a sign language interpreter is available, this facilitates easy communication if the person who is deaf is fluent in sign language. The deaf person and person who is blind can communicate with each other via the interpreter. The deaf person can use sign language and the interpreter can speak what has been said to the person who is blind and then translate anything spoken by the blind person into sign language for the deaf person.

Just Speaking

Depending on the deaf person's level of hearingloss, they may be able to communicate with a blind person who is using speech. For example, a deaf person may have enough residualhearing (with or without the use of an assistive hearing device such as a hearing aid) to be able to decipher the speech of the person who is blind or has low vision. However,this is often not the most effectiveform of communication, as it is very dependent on the individual circumstances of both people and their environment (for example, some places may have too much background noise).

2.2 References

1. Environment Setup: <https://www.youtube.com/watch?v=5mDYijMfSzs>
2. Sign Languages Dataset: <https://drive.google.com/file/d/1ITbDvhLwyTTkuUYfNjOKhcIZh7hDgi64/view?usp=sharing>
3. Keras Image Processing Doc: <https://keras.io/api/preprocessing/image/>
4. Keras Image Dataset From Directory Doc: <https://keras.io/api/preprocessing/image/#imagedatasetfromdirectory-function>
5. CNN using Tensor flow: https://www.youtube.com/watch?v=umGJ30-15_A
6. OpenCV Basics of Processing Image: <https://www.youtube.com/watch?v=mjKd1Tzl70I>

2.3 Problem Statement Definition

In our society, we have people with disabilities. The technology is developing day by day but no significant developments are undertaken for the betterment of these people.

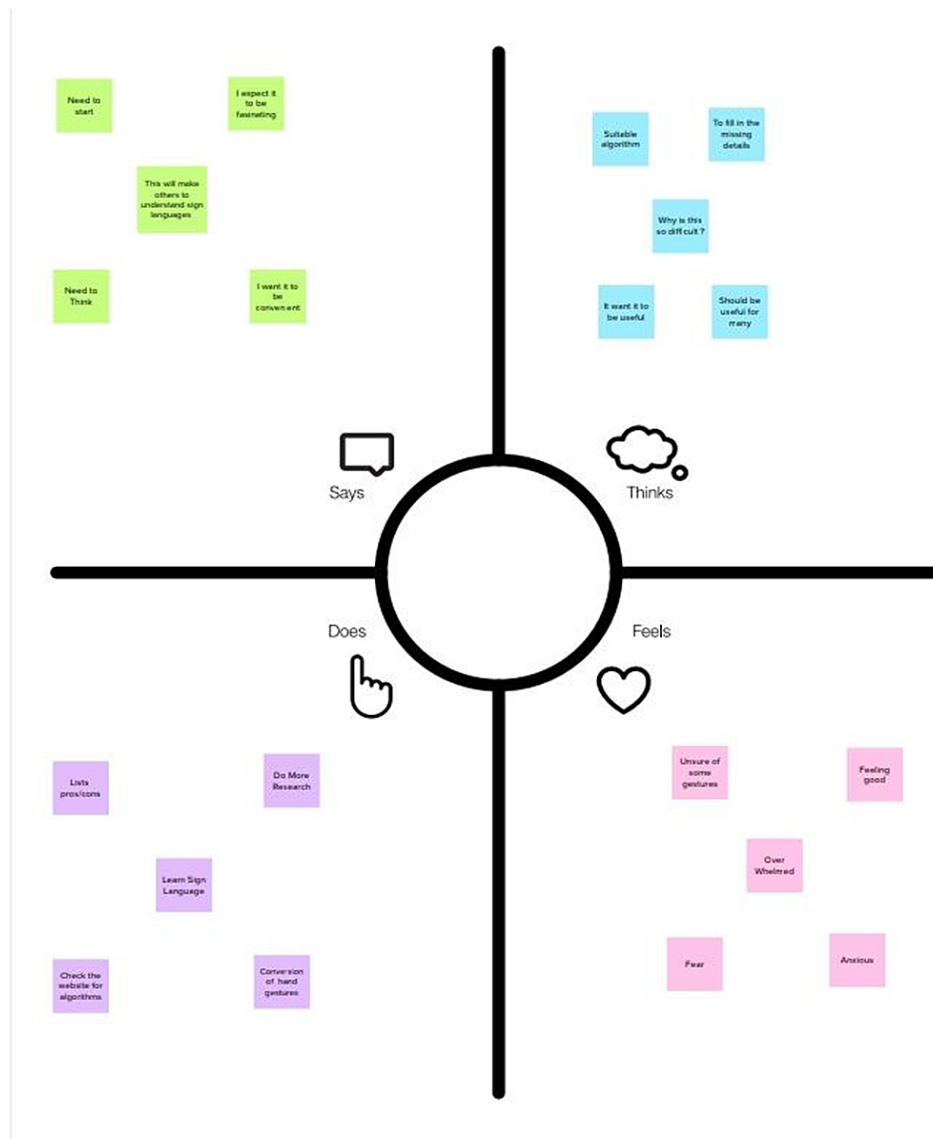
Communications between deaf-mute and a normal person has always been a challenging task. It is very difficult for mute people to convey their message to normal people. Since normal people are not trained on hand sign language. In emergency times conveying their message is very difficult. The human hand has remained a popular choice to convey information in situations where other forms like speech cannot be used. Voice Conversion System with Hand Gesture Recognition and translation will be very useful to have a proper conversation between a normal person and an impaired person in any language.

