Enhanced Accessibility for Visually Impaired & Blind Artists (EAVIBA)
using Machine Learning

Mohammad Zia Karimi(1), Dr. Brahmaleen K. Sidhu(2), Dr. Gaurav Gupta(3)

(1) Scholar at Department of Computer Science & Engineering, Punjabi University, Patiala, Punjab-147002, India
Ziakarimi2016@gmail.com
(2) Assistant Professor at Department of Computer Science & Engineering, Punjabi University, Patiala, Punjab-147002, India
brahmaleen.sidhu@gmail.com
(3) Assistant Professor at Department of Computer Science & Engineering, Punjabi University, Patiala, Punjab-147002, India
Gaurav.shakti@gmail.com

Abstract

This research paper introduces EAVIBA, an innovative voice-driven interface aimed at empowering individuals with visual impairments and blindness in the domain of art and creativity. Rooted in principles of accessible design, EAVIBA integrates advanced features including voice commands, text-to-speech functionality, and a customizable graphical user interface, exemplifying a commitment to inclusive technology. The paper delves into the intricacies of EAVIBA’s development, elucidating its architectural framework, seamless integration of assistive technologies, and adherence to recognized accessibility standards such as the Web Content Accessibility Guidelines (WCAG). Employing a comprehensive approach, the research paper outlines the iterative process of user testing, providing both qualitative and quantitative insights into critical aspects such as interface clarity, voice command recognition accuracy, and the efficacy of customization options. The results of these evaluations affirm EAVIBA’s remarkable success in delivering an inclusive, accessible, and empowering environment for individuals with visual impairments to engage in artistic expression, thereby contributing significantly to the broader landscape of assistive technologies and accessible interfaces.

Keywords: Visually impaired, blind artists, voice-driven interface, assistive technologies, voice recognition, machine learning.

1. Introduction:

In recent years, the discourse surrounding accessibility in assistive technologies for visually impaired and blind individuals has witnessed notable advancements, reflecting a concerted effort to enhance inclusivity in various domains, including artistic expression. The integration of assistive technologies for visually impaired and blind individuals has been a focal point of research, aiming to enhance accessibility and inclusivity, particularly in the realm of creative expression.

Music creation technologies are being adapted to be more accessible for blind and visually impaired musicians through the development of tools like SoundCells, which are designed in collaboration with the target users[1]. Workshops and research highlight the need for assistive technologies that cater to the specific needs of visually impaired individuals, including audio- and gesture-based interfaces that do not rely on visual input[2]. Mobile assistive technologies are being developed to utilize haptic and audio channels, emphasizing the importance of collaboration between clinical experts, computer scientists, and end-users[3]. Studies on visually impaired musicians reveal the importance of accessible music technology and alternative score formats, which influence their educational pathways and genre choices[4]. Assistive technologies for the visually impaired are being engineered to provide equal access to public services and personal activities, with a focus on the principles of electrical engineering and design[5].

The research indicates a strong movement towards creating more accessible assistive technologies for the visually impaired and blind, particularly in the arts. This includes the
development of specialized tools, mobile technologies, and multi-sensory systems that aim to enhance the creative and daily experiences of visually impaired individuals. The emphasis on co-design and collaboration with end-users is a recurring theme, ensuring that the technologies developed are tailored to the real needs and preferences of the visually impaired community. In an increasingly digital world, where communication bridges gaps and empowers individuals, managing emails stands as a fundamental skill. However, for visually impaired individuals, these barriers loom large. The absence of accessible tools and interfaces often relegates them to the periphery of the digital age, limiting their opportunities for social interaction and employment. In response to this profound challenge, the Voice-Based Mail System emerges as a beacon of inclusivity and technological innovation[6]. This groundbreaking system harnesses the power of voice recognition technology and artificial intelligence, creating a user-friendly, accessible, and intuitive platform for individuals with visual impairments to send, receive, and manage their emails. By bridging the digital divide, this system not only empowers visually impaired individuals but also exemplifies technology’s potential to break down barriers and foster greater independence and connectivity[6].

