ASL DETECTION

BY- PREJAN RAJA S
SRI KRISHNA C
DHARANYA C

INTRODUCTION

- Welcome to our presentation on "Hand Sign Detection using OpenCV and Machine Learning."
- Our project bridges the worlds of education and gaming through innovative hand sign recognition. Presentation Agenda
- Explore how this technology is reshaping education
- Understand the significance of this project in fostering accessibility and interactivity.

PROBLEM STATEMENT

• In both education and gaming, there's a significant challenge - the communication gap for individuals with hearing or speech impairments.

• Traditional tools and interfaces often rely on verbal or auditory communication, excluding those who rely on sign language or non-verbal gestures.

• Our mission is to create a solution that recognizes hand signs, enabling inclusive communication, learning, and gaming experiences for everyone

HOW IT WORKS

PROJECT OVERVIEW

- To revolutionize education and gaming by allowing individuals to communicate through hand signs.

- To make learning and gaming more inclusive and interactive.

TECHNOLOGIES USED

- OpenCV for computer vision.
- Python for programming.(includes all the library used)
- Machine learning libraries like scikit-learn.

DATA COLLECTION

- Collected a diverse dataset of hand signs, labeled for different gestures.
- Ensured representation of various sign languages and gaming gestures.
- Emphasized the importance of inclusivity in data collection.

DATA PREPROCESSING

- Image resizing, normalization, and augmentation.
- Data splitting into training and testing sets.

APPLICATIONS

Inclusive classrooms where sign language is understood and supported

Interactive language learning tools for sign language acquisition

CHALLENGES FACED

- Technical issues, data collection complexities, model optimization.
- Highlight the problem-solving skills of your team.

FUTURE IMPROVEMENTS

- Expanding the gesture vocabulary.

- Integrating with more educational platforms

- Enhancing real-time performance and accuracy.

CONCLUSION

• To conclude, our project in "Hand Sign Detection using OpenCV and Machine Learning" has demonstrated its power to transform accessibility and inclusivity in education.

• By recognizing hand signs, we've broken down communication barriers for individuals with hearing or speech impairments, making learning and gaming more accessible and interactive.

• This project is a testament to the potential of technology to create a more inclusive digital world. We're excited about the future possibilities it brings.