

# Japanese HWR

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# Summary

In this work I present an application that uses state of the art Chinese/Japanese handwriting recognition methods in order to provide a Kanji teaching application with an error correction.

Conceptually, the application is an e-learning environment for Japanese characters, intended for the foreign learner of the Japanese language. In order to provide more than a multiple choice method, like most other systems, the application contains a handwriting recognition engine that can be used preferably with a handheld device like a PDA, but generally any stylus input device.



# Zusammenfassung

In this work I present an application that uses state of the art Chinese/Japanese handwriting recognition methods in order to provide a Kanji teaching application with an error correction.

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# Danksagungen

Vielen Dank für die Blumen.



# Chapter 1

## Handwriting Recognition Engine

### 1.1 Error Handling

see section ?? in chapter ?? for possible sources of error

#### 1.1.1 Error Recognition

why this section? to demonstrate own achievements of error recognition. the reader should know how it is done technically.

what goes into this section? the aspects of finding errors. finding errors is not a straightforward trivial task - whenever something does not match it is an error - doesn't work like that. instead, firstly, it needs to be made sure that it actually is an error. meaning - not a recognition error, but a user error. secondly, the type of error needs be identified. see section ?? (or handwritten page 58) for sources of error.

how will this section be written? technical - first describe how the error recognition integrates into the recognition process, then how errors are identified.

#### 1.1.2 Error Processing

why this section? actually the 'handling' or 'processing' aspect could be described in the recognition section 1.1.1 as well. so this section is only for a better overview, for document structure, thematically they are the same section. thus they are put together under Error Handling 1.1.

what goes into this section?