

SIGN LANGUAGE TO SPEECH CONVERSION

PROJECT REPORT

**Submitted as partial fulfilment of the
requirements for awarding a degree of
Bachelor of Computer Applications**

of the University of Calicut

**Submitted by
Akhil Mahesh (TVAWBCA007)**

Guided by Ms. SANDHYA KV



MARCH 2025

**DEPARTMENT OF COMPUTER APPLICATION
CHMKM GOVT ARTS AND SCIENCE COLLEGE
TANUR**

**(Affiliated to University of Calicut)
K-Puram (P.O), Malappuram, Kerala-676307**

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PROJECT REPORT

CERTIFICATE

Certified that this is a bonafide record of the project work

SIGN LANGUAGE TO SPEECH CONVERSION

Done by
AKHIL MAHESH (TVAWBCA007)

Submitted in partial fulfilment of the requirements for
the award of the degree of Bachelor of Computer
Application of the University of Calicut

Faculty Guide

Head of the Department

Submitted for a viva-voce examination held on _____.

Internal Examiner

External Examiner

DECLARATION

WE, **AKHIL MAHESH - TVAWBCA007, MUSTHAHSINA T - TVAWBCA001, MUHAMMED SAFVAN - TVAWBCA004, SANOOJ K - TVAWBCA031** hereby declare that this project work entitled **SIGN LANGUAGE TO SPEECH CONVERSION** submitted in **CHMKM GOVT ARTS AND SCIENCE COLLEGE TANUR (affiliated to University of Calicut)** is a record of original work done by me under the supervision and guidance of **SANDHYA K V, HEAD OF COMPUTER APPLICATION.**

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ABSTRACT

This project presents the development of an advanced sign language-to-speech conversion system, designed to empower individuals with hearing and speech impairments by enabling independent and effective communication. Utilizing a real-time camera interface, the system captures hand gestures which are then processed and translated into both text and audible speech using state-of-the-art computer vision and deep learning techniques. A convolutional neural network, trained on a meticulously curated dataset, underpins the gesture recognition process, ensuring high accuracy and robust performance across diverse environments. Engineered with a focus on user accessibility and ease of use, the application eliminates the need for a human interpreter, thereby promoting inclusivity in social, educational, and professional settings. Ultimately, this project seeks to bridge communication gaps and foster a more connected and accessible society.

CHAPTER 1

INTRODUCTION

1.1 Sign Language To Speech Conversion

Sign language is an essential communication medium for individuals with hearing and speech impairments, enabling them to convey thoughts, emotions, and information through hand gestures and facial expressions. It plays a critical role in fostering inclusivity and facilitating interactions for those who cannot rely on spoken language. However, a significant communication gap exists between sign language users and those unfamiliar with it, often resulting in misunderstandings and social isolation. Many public spaces, workplaces, and educational institutions lack the resources needed to support effective communication for the deaf and hard-of-hearing community. This project addresses that gap by developing a system that translates sign language gestures into text and speech in real time, thereby enabling seamless communication without the need for a human interpreter.

To achieve this, the system captures a real-time camera feed of sign language gestures and processes the images to identify individual characters. The recognized characters are then used in conjunction with specialized libraries to predict complete words, which are subsequently converted into speech using a text-to-speech (TTS) engine. This approach ensures a fluid and interactive communication experience while enhancing both accuracy and efficiency. The implementation leverages advanced image processing techniques, deep learning models, and predictive text algorithms, and is developed using Python, OpenCV, Keras, TensorFlow, and other critical packages to optimize performance and ensure precise real-time translation.

1.2 Existing System

1. Manual Communication with Sign Language:

Deaf or hard-of-hearing individuals primarily rely on sign language for communication. However, most people do not understand sign language, creating a communication gap in daily interactions. This often requires the presence of an interpreter, which is not always feasible.

2. Speech-to-Text Applications:

A variety of speech-to-text applications exist that convert spoken language into written text, aiding those with hearing impairments. Nonetheless, these applications do not support sign language users, as they lack the capability to translate gestural inputs into readable or audible outputs.

3. Predefined Gesture Recognition Systems:

Certain systems can recognize a restricted set of predefined gestures for simple tasks, such as controlling smart devices or gaming. Yet, these systems do not possess the flexibility required to interpret the full spectrum of sign language expressions, limiting their effectiveness for comprehensive real-world communication.

1.3 Limitations of Existing System

Many current sign language recognition systems are designed primarily to convert hand gestures into text, which limits their effectiveness for users who depend on spoken communication. Although text-based outputs can bridge part of the communication gap, they do not enable real-time verbal interactions that are critical in social and professional contexts. Additionally, these systems often suffer from reduced accuracy due to limited datasets, inadequate adaptability to varying lighting conditions, and challenges in recognizing complex gestures or subtle variations in hand movements. Some solutions also require specialized hardware such as gloves or sensors, making them less practical for everyday use. Finally, the difficulty in achieving efficient real-time processing can lead to delays in translation, thereby disrupting the natural flow of conversation.