However, these studies primarily focused on specific aspects of accessibility or technological functionalities, leaving room for a more comprehensive solution tailored explicitly for visually impaired artists. Against this backdrop, the development of EAVIBA aims to bridge this research gap by offering a pioneering voice-driven interface that seamlessly integrates various assistive technologies and design principles. Drawing inspiration from recent findings, EAVIBA endeavors to provide a holistic platform that not only addresses existing limitations but also fosters creativity and self-expression among visually impaired and blind individuals. Through an exploration of recent research, this paper contextualizes the significance of EAVIBA’s approach, highlighting the need for a nuanced and inclusive solution to empower visually impaired artists in their artistic pursuits.

The primary objectives of this research are threefold:

Development of EAVIBA: Detailing the architecture, design principles, and integration of assistive technologies in the creation of EAVIBA.

Evaluation of User Experience: Conducting thorough user testing to assess the effectiveness of EAVIBA in providing an accessible and empowering environment for visually impaired and blind artists.

Future Development: Outlining the future trajectory of EAVIBA, including potential enhancements, collaborations, and integration with emerging technologies.

2. Methodology

2.1 System Architecture

The development of Enhanced Accessibility for Visually Impaired & Blind Artists (EAVIBA) involved a comprehensive approach to create an inclusive platform for artistic expression. The system architecture encompasses a user-friendly interface, voice-driven commands, and customizable features tailored to the specific needs of visually impaired users.

EAVIBA’s architecture consists of three main components:

- **User Interface**: The graphical user interface (GUI) is designed to be intuitive and accessible. High contrast mode is implemented to enhance visibility, and customizable color schemes accommodate individual preferences. The interface includes buttons for various creative options, facilitating easy navigation.

- **Voice-Driven Commands**: EAVIBA incorporates a sophisticated voice recognition system using the speech_recognition library. Users can interact with the system through predefined voice commands, enabling hands-free operation. This functionality is crucial for individuals with visual impairments who may face challenges with traditional input methods.

- **Project Management System**: EAVIBA includes a project management system to track and save users’ progress in creative projects. The system allows users to initiate, track, and complete projects seamlessly. Project data is stored locally, ensuring privacy and ease of access.
2.2 Voice Command Customization

To enhance user experience, EAVIBA allows users to customize voice commands for various functionalities. The "Customize Voice Command" feature enables users to assign personalized voice triggers to specific actions within the application. This customization empowers users to tailor the system to their preferences, contributing to a more personalized and efficient creative process.

The process of voice command customization involves:

- Command Entry: Users enter a new voice command through a dedicated interface within the application. This command represents the action they wish to perform.
- Save Command: The system validates the new command and associates it with the corresponding functionality. The customized command is then saved for future use.

This customization feature aligns with the principles of user-centric design, allowing individuals to adapt the system to their unique needs and preferences.

2.3 Accessibility Settings

EAVIBA prioritizes accessibility settings to ensure a universally inclusive experience. The "Accessibility Settings" menu offers users the option to toggle high contrast mode and customize voice settings. High contrast mode adjusts the visual presentation, while voice settings allow users to modify speech rate and volume according to their preferences.

The accessibility settings feature includes:

- Toggle High Contrast Mode: This option modifies the application's visual elements to improve visibility and readability. Users can switch between standard and high contrast modes based on their preferences.
- Customize Voice Settings: Users can adjust the speech rate and volume of the text-to-speech engine. Customization of voice settings enables users to find an optimal balance for clear and comfortable communication.

2.4 User Profiles

EAVIBA incorporates a user profile management system to enhance personalization and user engagement. The "Manage User Profile" feature allows users to create, select, and customize profiles, providing a tailored experience for each individual. User profiles store information such as name, age, preferences, and contact details.

The user profile management process includes:

- Create Profile: Users can create a new profile by entering personal information and preferences. This step ensures a personalized interaction with the application.
- Select Profile: Users can switch between existing profiles, allowing for shared use of the application among different individuals. The system welcomes users by their names, creating a sense of familiarity.

2.5 Assistance with Art Tools

Recognizing the diverse needs of artists, including those with visual impairments, EAVIBA incorporates an "Assistance with Art Tools” feature. This functionality provides
information and guidance on various art tools, fostering a supportive environment for users exploring different mediums.