The project aims to develop a system that converts the sign language into a human hearing voice in the desired language to convey a message to normal people, as well as convert speech into understandable sign language for the deaf and dumb. We are making use of a convolution neural network to create a model that is trained on different hand gestures. An app is built which uses this model. This app enables deaf and dumb people to convey their

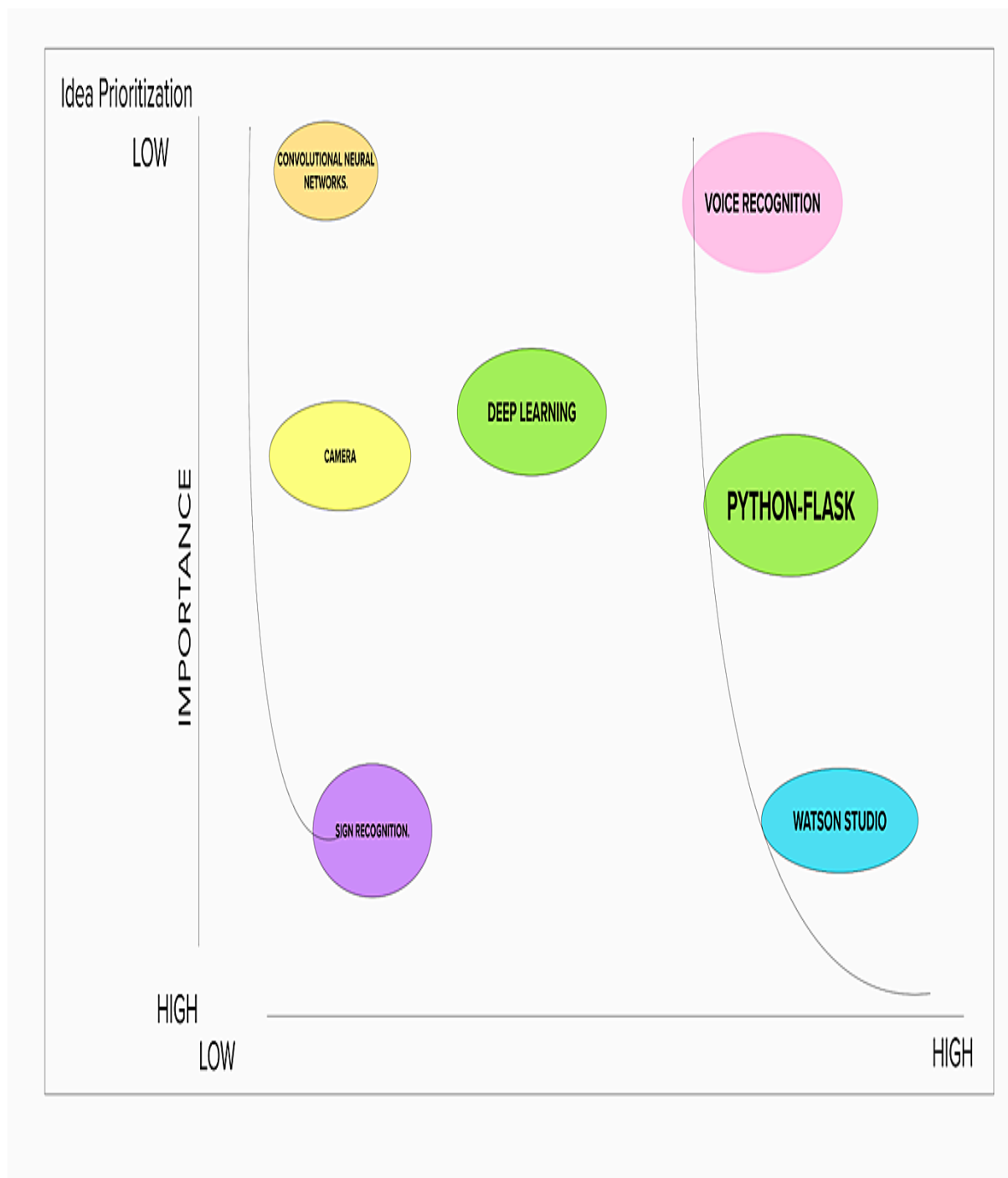
information using signs which get converted to human-understandable language and speech is given as output.

3. IDEATION & PROPOSED SOLUTION

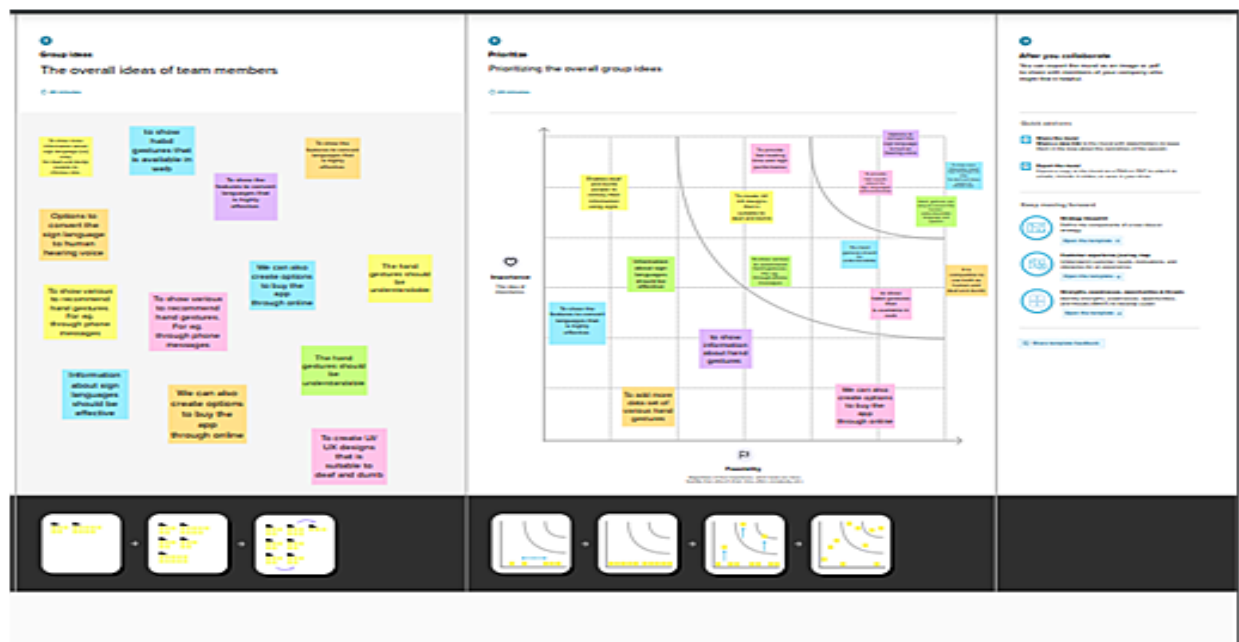
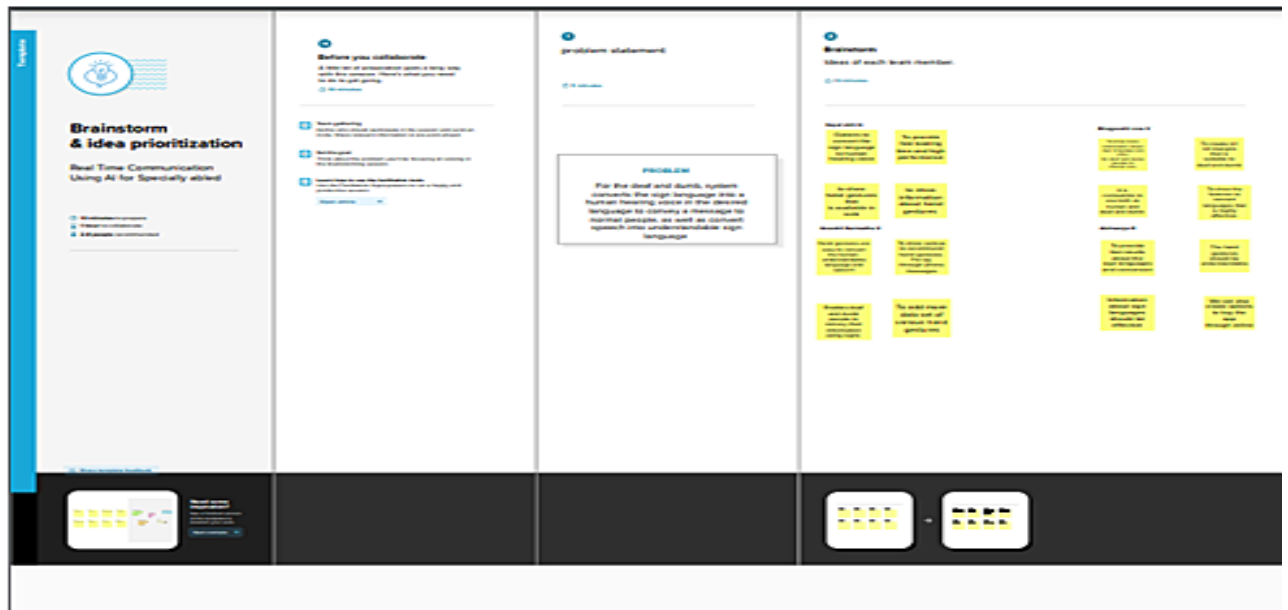
3.1 Empathy Map Canvas



