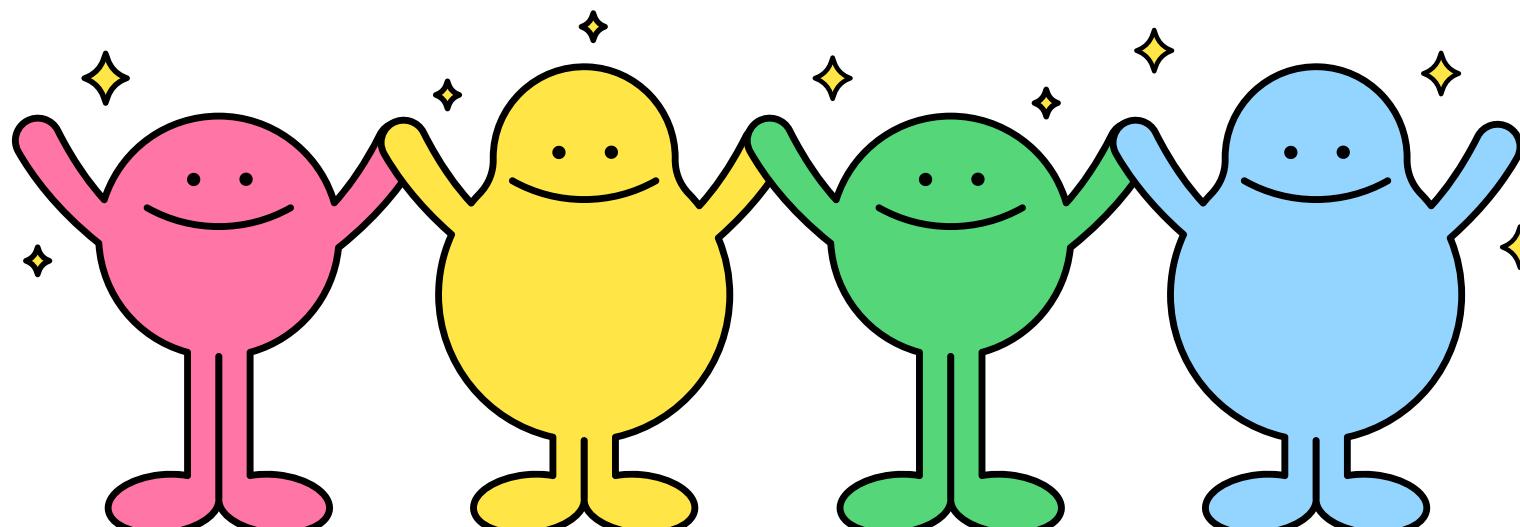


Learning English Vocabulary by Camera

Chalkak



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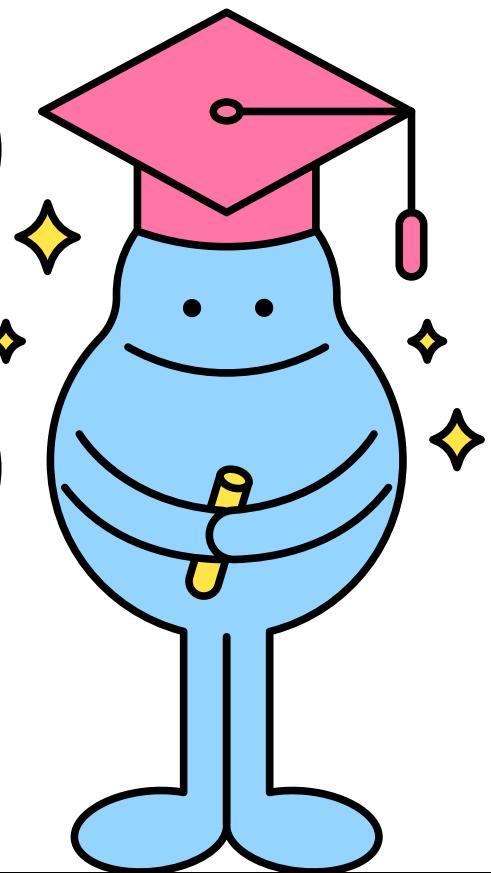
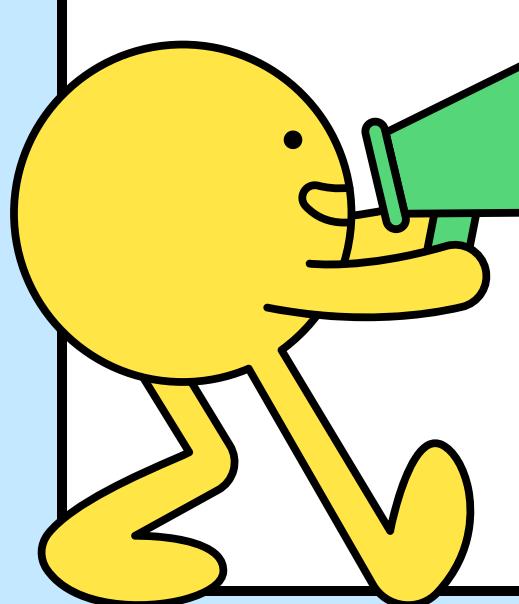
05 Role & Responsibility