1.4 Area And Category Of Project Work

- ❖ This project is centered on the development of a real-time sign language-to-speech conversion system, leveraging Python, TensorFlow, and deep learning methodologies.
- ❖ The work is divided into two primary components: a hand gesture recognition module that interprets sign language gestures, and a text-to-speech conversion module that translates these gestures into audible speech.

CHAPTER 2

PROBLEM DEFINITION & METHODOLOGY

2.1 Problem Definition

Individuals with hearing or speech impairments face significant communication barriers due to the lack of a universally understood medium for interaction. This creates challenges in daily life, limiting their ability to engage in social, educational and professional settings.

2.2 Motivation

- ❖ Bridge communication gaps for the hearing and speech-impaired.
- ❖ Enhance accessibility and independence.
- ❖ Enable real-time sign language-to-speech conversion.
- ❖ Promote Inclusivity in social and professional settings

2.3 Objectives

- ❖ Develop an intelligent system that accurately converts sign language gestures into both text and speech, enabling seamless communication for individuals with hearing and speech impairments.
- ❖ Design a user-friendly interface that is accessible to people of all age groups, making the system easy to use without technical expertise.
- ❖ Promote inclusivity by enabling individuals with hearing and speech impairments to engage effectively in social, educational, and professional environments.
- ❖ Leverage advanced computer vision and speech synthesis technologies to create a reliable and efficient solution for sign language translation.

2.4 Technical Scope

1. **Hand Gesture Recognition:** Detects and classifies hand gestures using a trained ML model.
2. **Text Conversion:** Convert recognized gestures into readable text.
3. **Voice Output:** Convert text to speech for auditory communication.
4. **Real-Time Processing:** Ensure minimal latency for smooth user interaction.

CHAPTER 3

ANALYSIS

3.1 Requirement Analysis

❖ **Sign Language Detection and Recognition:**

- The system must accurately detect hand gestures using a webcam or external camera.
- Real-time recognition is essential to ensure seamless communication without perceptible delay.
- It should function reliably under various lighting conditions and backgrounds.

❖ **Text and Voice Output Generation:**

- Recognized gestures must be promptly converted into corresponding text.
- The system should integrate a text-to-speech engine to provide clear, audible output for effective verbal communication.
- It should support adjustable speech parameters (e.g., speed, volume, voice tone) for user customization.

❖ **Performance and Accuracy Optimization:**

- The underlying machine learning model must be trained for high accuracy and minimal latency.
- The system should be optimized to work efficiently across different hardware configurations, including low-power devices.
- Robust error handling and continuous learning mechanisms should be implemented to adapt to variations in gesture execution.

❖ **Multi-Gesture Recognition and Sentence Formation:**

- The model should support continuous gesture recognition, enabling users to form full sentences rather than isolated words.
- It must incorporate contextual analysis to improve the interpretation of sequential gestures and reduce ambiguity.

❖ **Future Expansion Possibilities:**

- The system should be designed with modularity in mind to facilitate future updates.
- It should support additional languages and dialects, as well as integration with external databases or APIs for enhanced functionality.
- Future versions might include multimodal inputs, such as facial expressions or body posture, to further refine the translation accuracy.

❖ **User Interface and Interaction:**

- The system should provide a simple and intuitive UI to display recognized gestures in real-time.
- Users should receive visual and audio feedback upon successful gesture detection.

3.1.1 Use Case Diagram

This use case outlines how a user interacts with the Sign Language-to-Speech Conversion system. The user performs sign gestures in front of a camera, and the system processes these gestures to generate corresponding speech output in real time.

Actor:

- ❖ **User:** The sole actor who performs hand gestures to be recognized and converted into speech.

User Functions

1. **Launch and Setup:** The user opens the Sign Language-to-Speech Conversion application, triggering the system to initialize the machine learning model and prepare for gesture recognition.
2. **Perform Sign Language Gestures:** The user performs hand gestures in front of the camera. The system detects and processes these gestures, converting them into audible speech output, thus enabling real-time communication.

3.2 Existing System

Current communication methods for sign language users mainly depend on human interpreters, pre-recorded videos, and text-based messaging. These traditional approaches often fail to provide real-time, seamless interaction—posing significant challenges in spontaneous or emergency situations. Furthermore, many gesture recognition systems available today focus on static sign detection rather than continuous sign language translation, which limits their effectiveness in real-world conversations. In addition, existing solutions frequently require expensive hardware or specialized gloves, making them inaccessible to a broad audience. Overall, these limitations highlight the need for an AI-powered, camera-based Sign Language-to-Speech Conversion system that is real-time, accessible, and user-friendly, ensuring efficient and accurate communication.

3.3 Proposed System

The proposed system addresses the shortcomings of current communication methods for sign language users, which typically rely on human interpreters, pre-recorded videos, and text-based messaging. While these methods offer some accessibility, they lack real-time interaction and fall short in spontaneous or emergency situations. Moreover, many existing digital solutions focus on static sign detection rather than continuous translation, limiting their ability to support fluid, natural conversations. Additionally, solutions that depend on specialized gloves or wearable devices are often expensive, inconvenient, and require regular maintenance and calibration. In contrast, the proposed system will leverage advanced computer vision and deep learning technologies to recognize dynamic hand gestures in real time and convert them directly into audible speech. This approach aims to provide a cost-effective, scalable, and user-friendly solution that overcomes the limitations of traditional methods.