3.2 IDEA PREPARARTION



3.3 Ideation & Brainstorming



3.4 Proposed Solution

S.N o.	Parameter	Description
1.	Problem Statement (Problem to be solved)	The project aims to develop a system that convertssign language into a human hearing voice in the desired language to convey a message to normal people, as well as convert speech into understandable signlanguage for the deaf and dumb.
2.	Idea / Solution description	We are making use of a convolution neural network to create a model that is trained on different hand gestures. An app is built which usesthis model. This app enables deaf and dumb people to convey their information using signs whichget converted to human-understandable language andspeech is givenas output.
3.	Novelty / Uniqueness	Most of the people are not aware of sign language, so the main motive of this project is to communicate between both specially abled and human language using the concept of Artificial Intelligence.
4.	Social Impact/ Customer Satisfaction	The main problem is that an ordinary person would easily misunderstand the meaning conveyed. The advancement in AI and computer vision can be adapted to recognize and learn the sign language. The modern systems can help an ordinary person to recognize and understand thesign language. This article presents a method which is related to the recognition of hand gestures usingdeep learning
5.	Business Model(Revenue Model)	There will not be any profit from this project. It isfully service based application.
6.	Scalability of the Solution	The application can be integrated with other mobile devices to improve user interaction and make the system more robust. The accuracy of the program can be further improvised by using neuralnetworks.

3.5 Problem Solution fit

Problem-Solution fit canvas 2.0		Purpose / Vision	
Define CS, fit into CC	1. CUSTOMER SEGMENT(S) CS Who is your customer ? . Our customers are specially abled people who are struggling to communicate with normal people	6. CUSTOMER CONSTRAINTS CC The customer must be aware of the sign language and it is necessary to show proper signs so that the application can able to convert it to human language.	5. AVAILABLE SOLUTIONS AS The available solutions are there are various separate applications for both sign language and human language.
			Explore AS, differentiate
Focus on J&P, tap into BE, understand RC	2. JOBS-TO-BE-DONE / PROBLEMS J&P The main job that to be done is to convert the sign language to human language and vice versa.	9. PROBLEM ROOT CAUSE RC Proper network should be available to run this application and proper sign language must be given as input by the customer in a proper way.	7. BEHAVIOUR BE The AI works when the sign language is given 1 as input it processes it and convert it into human language and vice versa.
			Focus on J&P, tap into BE, understand RC
Identify strong TR & EM	3. TRIGGERS TR For example : A customer needs to convey his/her message to other people but he knows only sign language but the normal people are not aware of it. At that time using our application he/she can easily converts sign language to human language to make the conversation more comfortable.	10. YOUR SOLUTION SL Our solution is to convert the sign language to human language and vice versa in one application simultaneously. So that it is easy to make communications easier between these kinds of people.	8. CHANNELS OF BEHAVIOUR CH 8.1 ONLINE By using this application online the result of the inputs are processed earlier by the application and also it saves the time. He/She can able to convert sign-language to any type of language.
	4. EMOTIONS: BEFORE / AFTER EM The customers would feel better after using our application, and they are open up in bringing their ideas to everyone around them.		8.2 OFFLINE The features available in offline is that they can convert the sign-language to human language under a particular location world wide access is not available in this mode.
			Extract online & offline CH of BE

4. REQUIREMENT ANALYSIS

4.1 Functional requirement

FR No.	Functional Requirement (Epic)	Sub Requirement (Story/ Sub-Task)
FR-1	User Registration	Registration can be done by using the user details through the application.
FR-2	User Confirmation	Confirmation via Email Confirmation via OTP
FR-3	User details storage	Storing user details via database
FR-4	Scanning hand sign images	Uploading images of hand signs via camera
FR-5	Predicting images	Comparing the human words with the hand sign images.
FR-6	Search results of hand sign	Searching the relevant word for the sign language