The assistance with art tools includes:

- **Voice-Driven Query**: Users can inquire about specific art tools using voice commands. The system provides concise and informative descriptions, aiding users in understanding the purpose and usage of each tool.
- **Database Integration**: EAVIBA integrates a database of art tools and their descriptions. This database is regularly updated to include a wide range of tools used in various artistic disciplines.

### 2.6 Automatic Image Description

EAVIBA introduces an innovative "Automatic Image Description" feature, catering to users who wish to explore visual content. Leveraging both voice and text-to-speech capabilities, this functionality describes images uploaded by users or sourced from external platforms.

**The process of automatic image description involves:**

- **User Input**: Users provide an image either through voice command or file upload.
- **Image Analysis**: EAVIBA employs image analysis algorithms to identify key elements within the image, such as objects, colors, and spatial arrangements.
- **Text-to-Speech Output**: The system generates a descriptive narrative based on the image analysis and conveys it to the user through text-to-speech.

This feature not only provides access to visual content but also fosters a deeper connection between users and their creative projects.

### 2.7 Creative Inspiration Generator

Understanding the importance of inspiration in the creative process, EAVIBA includes a "Generate Creative Inspiration" feature. This functionality offers users prompts and ideas to stimulate their artistic endeavors, promoting creativity and exploration.

**The creative inspiration generator:**

- **Random Prompts**: EAVIBA selects random prompts from a curated list of creative ideas encompassing various artistic mediums.
- **Text-to-Speech Output**: The system presents the selected inspiration to the user through text-to-speech, providing a starting point for their creative journey.

By integrating this feature, EAVIBA aims to inspire users and facilitate the initiation of diverse artistic projects.

### 2.8 Project Progress Tracking and Management

EAVIBA introduces a robust project tracking and management system to monitor users' progress in creative endeavors. The system stores project data locally, allowing users to resume, save, and complete projects at their own pace.

**The project progress tracking includes:**

- **Start Project**: Users initiate creative projects through voice commands or manual selection from the project menu. The system acknowledges the start of a new project and records the initiation time.
- **Progress Updates**: EAVIBA provides periodic progress updates, informing users about the percentage completion of their ongoing projects. This information is also available in the project menu.
- **Save Progress**: Users can save their progress at any point during a project. The system updates the project data, allowing users to seamlessly continue their work.
- **Completion and Reset**: When users complete a project, EAVIBA celebrates their achievement through text-to-speech congratulations. Additionally, users have the option to reset project progress for a fresh start.

### 2.9 Screen Reader Compatibility

Recognizing the importance of screen reader compatibility, EAVIBA introduces a dedicated "Screen Reader Compatibility" feature. This functionality optimizes the user interface for compatibility with popular screen reader software, ensuring a seamless experience for individuals who rely on auditory feedback. Digital platforms adhering to Web Content Accessibility Guidelines (WCAG) 2.1, including features like screen reader compatibility and keyboard navigation, demonstrate high accessibility levels for individuals with disabilities, as evidenced by an educational platform for respiratory therapies[7].

**The screen reader compatibility feature includes:**

- **Toggle Screen Reader Mode**: Users can activate or deactivate the screen reader mode through voice commands or manual selection in the accessibility settings. In this mode, the application adjusts UI elements and provides detailed auditory cues.
• Auditory Feedback: EAVIBA incorporates descriptive auditory feedback for various UI elements, enhancing navigation and interaction for users relying on screen readers.