Concept

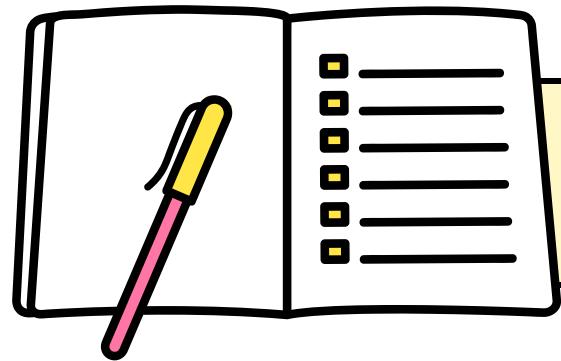
Kid-friendly UI/UX for better engagement

Learning English words through pictures

Learn anytime, anywhere using smartphones



Main functionalities



Login / Register

Implemented a user registration and login system using Google Firebase and OAuth 2.0 to minimize security concerns.

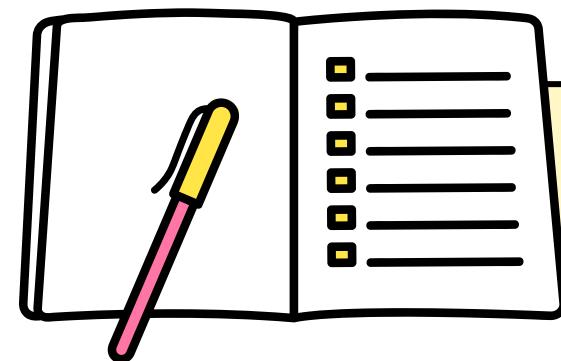
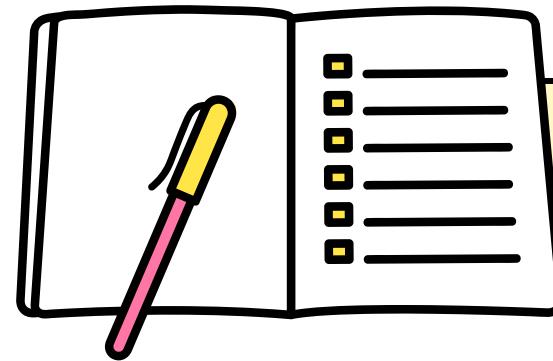


Photo Upload

Users can learn English vocabulary based on the content of photos they take with their camera or upload from their photo album.

Main functionalities



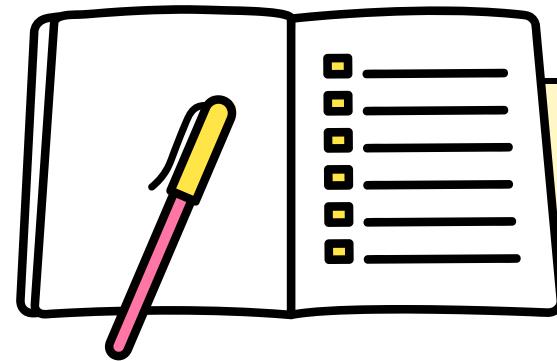
Object recognition (in images)

Technology: Object detection is implemented using the EfficientDet-Lite0 model from TensorFlow Lite.