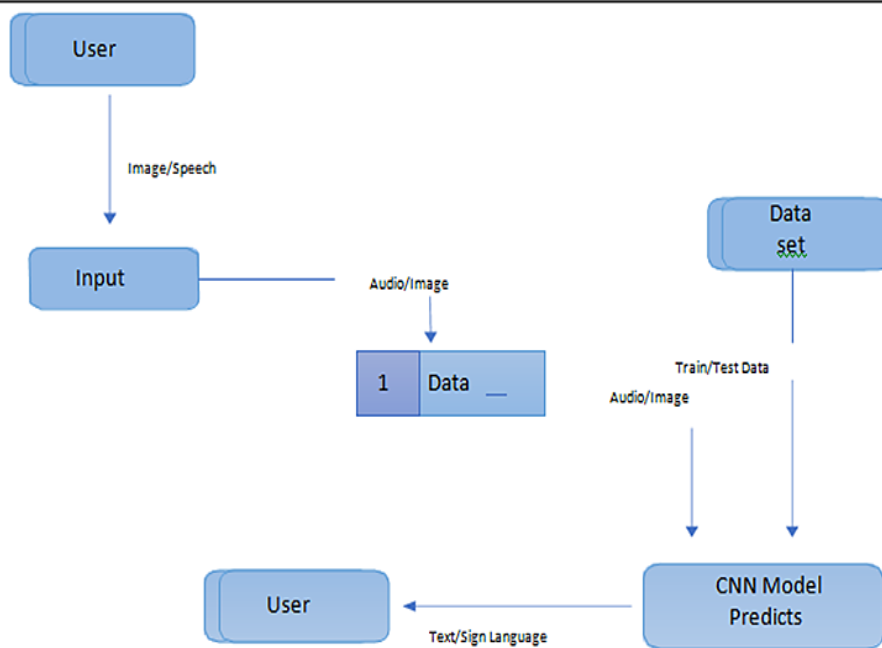
4.2 Non-Functional requirements

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	Scanning images of sign language and storing the words of human language
NFR-2	Security	Encrypt the user details and use a firewall to store user details securely.
NFR-3	Reliability	Predicting the sign language commands and convert it to human language and vice versa.
NFR-4	Performance	Displaying immediate results by analysing database.
NFR-5	Availability	It can be easily accessible from anywhere at anytime

NFR-6	Scalability	Accurate results will be obtained.
-------	-------------	------------------------------------

5.PROJECT DESIGN

5.1 Data Flow Diagrams



5.2

Solution & Technical Architecture

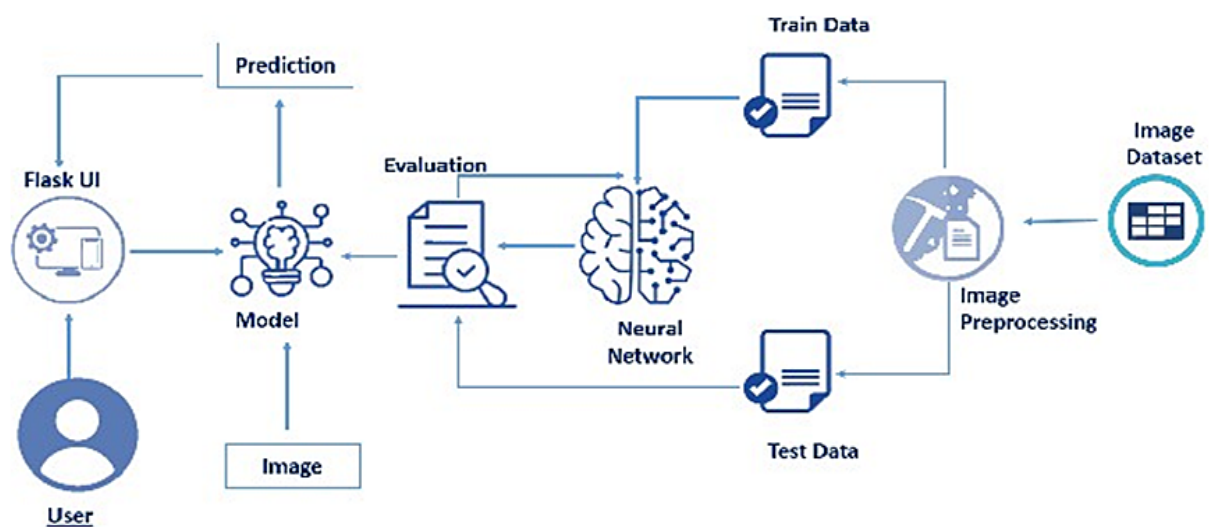


Table-5.2.1 : Components & Technologies:

S.No	Component	Description	Technology
1.	User Interface	By Web UI, the user interacts with the web application and fulfil the user requirements with good user experience	HTML, CSS, JavaScript etc.
2.	Application Logic-1	User register themselves and once logged in, given with various features.	Java / Python
3.	Application Logic-2	deaf and dumb people want to communicate with people , by contacting using the web	IBM Watson STT service
4.	Application Logic-3	This web enables deaf and dumb people to convey their information using signs which get converted to human-understandable language and speech is given as output.	IBM Watson Assistant
5.	Database	SQL Data Type	MySQL
6.	Cloud Database	-	-
7.	File Storage	File storage requirements	Other Storage Service or Local Filesystem
8.	External API-1	To validate the user	UserId API
9.	External API-2	-	-
10.	Machine Learning Model	The images which will be used for building the model, Image pre-processing includes zooming, shearing, flipping to increase the robustness of the model after it is built	Object Recognition Model
11.	Infrastructure (Server/ Cloud)	Application Deployment on Local System Local Server Configuration:	Local

Table-5.2.2: Application Characteristics:

S.No	Characteristics	Description	Technology
1.	Open-Source Frameworks	List the open-source frameworks used: Angular JS	Technology of Opensource framework JAVASCRIPT and PYTHON
2.	Security Implementations	List all the security / access controls implemented, use of firewalls etc. SHA-256 to protect user details.	SHA-256
3.	Scalable Architecture	Justify the scalability of architecture (3 – tier) This improves scalability, because application servers can be deployed on many machines. The database does make longer connections with every user	Presentation Layer – React JS (HTML, CSS ,JS) Application Layer– Flask (Python) Data
4.	Availability	Justify the availability of application (use of load balancers, lets you evenly distribute network traffic to prevent failure caused by overloading a particular resource. This strategy improves the performance and availability of applications, websites, databases, and other computing resources)	-

5.	Performance	Design the application carefully to be component based and encapsulated. This can help in creating a scalable application providing flexibility in deployment and making it possible to partition the application and substitute other component implementations during deployment..	-
----	-------------	--	---