3.4 Software Requirement Specification

The Software Requirements Specification (SRS) document outlines both the functional and non-functional requirements for the Sign Language-to-Speech Conversion system. Key features include real-time hand gesture recognition, seamless text and voice output generation, and an intuitive user interface designed for effortless interaction. The SRS specifies external interface requirements, such as integration with machine learning frameworks for gesture recognition and text-to-speech conversion. The system is designed to be user-friendly, allowing users to translate sign language gestures into audible speech easily. System constraints include challenges in recognizing complex or ambiguous gestures and the necessity of a well-trained model to achieve high accuracy. The SRS also includes use case scenarios and user stories that illustrate practical applications in settings like public spaces, educational institutions, and workplaces.

3.4.1 Functional Requirements

Functional requirements specify the behaviors, features, and interactions of the Sign Language-to-Speech Conversion system. They detail how the system processes user inputs, generates outputs, and ensures smooth operation to fulfill its intended purpose. These requirements serve as the foundation for design, development, and testing, clearly defining user interactions, available features, and how the system processes sign language gestures to produce accurate text and speech output.

Gesture Recognition:

- ❖ The system should accurately recognize and classify hand gestures corresponding to predefined sign language symbols.
- ❖ The system should support real-time recognition and processing of dynamic hand gestures.

Text Conversion:

- ❖ Recognized gestures should be converted into readable text output.
- ❖ The text output should be displayed in an easy-to-read format.

Voice Output Generation:

- ❖ The system should generate voice output corresponding to the recognized text.
- ❖ Users should have the option to enable or disable the voice output as needed.

Word Suggestion Mechanism:

- ❖ Users should be able to select the correct word from a list of suggested options to refine the output.

Performance and Responsiveness:

- ❖ The system must process gestures with minimal latency to ensure a seamless user experience.
- ❖ The user interface should be responsive, adapting fluidly to various screen sizes and orientations.

3.4.2 Non-functional Requirements

Non-functional requirements outline the quality attributes of the system—factors that affect its overall usability, maintainability, portability, and performance.

Usability:

- ❖ The system must feature an intuitive, user-friendly interface that accommodates users with diverse technical backgrounds.

Performance:

- ❖ The system should process gestures with minimal latency to ensure a seamless user experience.
- ❖ Recognition accuracy must be optimized to minimize translation errors.
- ❖ The application should efficiently handle multiple gestures per session without significant performance degradation.

Maintainability:

- ❖ The system should be designed in a modular fashion to allow for easy updates, bug fixes, and future enhancements.
- ❖ The codebase must be thoroughly documented to facilitate ongoing development and maintenance.

Portability:

- ❖ The application should be compatible with a wide range of devices and operating systems, ensuring consistent performance.
- ❖ It should automatically adapt to various screen sizes and resolutions for an optimal user experience.

3.4.3 Hardware Requirements (Minimum)

- ❖ **Compatible Device:** A computer equipped with an integrated or external webcam is required to capture real-time video for hand gesture recognition, as used in the Application.py file.
- ❖ **Storage Space:** A minimum of 2GB of available storage space is needed to install the application and its dependencies, as noted in the requirements.txt.
- ❖ **Processor:** The system requires at least a 1.5GHz dual-core processor to ensure smooth real-time gesture processing and deep learning inference.

- ❖ **Memory (RAM):** A minimum of 2GB of RAM is required to maintain optimal responsiveness. However, 4GB or more is recommended for a smoother experience.
- ❖ **Internet Connection:** Although an initial connection may be needed to download dependencies, the application is designed to operate offline after installation.
- ❖ **Optional GPU:** While not mandatory, a CUDA-enabled GPU is beneficial for accelerating deep learning computations, as indicated by the THEANO_FLAGS configuration in Application.py.

3.4.4 Software Requirements (Minimum)

1. Operating System

Windows 7 or later, macOS 10.12 (Sierra) or later, or Linux (64-bit) for development and running the application.

2. Python Environment:

Python 3.9 or later for development and execution.

3. Required Libraries:

Install the dependencies listed in requirements.txt: cvzone, keras, numpy, opencv-python, pillow, pyenchant, pyttsx3, and tensorflow.

4. Development Tools:

Use any preferred IDE such as Visual Studio Code or PyCharm with Python support.

5. Version Control:

- a. **Git:** Utilize Git as a distributed version control system to efficiently manage code revisions and track changes.
- b. **Repository Hosting:** Host the project repository on platforms like GitHub or GitLab to facilitate collaboration, issue tracking, and continuous integration.

Meeting these minimum version control requirements ensures compatibility and robust support for developing, maintaining, and deploying the Sign Language-to-Speech Conversion system on various platforms and devices.