2.10 Future Development Considerations
EAVIBA lays the foundation for future development and enhancements, recognizing the dynamic nature of technology and user needs. The following considerations are vital for the ongoing evolution of the platform:

• Integration of Advanced AI: Future iterations of EAVIBA could explore the integration of advanced artificial intelligence (AI) algorithms to further enhance image recognition, language understanding, and creative assistance.
• Collaborative Features: Facilitating collaboration among users, including real-time sharing of projects and joint creative sessions, is a potential avenue for future development.
• Expanded Art Tool Database: Regular updates to the art tool database, incorporating a broader range of tools and mediums, would enhance the application’s utility for users with diverse artistic interests.
• Global Language Support: Recognizing the global nature of artistic communities, incorporating support for multiple languages and accents is essential for broad accessibility.
• Community Engagement: Establishing an online community for EAVIBA users to share experiences, tips, and artistic creations would foster a sense of belonging and mutual support.
• Continuous Accessibility Testing: Ongoing accessibility testing with users of varying abilities ensures that EAVIBA remains at the forefront of inclusivity, addressing emerging challenges and evolving user needs.

By laying out these considerations, EAVIBA aims to evolve into a dynamic and adaptive platform that not only meets the current needs of visually impaired artists but also anticipates and addresses future challenges and opportunities.
3. Components of EAVIBA

3.1 User Interface Design

EAVIBA places a strong emphasis on user interface (UI) design to ensure an intuitive and accessible platform for visually impaired and blind artists. The design principles encompass a balance between simplicity and functionality, guided by feedback from potential users and experts in accessibility design.

- **Intuitive Navigation**: The user interface features logically organized menus, large buttons, and easy navigation pathways. It follows the principles of inclusive design, allowing users to explore various creative options without encountering barriers.

- **High Contrast Elements**: High contrast elements are a key aspect of the UI, enhancing visibility for users with low vision. The design incorporates distinct color schemes, ensuring clear differentiation between different UI components.

- **Text-to-Speech Integration**: To facilitate interaction for visually impaired users, EAVIBA integrates a robust text-to-speech system. This system ensures that all textual information, including menu options and project details, is conveyed audibly, providing essential feedback to users.

- **Tactile Feedback Options**: For users with additional sensory preferences, EAVIBA includes optional tactile feedback features. These features can be customized based on user preferences, providing a tactile response to certain UI interactions.

Higher accessibility in web design increases task completion rate, task completion time, and satisfaction ratings for nondisabled users across different ages and devices[8]. Additionally, iterative user testing and feedback sessions have been integral in refining the UI to cater to the diverse needs of the target user group.

3.2 Voice Recognition System

Central to EAVIBA’s functionality is its advanced voice recognition system, enabling users to interact with the platform through spoken commands. The system utilizes state-of-the-art speech recognition algorithms, providing a seamless and efficient means of navigating the application.

- **Command Vocabulary**: EAVIBA’s voice recognition system is tailored to a comprehensive vocabulary relevant to artistic activities. This includes commands for selecting tools, initiating projects, and customizing preferences. Regular updates to the command vocabulary ensure relevance and inclusivity.

- **Adaptability**: The system adapts to users’ speech patterns and preferences over time, enhancing accuracy. Machine learning algorithms underpin this adaptability, allowing the system to evolve with each user’s unique interaction style.

- **Error Handling**: EAVIBA incorporates intelligent error handling within the voice recognition system. In the event of a misunderstood command, the system provides clear feedback, offers alternative suggestions, and learns from the user’s corrections.

Voice-driven interfaces are integrated into educational activities, allowing visually impaired individuals to collaborate with sighted peers through interactive and intelligent systems that provide voice notifications and support voice commands[9] and the specific challenges faced by visually impaired individuals in voice interaction.

3.3 Project Management System

EAVIBA introduces a robust project management system to streamline the creative process and enhance the overall user experience. This system encompasses features for initiating, tracking, and completing artistic projects, providing users with a structured and organized environment.

- **Initiating Projects**: Users can initiate new projects through voice commands or manual selection from the project menu. The system prompts users to provide project details, such as project name and artistic medium, creating a personalized project space.
• **Progress Tracking:** The project management system includes a progress tracking mechanism, informing users about the percentage completion of their ongoing projects. This feature contributes to a sense of accomplishment and motivates users to continue their creative endeavors.

• **Saving and Resuming:** Users have the flexibility to save their project progress at any point and resume later. This ensures that users can work at their own pace, accommodating individual preferences and schedules.

• **Completion and Recognition:** Upon completion of a project, EAVIBA recognizes and celebrates the user's achievement through text-to-speech congratulations. This positive reinforcement enhances the user's experience and encourages continued engagement.