5.3 User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story/ Task	Acceptance criteria	Priority	Release
Deaf and mute person	Gesture recognition	USN-1	The user would do the gestures and the system would capture it.	User is able to operate the system easily	High	Sprint-1
		USN-2	The gestures that are done by the user, is instantly stored inside the database.	User is able to see the gestures getting recorded	High	Sprint-1
		USN-3	Then the stored gestures would be processed one by one and finally it would be converted into the desired output.	User can instantly see the gestures being converted into speech.	Low	Sprint-2
		USN-4	The gestures are converted into text which is understood by a normal person.	Anyone can easily communicate with an ordinary man	High	Sprint-1
Ordinary person	speech	USN-1	The speaker would speak the desired message that is needed to be conveyed to the specially abled.	I am able to operate the system easily	High	Sprint-1

		USN-2	The system records the speech or sign language	I am able to see the speech getting recorded	High	Sprint-1
		USN-3	The reordered voice message that are stored in the database are converted into the desired output.	I can instantly see the speech being converted into gestures.	Low	Sprint-2
		USN-4	At last, the speech that has been converted into gestures can be easily understandable by the specially abled.	I can easily communicate with a specially abled.	High	Sprint-1

6. PROJECT PLANNING & SCHEDULING

6.1 Sprint Planning

Pre-Requisites	M-01	The following software concepts and packages, including Deep Learning, Python, CNN, Python Flask, IBM Cloudland DB, and Watson Studio, should have been familiar to us by the time we finished this project.	Yes
Project Structure	M-02	To create a project structure that must be adhered to when creating a conversation engine	Yes
Collection of Data	M-03	The dataset collection is separated into a train set and a test set in order to acquire data for image preprocessing. The training and testing procedures involve individually assembling the two files and putting them to the test.	Yes

Image Preprocessing	M-04	Importing the Image Data Generator libraries and utilizing its capabilities with the testset and training set	Yes
Model Building	M-05	The procedures include initialising the model, adding convolution layers, pooling layers, flatten layers, denser layers, compiling the model, fitting the data, and saving the model.	Yes
Test the model	M-06	Import the packages, save the model, load the test image, perform image pre-processing, and make predictions about it.	Yes

Application layer	M-07	Create the HTML pages and the flask application.	Yes
Train CNN model	M-08	Sign up for IBM Cloud and prepare the Image Classification Model.	Yes
Ideation Phase	M-09	Preparation of an empathy map, information gathering, literature review, and ideation	Yes
Project Design Phase-I	M-10	Problem-solution fit, solution architecture, and creation of the suggested solution	Yes

Project Design Phase-II	M-11	Preparation of the technological stack architecture, functional requirements, data flow diagrams, and customer journey mapping	Yes
Project PlanningPhase	M-12	Create a sprintdelivery plan, an activity list,and a milestone list.	Yes
Project DevelopmentPhase	M-13	Project Development for Sprints1,2,3, and 4 is delivered	Yes

6.2 Estimation

Activity Number	Activity	Sub Activity	Assigned To	Status
1.	Pre-Requisites		Kayalvizhi G Bhagavathi Sree V Gowshil Narmadha V Aishwarya R	Completed
2.	PROJECT STRUCTURE	Structure Brainstorming and	Gowshil Narmadha V	Completed

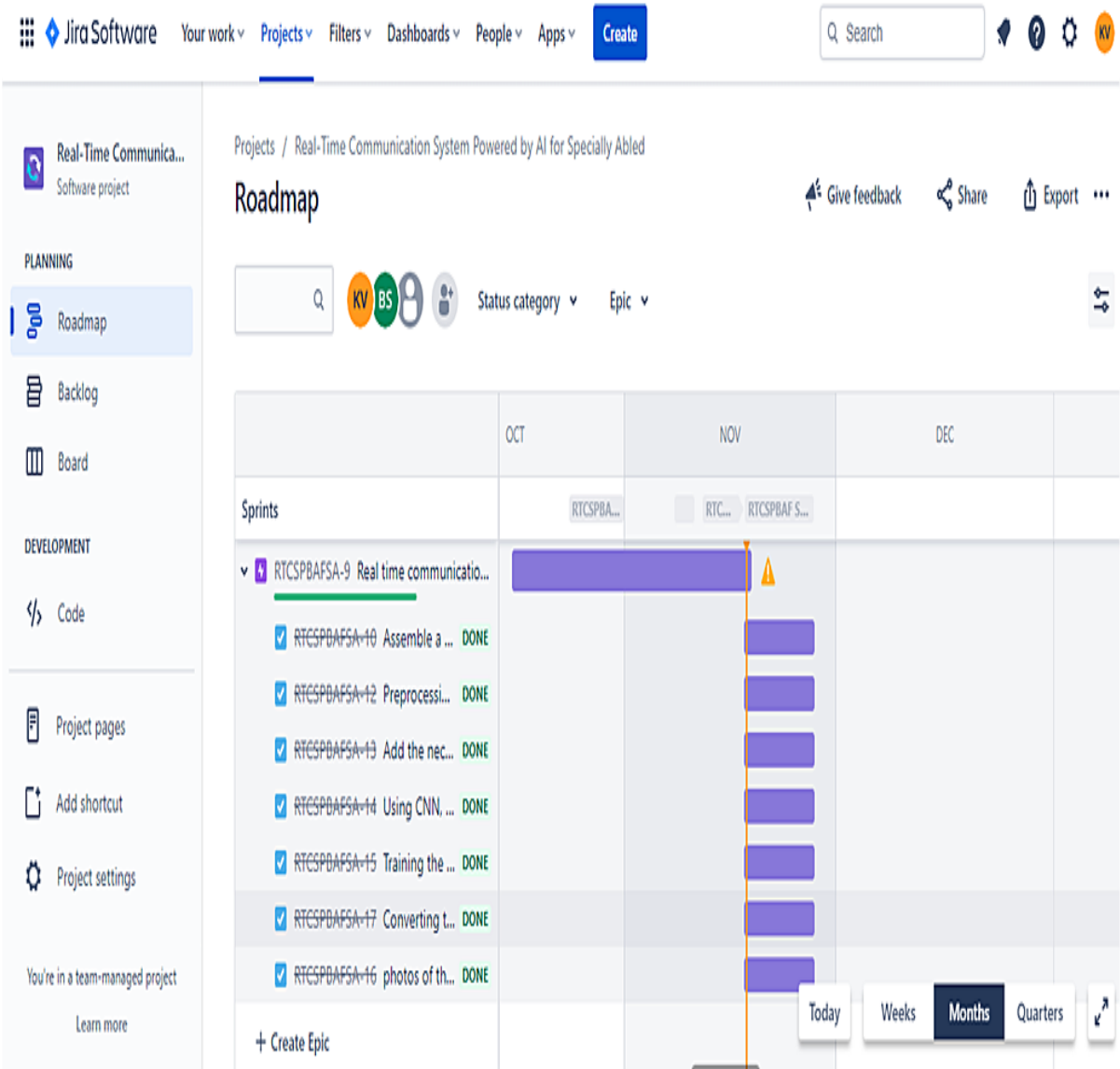
		Preparati on	Aishwarya R	
3.	Collection of Data	Dataset downlo ad structure	Kayalvizhi G Bhagavathi Sree V	Completed
4.	Image Preprocessing	Import the Image Data Generate or Library and applying Image Data Generator Functionali ty to trainset and testset.	Kayalvizhi G Bhagavathi Sree V Gowshil Narmadha V Aishwarya R	Completed