3.5 Feasibility Study

A comprehensive feasibility study has been conducted to ascertain whether the proposed project will effectively meet the organizational objectives relative to the resources, effort, and time invested. This study evaluates the system's potential in terms of functionality, impact on organizational operations, ability to meet user needs, and efficient resource utilization. The outcome of the feasibility study is documented in a formal proposal that delineates the nature and scope of the proposed solution.

The key areas evaluated include:

1. Technical Feasibility:

The proposed *Sign Language-to-Speech Conversion* system is technically feasible as it leverages robust, well-established frameworks and libraries (such as TensorFlow and OpenCV) along with deep learning and computer vision techniques. These technologies enable real-time, accurate recognition of hand gestures and their conversion into text and speech, ensuring efficient performance across various hardware platforms.

2. Economic Feasibility:

The economic viability of the project is promising due to its reliance on open-source tools and standard hardware components, which help minimize development and maintenance costs. This cost-effective approach facilitates scalability and ensures that the solution can be implemented without significant financial burden.

3. Operational Feasibility:

The system is designed with an intuitive, user-friendly interface that requires minimal technical expertise, ensuring seamless integration into everyday environments such as public spaces, educational institutions, and workplaces. Its ability to operate offline further enhances accessibility and reliability, making it a practical solution for enhancing communication for individuals with hearing and speech impairments.

Meeting these feasibility criteria results in a formal proposal that details the scope and nature of the proposed *Sign Language-to-Speech Conversion* system, ensuring that the project is both viable and beneficial before proceeding to full-scale development.

CHAPTER 4

SYSTEM DESIGN AND DEVELOPMENT

System design translates user requirements into specific system characteristics, ensuring that the final application meets its intended purpose. This process begins with the logical design, which outlines the expected data inputs, processing logic, and output formats, and then moves on to the physical design, which details the actual implementation of these components.

The logical design describes how the system will process incoming data (such as hand gestures captured by a webcam) and generate outputs (text and speech) to satisfy the project objectives. The proposed system is structured to address the limitations of existing solutions by improving efficiency, accuracy, and usability. The physical design translates these logical models into a practical, scalable implementation that integrates hardware components, machine learning models, and a user interface.

4.1 Data Flow Diagram (DFD)

A Data Flow Diagram (DFD) is a graphical representation of the flow of data within an information system. It is used to visualize the movement of data from external entities, through various processes, into data stores, and finally to the output. Unlike flow charts, which detail the sequential flow of a program's modules, DFDs provide an abstract view of the overall system processes.

Types of DFD:

1. **Logical DFD:** Focuses on the business and functional aspects of the system, detailing how data moves between processes and entities (for example, how data is exchanged in a banking system).
2. **Physical DFD:** Illustrates how the data flow is actually implemented within the system, including specific hardware and software components.

DFD Components:

1. **External Entities:** Represent the sources or destinations of data that exist outside the system boundaries, depicted as rectangles.
2. **Processes:** Denote the operations or functions that transform input data into output data, typically shown as circles or round-edged rectangles.

3. **Data Stores:** Indicate repositories where data is held, represented either as rectangles with one open side or as two parallel lines.
4. **Data Flows:** Arrows that illustrate the direction of data movement between entities, processes, and data stores.

Levels of DFD:

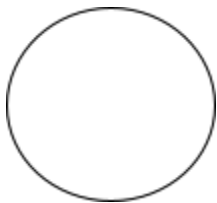
1. **Level 0 (Context Diagram):** Provides a high-level overview of the system, showing a single process node with its interactions with external entities.
2. **Level 1:** Breaks down the main process into sub-processes, incorporating additional data flows and data stores.
3. **Level 2 and Lower:** Offer more detailed views of individual modules, providing a deeper understanding of the system's internal data flow.

DFD Guidelines:

1. Each process should have at least one input and one output.
2. Each data store should have at least one incoming and one outgoing data flow.
3. All data stored in the system must pass through a process.
4. Processes should connect to other processes or data stores, ensuring a clear, left-to-right and top-to-bottom sequence.
5. Detailed flow descriptions should be provided on each arrow to specify the data being transferred.

Basic symbols used in DFD

Process



A function is represented using a circle. A process transforms incoming data flow into outgoing data flow. It is called a bubble or process.

Data Flows



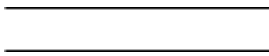
Data flows are pipelines through which packets of information flow. Label the arrows with the name of the data that moves through it.

External Entity



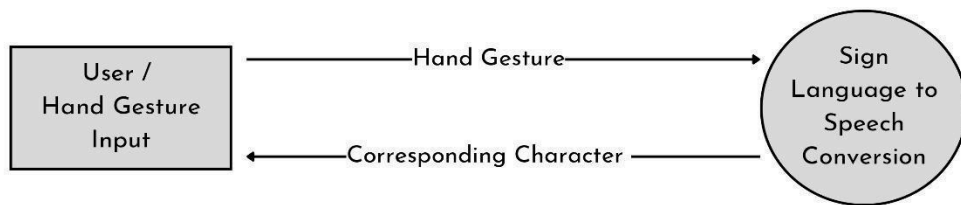
External entities are objects outside the system, with which the system communicates. External entities are sources and destinations of the system's inputs and outputs.

