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CPS3320 Python

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Final Project Reflection

This project was created for the purposes of American Sign language teaching or translation. This program application will ask you if you would like to learn a word or number, and then it will proceed to show you a hand gesture of each letter or number that was inputted by the user. The images of the hand sign will run as a loop until you decide to exit out of the pop up, to then it will ask you if you want to learn more and based on user response it will then proceed or terminate the application.

My safe goal for this project was to be able to create a way to get the user to learn the letters of the words or numbers, simple enough that happened. To which my stretch goal was to generate a video loop or in this case a gif that would loop the images in a reasonable time length to learn the hand gestures.

But before I reached my safe goal and stretch goals, there were a few challenges that I stumbled upon, one being at first I was able to get the set of letters to appear in frames except it popped up as doubled the amount of each letter. Then I was able to get the frames of each letter to be in a gif format, but it did not play in loop for but rather scrollable only. Another issue was it would appear to play as a gif but too quickly, and after many trials I was able to get it to play a reasonable length of time for each letter.

The lessons I learned during this project is that the use of libraries makes creating this such application possible and easier. Another is that dictionaries are helpful in this case, when the code needs to grab a set of keys and their values which are images.

If I could do this project again, I would probably change the visual aspect by having the word that is being spelled out appear on the screen as well. Another would probably have sound maybe having the letter be said aloud for those who are auditory learners or for those who need both visual and auditory learners. Lastly, if I had more time to search I would probably find a way to have the user know if they are doing the had sign correctly. So that as a learning application it can enhance the experience for the user to be made aware that they are doing the sings correctly.