5	Model Building	Initializing of the model Adding Convolution Layers Pooli ng Layers Flatten and dense Layer	Kayalvizhi G Bhagavathi Sree V Gowshil Narmadha V Aishwarya R	Completed
---	-----------------------	--	---	-----------

6.	Test of the Model	Import the packages and save the model, Load the test image, preprocess it and predict it.	Bhagavathi Sree V Gowshil Narmadha V	In progress
7.	Application Layer	Build the flask application and the HTML pages	Kayalvizhi G Aishwarya R	In progress
8.	Train of CNN model in IBMcloud	Train image classification model and register for IBM cloud.	Gowshil Narmadha V Aishwarya R	Completed
9.	Ideation Phase	Literature Review, Empathy map, Ideation of the project.	Kayalvizhi G Bhagavathi Sree V Gowshil Narmadha V Aishwarya R	Completed

Sprint	Total Story Points	Duration	Sprint StartDate	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date(Actual)
Sprint-1	20	6 Days	24 Oct 2022	29 Oct 2022	8	29 Oct 2022
Sprint-2	20	6 Days	31 Oct 2022	05 Nov 2022	5	04 Nov 2022
Sprint-3	20	6 Days	07 Nov 2022	12 Nov 2022	7	11 Nov 2022
Sprint-4	20	6 Days	14 Nov 2022	19 Nov 2022	5	18 Nov 2022

6.3 Reports from JIRA



7.CODING & SOLUTIONING

7.1 Web Application

```
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5   <meta charset="utf-8">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0, shrink-to-fit=no">
7   <title>SmartBridge_WebApp_VideoTemplate</title>
8   <link rel="stylesheet" href="https://cdn.jsdelivr.net/npm/bootstrap@5.1.3/dist/css/bootstrap.min.css">
9   <link rel="stylesheet" href="https://use.fontawesome.com/releases/v5.12.0/css/all.css">
10  <link rel="stylesheet" href="assets/css/Banner-Heading-Image.css">
11  <link rel="stylesheet" href="assets/css/Navbar-Centered-Brand.css">
12  <link rel="stylesheet" href="assets/css/styles.css">
13 </head>
14
15 <body style="background: rgb(39,43,48);">
16   <nav class="navbar navbar-light navbar-expand-md py-3" style="background: #212529;">
17     <div class="container">
18       <div></div><a class="navbar-brand d-flex align-items-center" href="#"><span
19         class="bs-icon-sm bs-icon-rounded bs-icon-primary d-flex justify-content-center align-items-center me-2 bs-icon"><i
20           class="fas fa-flask"></i></span><span style="color: rgb(255,255,255);">Real-Time Communication
21       System Powered By AI&nbsp;For Specially Abled</span></a>
22     <div></div>
23   </div>
24 </nav>
25 <section>
26   <div class="d-flex flex-column justify-content-center align-items-center">
27     <div class="d-flex flex-column justify-content-center align-items-center" id="div-video-feed"
28       style="width: 640px;height: 480px;margin: 10px;min-height: 480px;min-width: 640px;border-radius: 10px;border: 4px dashed rgb(255,255,255) ;">
29       
```



```

30         alt=" Camera Access Not Provided "
31     </div>
32 </div>
33 <div class="d-flex flex-column justify-content-center align-items-center" style="margin-bottom: 10px;"><button
34     class="btn btn-info" type="button" data-bs-target="#modal-1" data-bs-toggle="modal">Quick Reference
35     -<strong> ASL Alphabets</strong></button></div>
36 </section>
37 <section>
38     <div class="container">
39         <div class="accordion text-white" role="tablist" id="accordion-1">
40             <div class="accordion-item" style="background: rgb(33,37,41);">
41                 <h2 class="accordion-header" role="tab"><button class="accordion-button" data-bs-toggle="collapse"
42                     data-bs-target="#accordion-1 .item-1" aria-expanded="true"
43                     aria-controls="accordion-1 .item-1"
44                     style="background: rgb(39,43,48);color: rgb(255,255,255);">About The Project</button></h2>
45                 <div class="accordion-collapse collapse show item-1" role="tabpanel" data-bs-parent="#accordion-1">
46                     <div class="accordion-body">
47                         <p class="mb-0">Artificial Intelligence has made it possible to handle our daily activities
48                             in new and simpler ways. With the ability to automate tasks that normally require human
49                             intelligence, such as speech and voice recognition, visual perception, predictive text
50                             functionality, decision-making, and a variety of other tasks, AI can assist people with
51                             disabilities by significantly improving their ability to get around and participate in
52                             daily activities.<br><br>Currently, Sign Recognition is available <strong>only for
53                                 alphabets A-I</strong> and not for J-Z, since J-Z alphabets also require Gesture
54                                 Recognition for them to be able to be predicted correctly to a certain degree of
55                                 accuracy.</p>
56                     </div>
57                 </div>
58             </div>
59             <div class="accordion-item" style="background: rgb(33,37,41);">
60                 <h2 class="accordion-header" role="tab"><button class="accordion-button collapsed"