Data Store

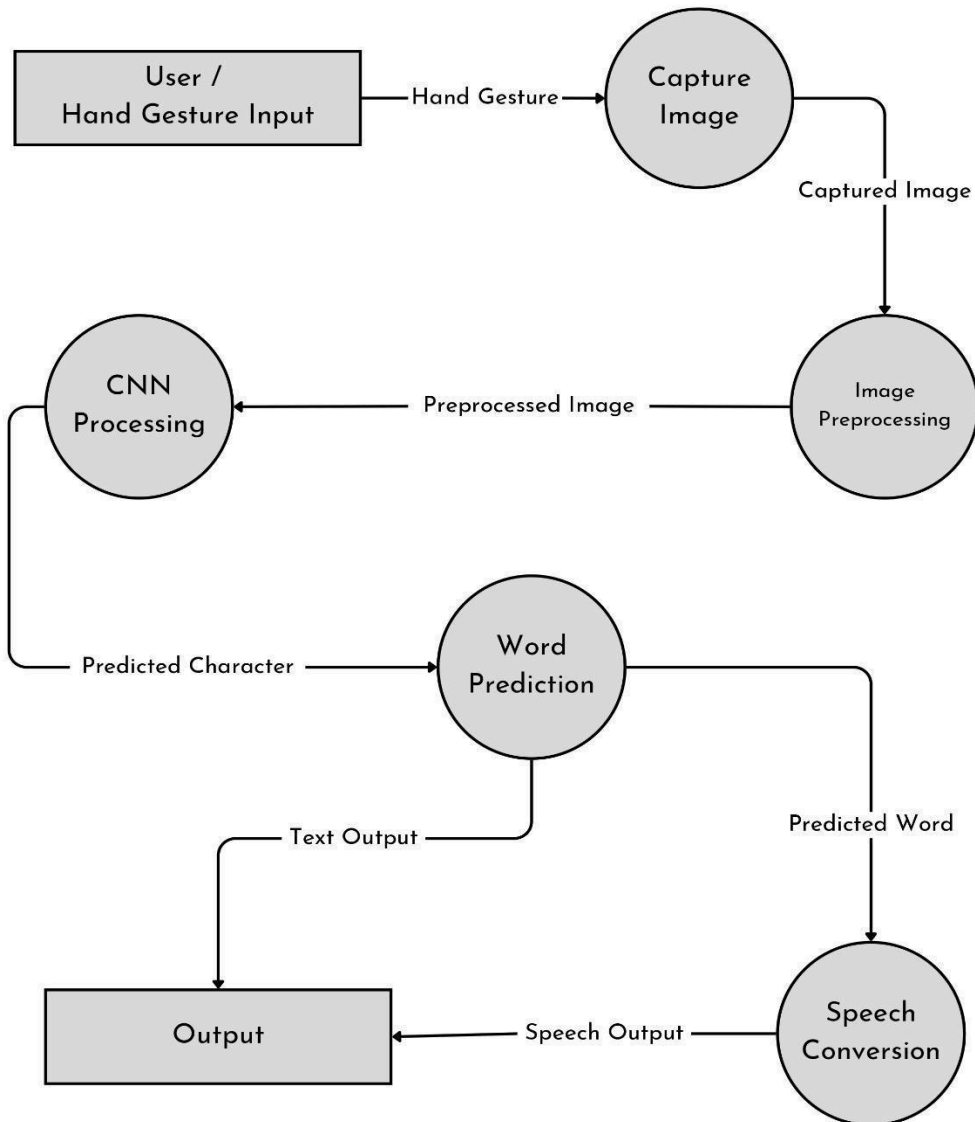


Data stores are repositories of data in the system. They are sometimes also referred to as files.