Dataset: The model is trained on the large-scale **COCO dataset**, ensuring robust recognition across **80 common object categories**.

Users can take or upload a photo, and the application will automatically detect objects, using their English labels as the basis for a vocabulary lesson.

Main functionalities



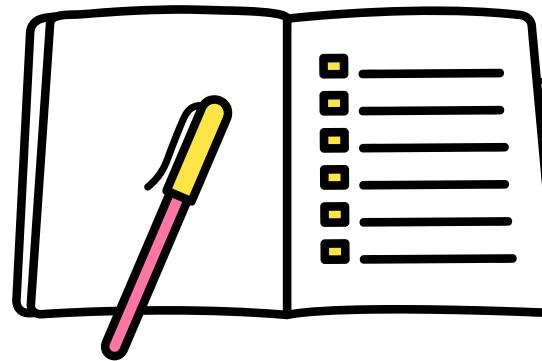
Word pronunciation feature (TTS)

The object names extracted by the COCO model are received as strings and converted into speech using **Android's Text-To-Speech (TTS) API**.

The **TTS engine** produces natural pronunciation, enabling children to intuitively learn how words are spoken.

Additionally, **voice caching** for each word can be implemented to minimize latency during repeated playback.

Main functionalities



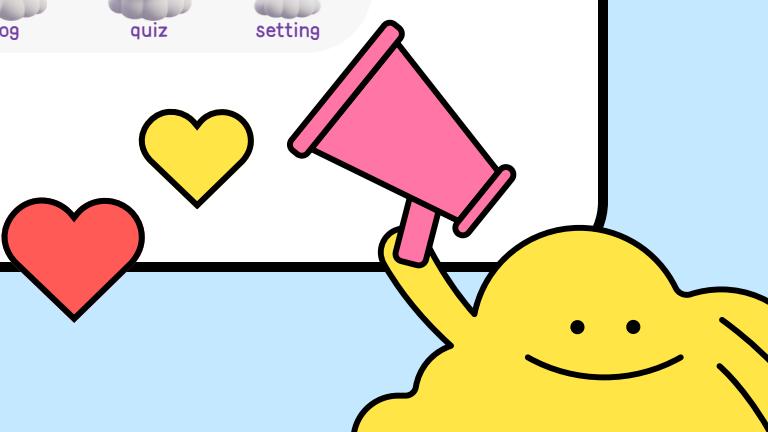
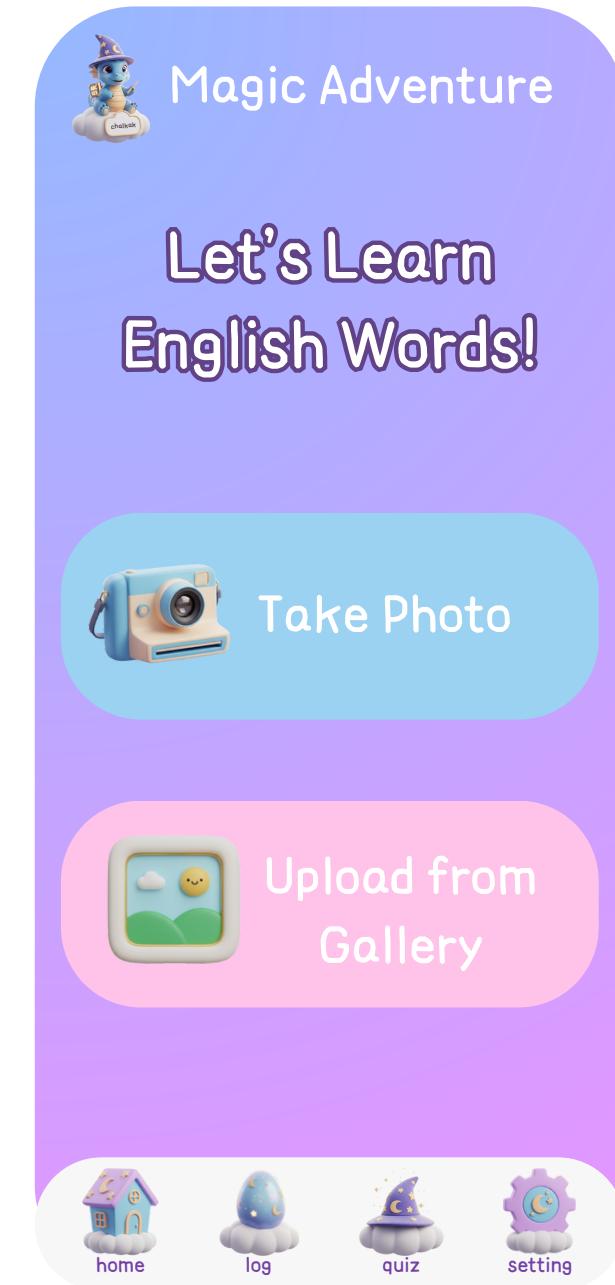
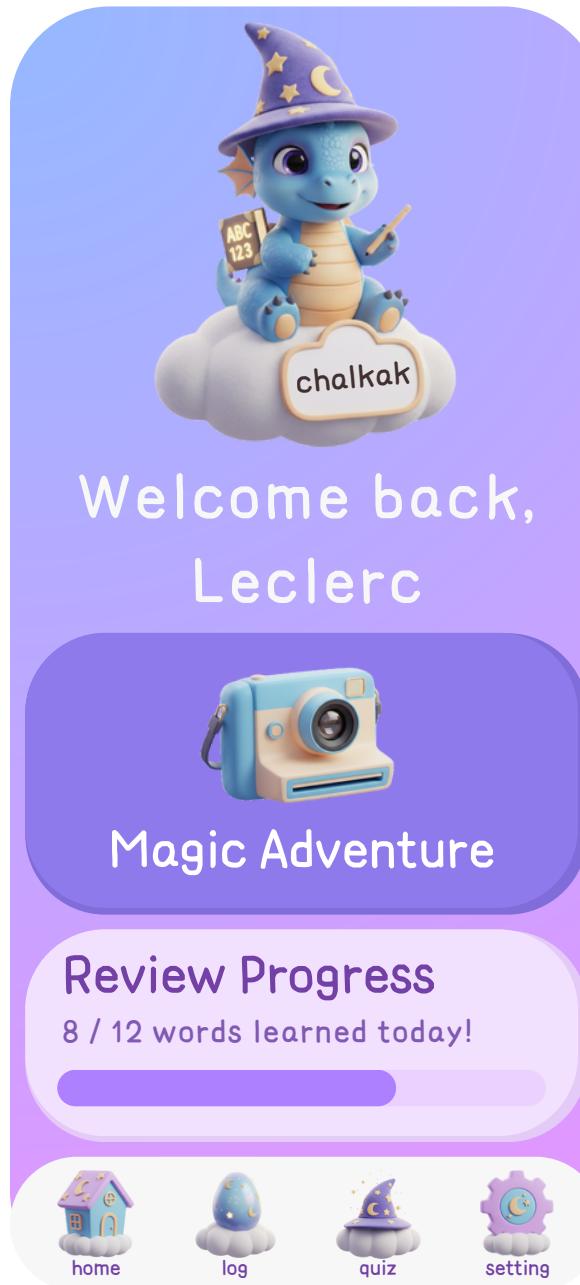
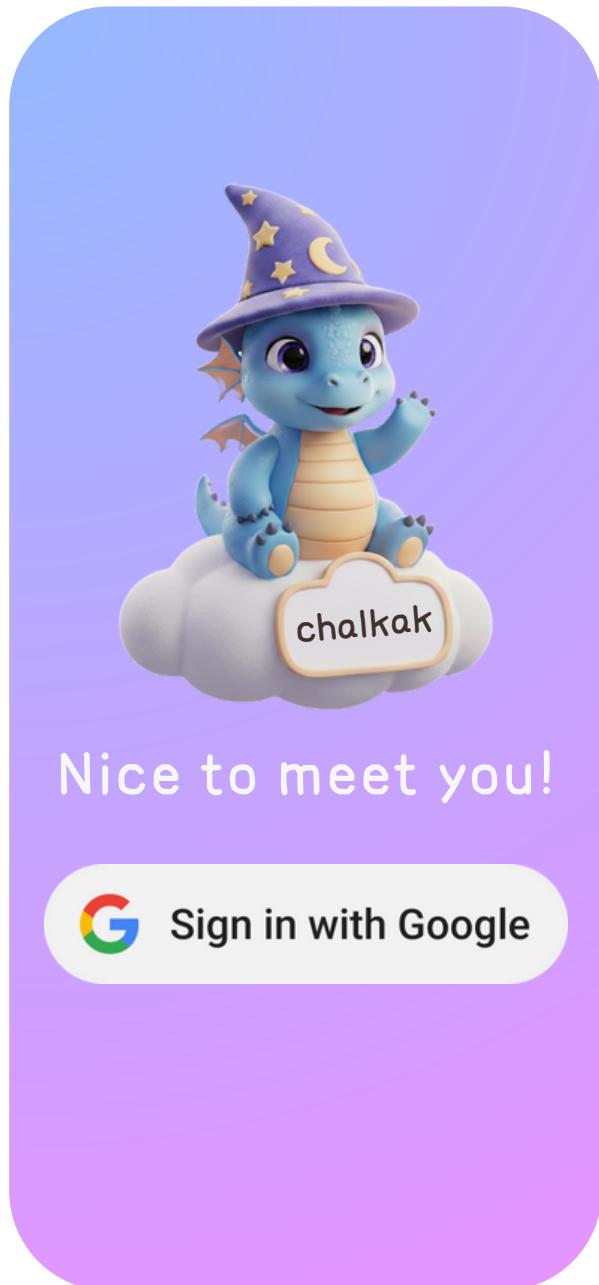
Learning Log-Based Review and Push Notification