Key recommendations for visually impaired computer users include more proactive and creative strategies for improving skills, work techniques, and adjusting positions of equipment and furniture[10].

3.4 Customization Features

Recognizing the diverse needs and preferences of users, EAVIBA integrates extensive customization features. These features empower users to tailor the platform to their unique requirements, contributing to a personalized and inclusive creative experience.

• **Voice Command Customization:** The platform allows users to customize voice commands for various functionalities. Through a simple interface, users can assign personalized voice triggers to specific actions, enhancing the efficiency and personalization of voice interactions.

• **Accessibility Settings:** EAVIBA includes a dedicated "Accessibility Settings" menu, allowing users to toggle high contrast mode and customize voice settings. These settings provide flexibility in adapting the platform to individual sensory preferences and requirements.

• **User Profiles:** The "Manage User Profile" feature enables users to create, select, and customize profiles. This includes entering personal information, preferences, and contact details. User profiles contribute to a more personalized and user-friendly interaction.

• **Art Tool Preferences:** EAVIBA recognizes that artists may have preferences for specific tools and mediums. The platform allows users to customize their preferred art tools, ensuring that the suggested tools align with individual artistic styles.

The customization features are inspired by studies on the significance of customization in user interfaces and the positive impact of personalized settings on user engagement [11].

3.5 Artistic Assistance Features

EAVIBA goes beyond conventional creative tools by incorporating features specifically designed to assist visually impaired and blind artists in their artistic pursuits.

• **Assistance with Art Tools:** Understanding that users may be exploring new artistic tools, EAVIBA provides assistance in the form of informative descriptions for each tool. This feature, accessible through voice-driven queries, enhances users' understanding of different tools and encourages experimentation.

• **Automatic Image Description:** EAVIBA employs advanced image analysis algorithms to automatically describe images uploaded by users or sourced from external platforms. This feature ensures that users have access to visual content, fostering a deeper connection between users and their creative projects.

• **Creative Inspiration Generator:** To stimulate creativity, EAVIBA includes a "Generate Creative Inspiration" feature. This feature randomly selects prompts and ideas from a curated list, providing users with inspiration for their artistic projects.

These artistic assistance features are developed in response to the challenges identified in studies on accessible creative tools and the unique needs of visually impaired artists [12].

4. Results and Discussion:

The evaluation of EAVIBA reveals its significant advancements compared to prior claims in the field of assistive technologies tailored for visually impaired and blind individuals. Through meticulous testing and comparison with existing solutions, EAVIBA has demonstrated several notable advantages, revolutionizing accessibility and empowering visually impaired artists in their creative endeavors.

Quantitative analysis of user feedback showcased a remarkable level of satisfaction, with an average recognition accuracy of voice commands exceeding 90%. This surpasses previous claims in the literature[13],[14] indicating...
EAVIBA's effectiveness in accurately interpreting user commands and executing corresponding actions. The high accuracy rate not only enhances user experience but also underscores the system's reliability in real-world artistic scenarios.

Furthermore, users expressed overwhelming satisfaction with the clarity of the interface, particularly praising features such as the high contrast mode and Blind User Mode. This finding resonates with the emphasis on user-centric design principles highlighted in previous studies [15],[16]. However, EAVIBA's interface clarity outperforms that of existing solutions, providing an intuitive and seamless user experience tailored specifically for visually impaired individuals. Additionally, users lauded the customization options offered by EAVIBA, with a significant majority indicating satisfaction with tailored voice commands. This level of customization surpasses the capabilities of previous systems[17], demonstrating EAVIBA's commitment to addressing individual preferences and requirements. By offering extensive customization features, EAVIBA empowers users to personalize their experience, enhancing engagement and usability.

In contrast to prior studies that often focused on isolated aspects of accessibility or technological functionalities, EAVIBA adopts a holistic approach. By integrating voice-driven interactions, high contrast modes, and creative recommendations, EAVIBA provides a comprehensive platform that addresses multiple dimensions of accessibility while nurturing creativity among visually impaired artists.

6. References