```

```

65         <div class="accordion-body">
66             <p class="mb-0">Students at K.Ramakrishnan College Of Engineering
67                 Program.<br><br>1. <strong>Aishwarya.R</strong> 811519104006<br>2.
68                 <strong>Bhagavathi sree.V</strong> 811519104015<br>3. <strong>Gowshil Harnadha.V</strong> 811519104036<br>4. <strong>Kayalvizhi.G</strong> 8115
69                 </p>
70             </div>
71         </div>
72     </div>
73 </div>
74 </div>
75 </section>
76 <div class="modal fade" role="dialog" tabindex="-1" id="modal-1">
77     <div class="modal-dialog" role="document">
78         <div class="modal-content">
79             <div class="modal-header">
80                 <h4 class="modal-title">American Sign Language - Alphabets</h4><button type="button"
81                     class="btn-close" data-bs-dismiss="modal" aria-label="Close"></button>
82             </div>
83             <div class="modal-body"></div>
84             <div class="modal-footer"><button class="btn btn-secondary" type="button"
85                 data-bs-dismiss="modal">Close</button></div>
86         </div>
87     </div>
88 </div>
89 <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.1.3/dist/js/bootstrap.bundle.min.js"></script>
90 </body>
91
92 </html>

```

7.2 Camera

```
1 {
2   "cells": [
3     {
4       "cell_type": "markdown",
5       "metadata": {},
6       "source": [
7         "import cv2 import numpy as np from tensorflow.keras.models import\n",
8         "load_model from tensorflow.keras.preprocessing import image\n",
9         "\n",
10        "class Video(object): def **init**(self): self.video =\n",
11        "cv2.VideoCapture(0) self.roi_start = (50, 150) self.roi_end = (250, 350)\n",
12        "self.model = load_model('asl_model.h5') \\# Execute Local Trained Model\n",
13        "\\# self.model = load_model('IBM_Communication_Model.h5') \\# Execute IBM\n",
14        "Trained Model self.index=\\(['A','B','C','D','E','F','G','H','I']\\) self.y=\n",
15        "= None def **del**(self): self.video.release() def get_frame(self):\n",
16        "ret,frame = self.video.read() frame = cv2.resize(frame, (640, 480)) copy\n",
17        "= frame.copy() copy = copy\\[150:150+200,50:50+200\\] \\# Prediction Start\n",
18        "cv2.imwrite('image.jpg',copy) copy_img = image.load_img('image.jpg',\n",
19        "target_size=(64,64)) x = image.img_to_array(copy_img) x =\n",
20        "np.expand_dims(x, axis=0) pred = np.argmax(self.model.predict(x),\n",
21        "axis=1) self.y = pred\\[0\\] cv2.putText(frame,'The Predicted Alphabet',\n",
22        "is:'+str(self.index\\[self.y\\]),(100,50),cv2.FONT_HERSHEY_SIMPLEX,1,(0,0,0),3)\n",
23        "ret,jpg = cv2.imencode('.jpg', frame) return jpg.tobytes()
24     ]
25   }
26 ],
27 "nbformat": 4,
28 "nbformat_minor": 5,
29 "metadata": {}
30 }
```

8. TESTING

8.1 The American Sign Language Comprehension Test (ASL-CT)

It is a 30-item multiple-choice test that measures ASL receptive skills and is administered through a website. This article describes the development and psychometric properties of the test based on a sample of 80 college students including deaf native signers, hearing native signers, deaf non-native signers, and hearing ASL students. The results revealed that the ASL-CT has good internal reliability ($\alpha = 0.834$). Discriminant validity was established by demonstrating that deaf native signers performed significantly better than deaf non-native signers and hearing native signers. Concurrent validity was established by demonstrating that test results positively correlated with another measure of ASL ability ($r = .715$) and that hearing ASL students' performance positively correlated with the level of ASL courses they were taking ($r = .726$). Researchers can use the ASL-CT to characterize an individual's ASL comprehension skills, to establish a minimal skill level as an inclusion criterion for a study, to group study participants by ASL skill (e.g., proficient vs. nonproficient), or to provide a measure of ASL skill as a dependent variable.

8.1.1 Concurrent Velocity

	Percent correct (%)	Mean _{raw}	SD _{raw}
Deaf native signers	86.67	26.00	2.03
Hearing native signers	72.00	21.60	4.98
Deaf non-native signers	70.50	21.15	5.67
Hearing ASL students	63.34	19.00	3.37

8.2 UserAcceptance Testing

Multiple assistive technologies can help the deaf and mute such as speech-to-text, speech-to visual and sign language. In this study, an offline assistive mobile communication application is developed for the deaf, hard of hearing, mute, and person without disabilities. This can be used as a tool to break the barrier of communication between the people without disabilities and the deaf/mute. Both American Sign Language (ASL) and Filipino Sign Language (FSL) were applied in the developed system that will help the intended users communicate in their everyday activities. The developed system called “BridgeApp” were designed according to the gathered user need of a deaf community based on their specific everyday activity. A thorough system testing was conducted in order to make sure that the mobile app will be ready to use and will aid them in their day to day communication needs. The user acceptance testing results have proven that the system in this study can effectively assist in clear communication between both deaf and mute, as well as to those hearing and speaking individuals

8.3 User testing

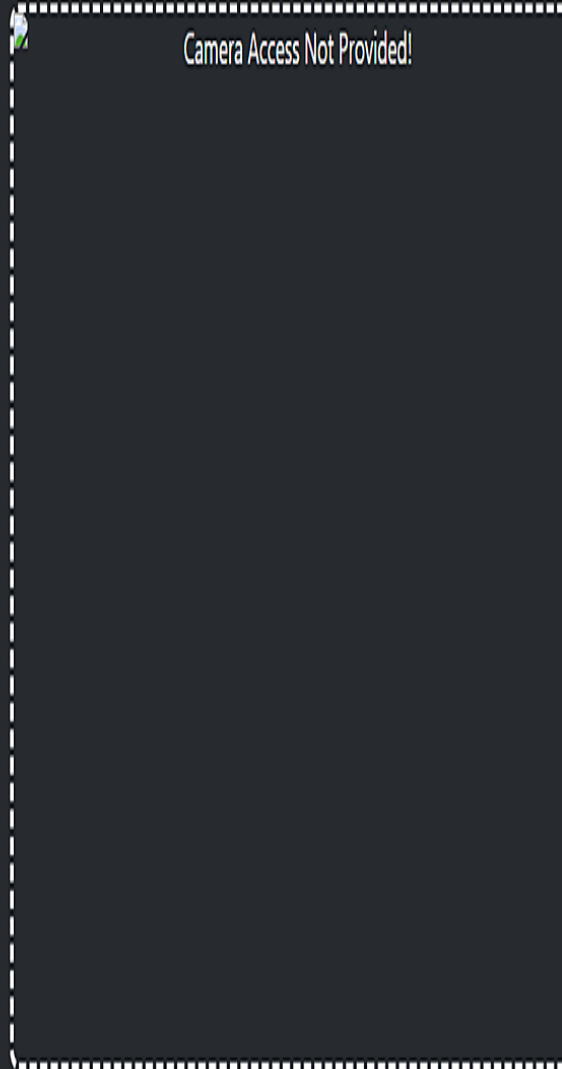
No amount of developer inspection and screening can substitute for the raw clash between a user and a web site. Given the difficulties of understanding all the subtle interactions between web content and assistive technology and the difficulties of approximating the experience of users with disabilities, this goes double for users with disabilities. If at all possible, you should test your site with real users with disabilities. This can be done on a large and expensive scale, but do not underestimate the benefits of doing even small-scale user testing.