We built a real-time **NoSQL database** based on **Google Firebase** to track learning progress and suggest word reviews using a spaced repetition algorithm.

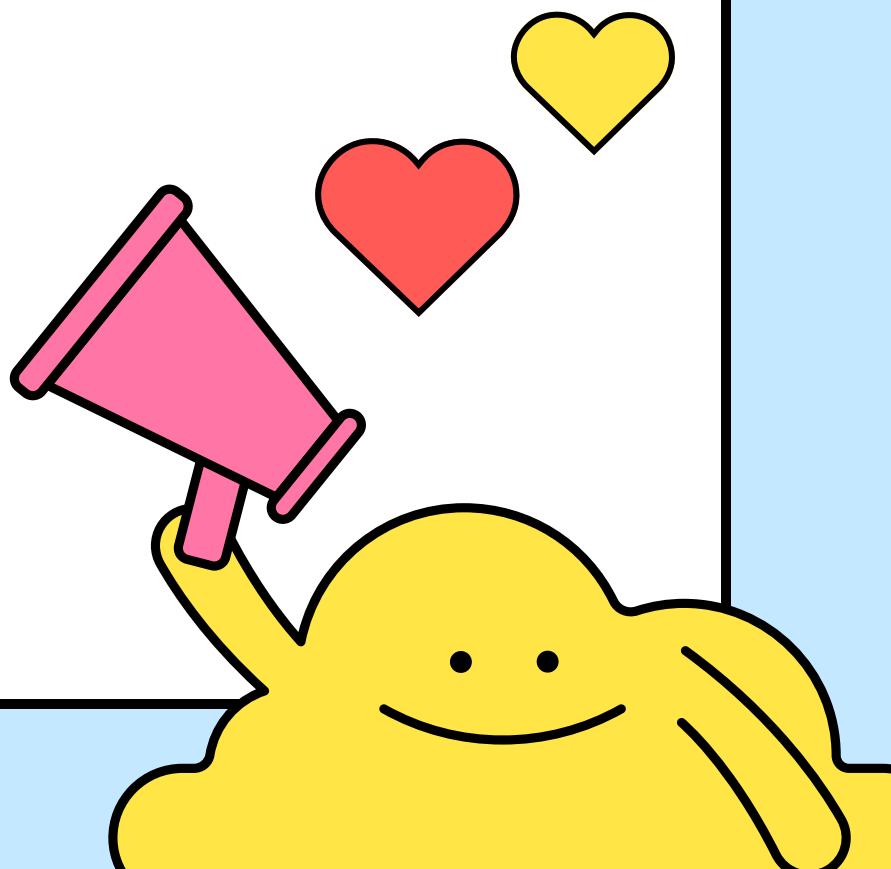
Learning logs are stored per word, allowing users to review images mapped to the word.

To encourage consistent English learning, **push notifications** are sent when users are inactive for a long period or have not completed their reviews.

UI



UI



UI

The image displays three screens from a mobile application titled "Magic Adventure". The screens are arranged horizontally, each featuring a purple header and footer bar.

Screen 1: Magic Adventure

- Header:** Magic Adventure
- Image:** A photograph of a hammer and some wood shavings on a wooden surface.
- Text:** We cannot detect any objects
- Text:** Insert the words, directly.
- Text:** hammer
- Text:** Next!
- Bottom Bar:** home, log, quiz, setting

Screen 2: Review Progress

- Header:** Review Progress
- Text:** 5 / 12 words today!
- Image:** Glasses
- Text:** Glasses
안경
- Image:** Coffee
- Text:** Coffee
커피
- Image:** Pencil
- Text:** Pencil
연필
- Image:** Notebook
- Text:** Notebook
공책

Screen 3: Magic Adventure

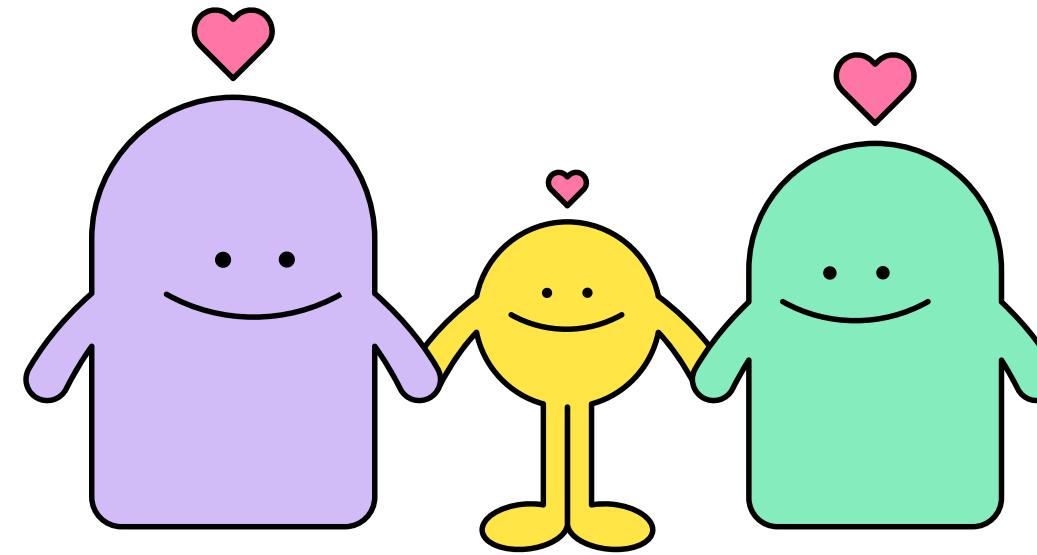
- Header:** Magic Adventure
- Text:** Quiz: 1 / 5
- Image:** A photograph of a cup of coffee and a cup of colored pencils. The coffee cup is highlighted with a purple square.
- List:** 1. Notebook
2. Pencil
3. Coffee
4. Hammer
- Bottom Bar:** home, log, quiz, setting

A large, colorful camera icon is positioned at the bottom left of the screen, and a rainbow with clouds and stars is at the top right.



Phase	Main Goal	Details
Phase 1 (W2 Oct. - W5 Oct.)	Design UI/UX & Functionalities	Making cute interface and character
Phase 2 (W1 Nov. - W3 Nov.)	Implementing main features	Develop login/register, photo upload, object recognition, and TTS function.
Phase 3 (W4 Nov. - W1 Dec.)	Implementing additional features	Add review quiz, learning log, and push notification.
Phase 4 (W2 Dec.)	Test for Deployment & Presentation	Integrate all functions, fix bugs, and prepare final demo.

Role & Responsibility



Baik Seungwoo: Object Recognition function & UI design

Sim Suyong: Building No-SQL DB with Google Firebase

Lee Jeongyun: Implementing Authentication & Learning feature

Thank you
for listening



TEAM Chalkak

