**Designing a prompt-based ASL translation interface for retail settings**

In America, many services are inaccessible or inconvenient to those who are deaf or hard of hearing. The goal of this project was to design an easy-to-use, inexpensive translation interface using animations to be applied in retail settings. A set of English phrases commonly used in retail settings were selected to be translated into ASL. Videos of the translations were sourced through online databases and transcribed into HamNoSys, a written notation for sign language. The HamNoSys was then converted into SiGML, an XML code that is readable by the animation software, JASigning. A user interface was created using HTML, CSS, and JavaScript to host all the animations. A survey was sent to several ASL communities that allowed volunteers to view the animations and rate the accuracy of the signs, how natural the gestures were, and if they would recommend using the animations in retail settings. They were also provided a textbox for additional comments. Ultimately, the surveys showed the animations were not an optimal translation method. The biggest problems were that the JASigning did not allow for longer phrases and the avatar’s gestures were often too robotic. For future application, the animations could be improved by slightly adjusting the positioning of the hands to be more accurate as well as adding in non-manual markers, like raised eyebrows and mouth movements, as the initial animations were not able to include this aspect of ASL.