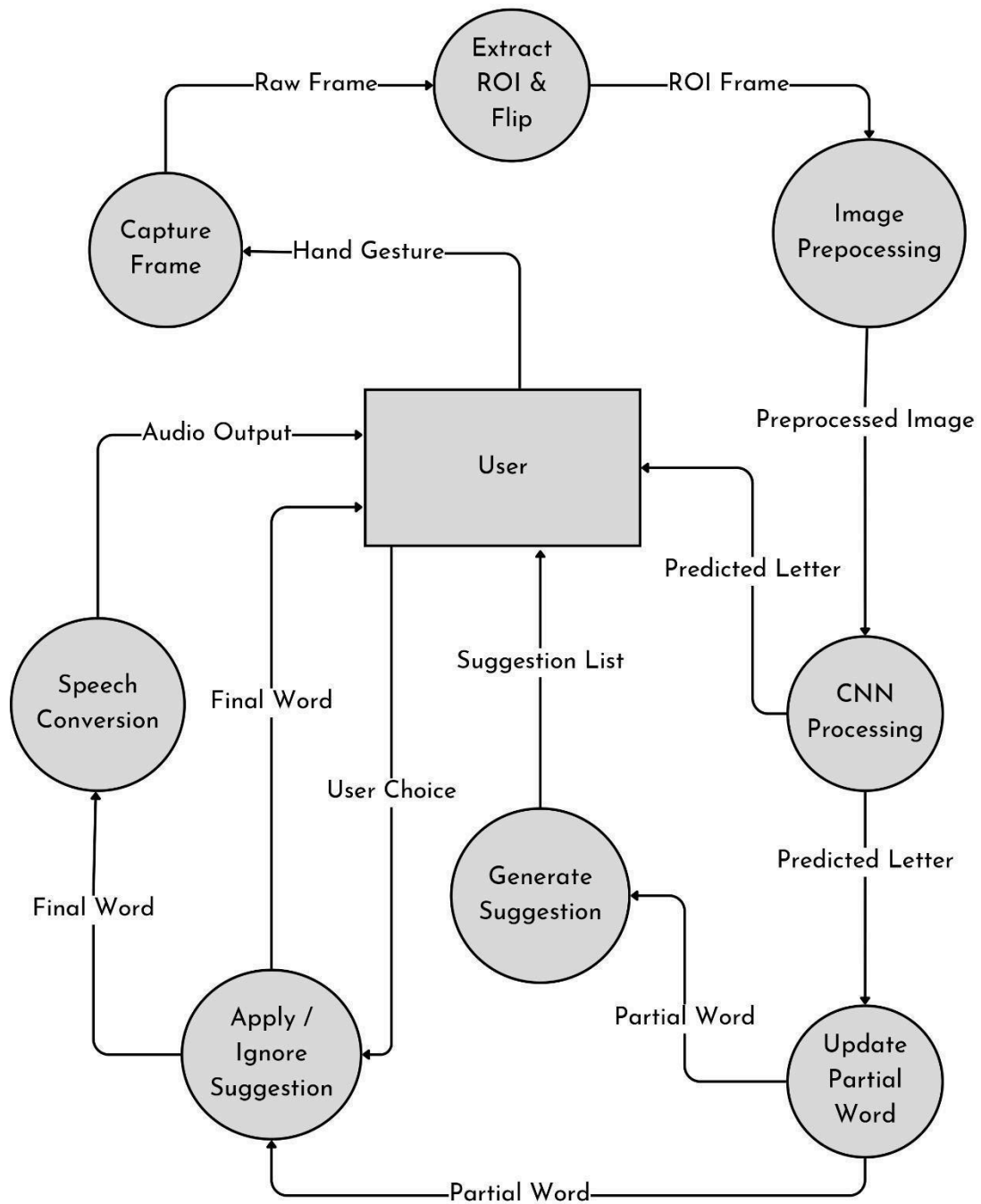
DATAFLOW DIAGRAM LEVEL 0



DATAFLOW DIAGRAM LEVEL 1



DATAFLOW DIAGRAM LEVEL 2



CHAPTER 5

IMPLEMENTATIONS

Module 1: User

❖ **Data Acquisition and Preprocessing:**

Gather a comprehensive dataset of hand gestures representing various sign language symbols to ensure diversity and improve model accuracy. Utilize OpenCV to capture images or video streams of hand gestures, applying necessary preprocessing for normalization and noise reduction.

❖ **Data Storage:**

Organize the collected gesture images along with their corresponding labels into a structured dataset. Ensure proper splitting of the dataset into training, validation, and testing sets.

❖ **Training and Evaluation:**

Train the CNN model using the labeled datasets. Evaluate model performance using metrics such as accuracy, precision, recall, and F1-score. Optimize the model through techniques like dropout, batch normalization, and hyperparameter tuning to enhance generalization and reduce overfitting.

❖ **Video Stream Processing:**

Use OpenCV to capture real-time video streams, detect hand regions, and extract regions of interest (ROI) for gesture recognition.

❖ **Gesture Classification:**

Apply the trained CNN model to classify detected hand gestures into corresponding sign language symbols.

❖ **Text and Voice Output:**

Convert recognized gestures into text and employ text-to-speech (TTS) libraries (such as pyttsx3) to synthesize speech output for auditory feedback.

Module 2: Application UI

❖ **Application Front-End:**

Develop a simple, intuitive UI using Python frameworks like Tkinter or PyQt. Ensure the interface is accessible and easy to navigate.

❖ **Gesture Display:**

Display the recognized gestures and the corresponding text output on the user interface.

❖ **Voice Conversion:**

Implement text-to-speech functionality that allows users to hear the voice output generated from the recognized gestures.

5.1 Tools/Description/Platform for Implementation

❖ **Development Platforms:**

- **PyCharm Community Edition:** A robust IDE for Python development, used for coding, debugging, and managing the project's machine learning and UI components.
- **Google Colab:** An interactive environment for testing and prototyping machine learning models, as well as for data preprocessing and visualization.
- **Visual Studio Code (VSCode):** A lightweight code editor for quick edits and debugging as needed.

❖ **Convolutional Neural Network (CNN):**

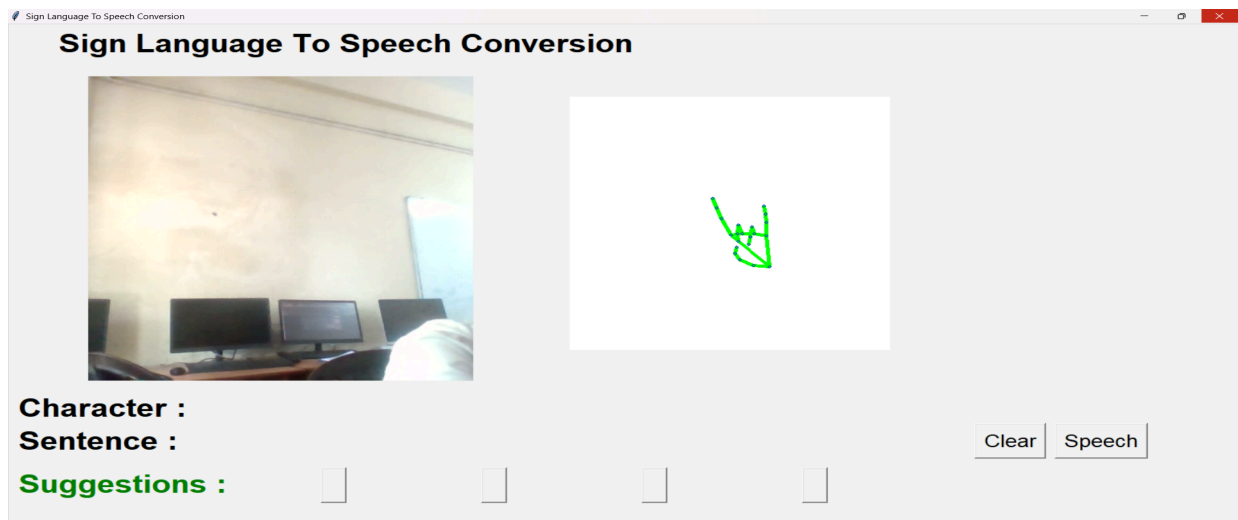
- The system leverages a CNN-based model for hand gesture recognition. This model is built and trained using TensorFlow and Keras, and the pretrained model (*trainedModel.h5*) is deployed in the application for real-time classification of hand gestures. The CNN enables accurate translation of sign language into text and speech, ensuring robust performance during live interactions.

❖ **APIs and Services:**

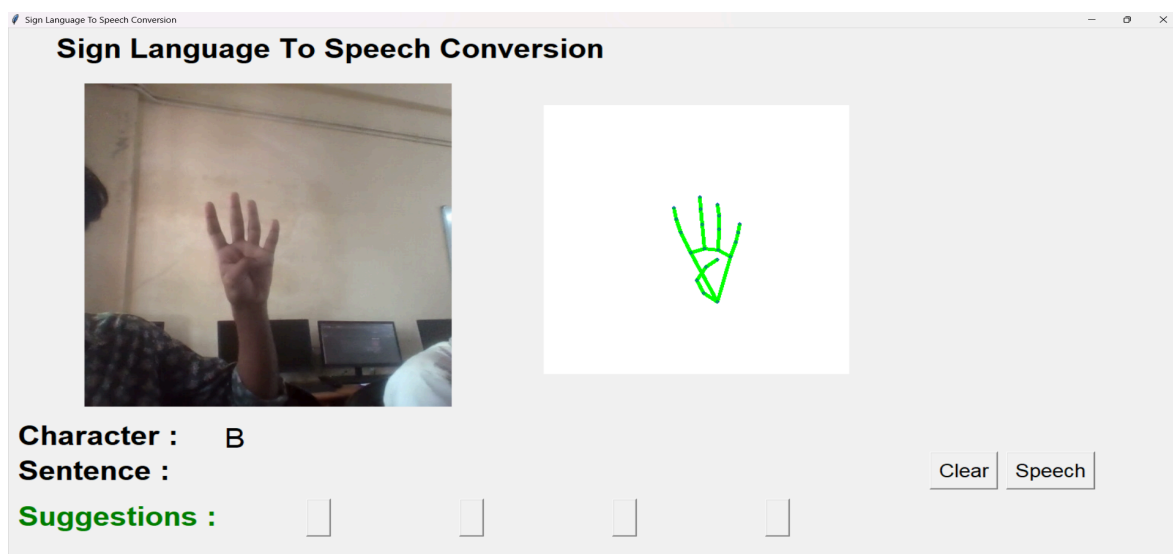
- **Text-to-Speech (TTS) API:** Converts recognized text into audible speech. Options include pyttsx3 and Google TTS.

5.2 Output

Landing Screen:


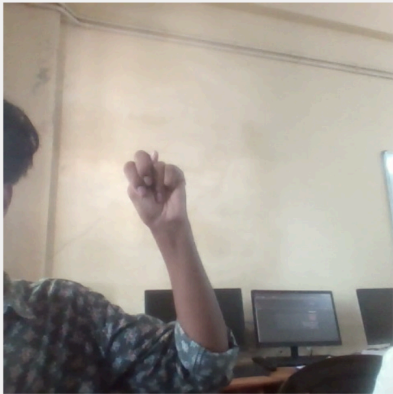


Character Prediction:



Word Suggestion:

Sign Language To Speech Conversion





Character : N
Sentence : BALLOO

Clear Speech

Suggestions : BALLOON BALLON BALLOT HALLOO

Word Predicted:

Sign Language To Speech Conversion



Character : next
Sentence : BALLOON

Clear Speech

Suggestions : BALLOON BALLON BALLOONS GALLOON

CHAPTER 6

TESTING

Software testing is a critical phase in the software development lifecycle, designed to verify that the system meets the expected requirements and behaves as intended. Testing helps identify discrepancies between the actual outputs and the expected results, ensuring that the product is both reliable and efficient. It encompasses both verification (ensuring the system is built right) and validation (ensuring the right system is built). The main objective is to uncover errors systematically with minimal effort and time.

6.1 Different Levels of Testing

Various types of testing are employed to ensure system quality:

1. **Unit Testing:** Verifying individual components, functions, and methods (e.g., the preprocessing pipeline, feature extraction, and classification algorithms) to ensure each unit works as expected.
2. **Integration Testing:** Assessing how different modules interact with each other to confirm they work together seamlessly.
3. **System Testing:** Evaluating the complete system's behavior in a controlled environment, ensuring that all integrated components function properly.
4. **Validation Testing:** Ensuring the final product meets the specified user requirements.
5. **User Acceptance Testing:** Involving end users to validate the system's usability, performance, and overall user experience.

For the Sign Language-to-Speech Conversion system, testing will include:

1. **Unit Testing:** Testing core functionalities such as webcam initialization, hand detection, and gesture prediction.
2. **Model Testing:** Evaluating the CNN model's performance using metrics such as accuracy, precision, recall, and F1-score.
3. **Usability Testing:** Assessing the user interface for ease of use and intuitive design.
4. **Functional Testing:** Verifying that all features, including gesture recognition, text conversion, speech output, and suggestion mechanisms, work correctly.
5. **Performance Testing:** Ensuring the system processes gestures in real time with minimal latency.

6.2 Test Cases

Sl. No.	Test Case Description	Test Steps	Expected Result
1	Verify application launch	1. Open the application.	The application launches successfully.
2	Verify webcam initialization	1. Open the application. 2. Confirm that the webcam feed appears.	The webcam feed is displayed correctly.
3	Verify hand detection	1. Present a hand in front of the webcam. 2. Move fingers in various positions.	The system accurately detects and tracks the hand
4	Verify sign language recognition	1. Present a valid sign (A-Z) to the webcam. 2. Observe if the correct letter is predicted.	The system accurately detects and tracks the hand
5	Verify sentence formation	1. Perform multiple sign gestures in sequence. 2. Check the sentence displayed.	The system correctly forms a sentence from the recognized signs.
6	Verify speech output functionality	1. Perform a sign gesture. 2. Click the "Speak" button.	The system converts the text to speech and plays the audio.
7	Verify clear button functionality	1. Input a sentence via sign gestures. 2. Click the "Clear" button.	The sentence field is cleared successfully.
8	Verify suggestion feature	1. Perform an incomplete sign. 2. Check for suggested word options.	The system displays suggested words based on partial input.
9	Verify backspace functionality	1. Perform an incomplete sign. 2. Check for suggested word options.	The system removes the last character from the sentence.

10	Verify application exit	1. Click the close (X) button on the application window.	The application closes without errors.
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CHAPTER 7

FUTURE ENHANCEMENTS

❖ **Support for Multiple Sign Language Variants:**

Expand the system to support additional sign languages (e.g., ASL, BSL, ISL) by incorporating an automatic detection mechanism that identifies the sign language variant being used.

❖ **Emoji-Based Interpretation:**

Develop a feature to translate recognized sign language gestures into emoji-based text, offering a fun and expressive method of communication on social media and other digital platforms.

❖ **Gesture Shortcuts for Daily Tasks:**

Enable users to configure custom gesture shortcuts for frequently used phrases or commands (such as "Call Mom" or "Order Food"), streamlining interactions and enhancing system practicality in everyday situations.

❖ **Sign Language Learning Hub:**

Integrate an interactive learning platform within the application where users can practice and improve their signing skills through tutorials, exercises, and real-time feedback.

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CONCLUSION

The Sign Language-to-Speech Conversion system represents a significant breakthrough in communication technology, effectively bridging the gap between the hearing and speech-impaired community and the wider world. By enabling users to convert sign language into text and speech with a simple gesture, the system facilitates real-time interactions in diverse environments, ranging from educational settings to everyday conversations.

Leveraging advanced machine learning techniques and robust hand gesture recognition algorithms, the system delivers accurate and efficient translations. Its intuitive interface and adaptive learning capabilities make it a powerful tool for fostering inclusivity. Ultimately, this project enhances accessibility, promotes greater social integration, and empowers individuals with hearing and speech disabilities to communicate more effectively.

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REFERENCES

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