

Project Design Phase-I
Proposed Solution

Date	24 September 2022
Team ID	PNT2022TMID10864
Project Name	Real- Time Communication using AI for specially abled.
Maximum Marks	2 Marks

Proposed Solution:

S. No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	People with disabilities exist in our society. It has always been difficult to communicate with a deaf-mute and a typical person. Mute persons find it incredibly challenging to communicate with non-mute people. due to the fact that most people are not trained in handsign language. It is exceedingly difficult for them to communicate during times of emergency. In circumstances where other modes of communication, like speech, cannot be employed, the human hand has continued to be a preferred choice. A proper discussion between a normal person and an impaired person in any language will be made possible by a voice conversion system with hand gesture recognition and translation.
2.	Idea / Solution description	We use technology that converts sign language into a human hearing voice in the target language to communicate with everyday people and translate speech into acceptable sign language for the deaf and dumb.
3.	Novelty / Uniqueness	To accomplish this, we create a model using a convolution neural network that is trained on several hand motions. An app is developed using this model. Deaf or stupid people who use this application can communicate using signs that are converted into language that is understandable to people.

4.	Social Impact / Customer Satisfaction	The deaf and dumb people as well as the ordinary people can interact without any hassle.
5.	Business Model (Revenue Model)	This model is for Deaf-mute person as well as an ordinary man, communication is the basic necessity as this is an application we can brand this and attract many investors.
6.	Scalability of the Solution	In the future we can also help the people who got impaired in the middle who doesn't know the sign language can also learn from this app and communicate without any hassle.