9.RESULTS

9.1 Performance Metrics

The proposed procedure was implemented and tested with set of images. The set of 15750 images of Alphabets from “A” to “I” are used for training database and a set of 2250 images of Alphabets from “A” to “I” are used for testing database. Once the gesture is recognize the equivalent Alphabet is shown on the screen. Some sample images of the output are provided below:

Real-Time Communication System Powered By AI For Specially Abled



Quick Reference - ASL Alphabets

Real-Time Communication System Powered By AI For Specially Abled



[Quick Reference - ASL Alphabets](#)

About The Project

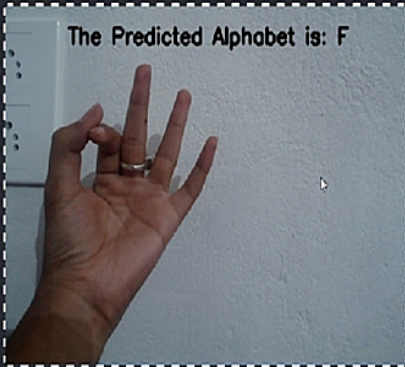
Artificial Intelligence has made it possible to handle our daily activities in new and simpler ways. With the ability to automate tasks that normally require human intelligence, such as speech and voice recognition, visual perception, predictive text functionality, decision-making, and a variety of other tasks, AI can assist people with disabilities by significantly improving their ability to get around and participate in daily activities.

Currently, Sign Recognition is available **only for alphabets A-I** and not for J-Z, since J-Z alphabets also require Gesture Recognition for them to be able to be predicted correctly to a certain degree of accuracy.

Developed By

Real-Time Communication System Powered By AI For Specially Abled

The Predicted Alphabet is: F

A hand is shown making the sign language gesture for the letter 'F'. The index and middle fingers are extended upwards, while the thumb, ring, and pinky fingers are curled into the palm. The hand is positioned against a light-colored, textured background.

Quick Reference - ASL Alphabets

About The Project

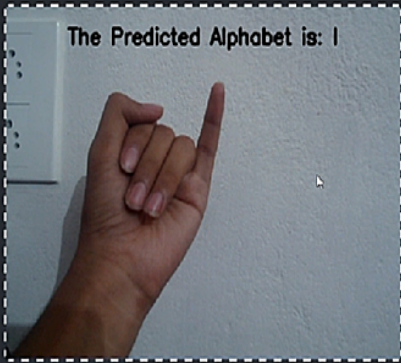
Artificial Intelligence has made it possible to handle our daily activities in new and simpler ways. With the ability to automate tasks that normally require human intelligence, such as speech and voice recognition, visual perception, predictive text functionality, decision-making, and a variety of other tasks, AI can assist people with disabilities by significantly improving their ability to get around and participate in daily activities.

Currently, Sign Recognition is available **only for alphabets A-I** and not for J-Z, since J-Z alphabets also require Gesture Recognition for them to be able to be predicted correctly to a certain degree of accuracy.

Developed By

Real-Time Communication System Powered By AI For Specially Abled

The Predicted Alphabet is: I

A hand is shown making the sign language gesture for the letter 'I'. The index finger is extended straight up, while the other four fingers are curled into the palm. The hand is positioned against a light-colored, textured background.

Quick Reference - ASL Alphabets

About The Project

Artificial Intelligence has made it possible to handle our daily activities in new and simpler ways. With the ability to automate tasks that normally require human intelligence, such as speech and voice recognition, visual perception, predictive text functionality, decision-making, and a variety of other tasks, AI can assist people with disabilities by significantly improving their ability to get around and participate in daily activities.

Currently, Sign Recognition is available **only for alphabets A-I** and not for J-Z, since J-Z alphabets also require Gesture Recognition for them to be able to be predicted correctly to a certain degree of accuracy.

Developed By

10. ADVANTAGES & DISADVANTAGES

Advantages:

1. It is possible to create a mobile application to bridge the communication gap between deaf and dumb persons and the general public.
2. As different sign language standards exist, their dataset can be added, and the user can choose which sign language to read.

Disadvantages:

1. The current model only works from alphabets A to I.
2. In absence of gesture recognition, alphabets from J cannot be identified as they require some kind of gesture input from the user.
3. As the quantity/quality of images in the dataset is low, the accuracy is not great, but that can easily be improved by change in dataset.

11. CONCLUSION

Sign language is a useful tool for facilitating communication between deaf and hearing people. Because it allows for two-way communication, the system aims to bridge the communication gap between deaf people and the rest of society. The proposed methodology translates language into English alphabets that are understandable to humans.

This system sends hand gestures to the model, who recognises them and displays the equivalent

Alphabet on the screen. Deaf-mute people can use their hands to perform sign language, which

will then be converted into alphabets, thanks to this project.

12. FUTURE SCOPE

Having a technology that can translate hand sign language to its corresponding alphabet is a game changer in the field of communication and AI for the specially abled people such as deaf and dumb. With introduction of gesture recognition, the web app can easily be expanded to recognize letters beyond 'I', digits and other symbols plus gesture recognition can also allow controlling of software/hardware interfaces.

13.APPENDIX

13.1 GitHub &Project Demo Link

Github: <https://github.com/IBM-EPBL/IBM-Project-8348-1658915782>

Demo Link:

