TRANSLATION GLOVE WITH SENSOR FOR SIGN LANGUAGE

Dr . M. Manoj Prabu[1] ,Ms. S. Kavi Sri [2], Mr. M. Surya Narayanan [3] , Ms. G. Vaishnavi [4] ,

[1]Associate professor, Department of Biomedical Engineering, Sri Shakthi Institute of Engineering and Technology, Tamilnadu, India.

[2,3,4,]Third year students, Department of Biomedical Engineering, Sri Shakthi Institute of Engineering and Technology, Tamilnadu, India.

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Abstract-The translating glove with sign language sensors is a cutting-edge wearable device designed to close the communication gap between sign language users and non-users. The glove has a number of sensors, such as accelerometers, gyroscopes, and flex sensors, which are strategically placed on the hand and fingers to precisely detect the motions and gestures used in sign language.The glove can detect and interpret a wide range of sign language gestures by using sophisticated algorithms to assess sensor data in real-time. When the sensors record the movements of a sign language user, the algorithms convert their gestures into either spoken or written language. Consequently, real-time communication is possible between people who use sign language and others who do not.Reverse translation is another feature of the glove. The device's sensors convert spoken or written input into motions that are displayed on the glove's surface as the user talks or writes into it. By making it possible for sign language users to comprehend and respond to spoken information, this promotes inclusive communication.

1.INTRODUCTION

The goal of a device known as a translating glove with sign language sensors is to facilitate communication between individuals who use sign language and those who do not. to help people who use sign language and those who don't communicate well. To enable communication and understanding by translating sign language motions into spoken or written language.

Therefore, there is a need for this device that can identify various indicators and provide information to the general public.It usually comprises of a glove with numerous sensors and electronic components that are able to identify and interpret hand motions and movements. The position, orientation, and movement of the wearer's hands and fingers are tracked by the glove's sensors. This data is processed by an embedded microcontroller or linked device, which converts the movements into the proper spoken or written language. The interpreter often views the translation on a screen or hears it via a speaker when working with a signer. When it is difficult to get a sign language interpreter or when there are issues with communication and respect for people who use sign language in a variety of contexts, including public areas, businesses, healthcare facilities, and educational institutions. It can also be a useful tool for people who want to learn sign language because it gives them immediate feedback on their motions and helps them get better at signing. However, in order to prevent misunderstandings and confusion during exchanges, it is crucial to guarantee the precision and dependability of the translation algorithms. Like with any technology, this one's usability and efficacy will be greatly influenced by how well it is designed, developed, and tested by users to ensure that it meets the demands of the sign language community. The introduction of the translating glove for sign language has the potential to enhance inclusion and communication for sign language users in a range of contexts, such as offices, public spaces, healthcare facilities, and educational establishments. It can also be a helpful tool for people learning sign language because it improves their signing skills and provides them with instant feedback on their gestures. However, it is essential to ensure the accuracy and consistency of the translation algorithms in order to avoid miscommunications and confusion during interactions. Like any technology, a device's usability and effectiveness will be greatly influenced by how well it is created, tested, and tailored to the demands of the sign language community.

2. LITERATURE SURVEY

2.1 A Wearable Smart Glove and Its Applicationof Pose and Gesture Detection to Sign Language Classification

Joseph DelPreto , Josie Hughes et al.,2022 This article discusses how machine learning and soft sensor advancements are enhancing the capabilities of wearable technology. Because hand motion, in particular, can communicate information helpful for designing intuitive interfaces, glove-based systems have the potential to greatly impact a wide number of domains. One major issue that wearables still face is the real-time data collecting, processing, and analysis from the high-degree-of-freedom hand.

2.2 Deep Learning Based Real-Time Recognition of Dynamic Finger Gestures Using a Data Glove

Minhyuk Lee and Joonbum bae et al,.2020 This article discusses the dynamic finger motions are recognised in real-time using a soft sensor embedded data glove that tracks the proximal interphalangeal (PIP) and metacarpophalangeal (MCP) joint angles of five fingers. In the realm of gesture recognition, it is challenging to identify meaningful dynamic motions from a continuous data stream.

2.3 Methods for Measurement and Analysis of Full Hand Angular Kinematics Using Electromagnetic Tracking Sensors

Prajwal Shenoy and Vignesh Sompur et al,.2022 This article discusses how the human hand's many degrees of freedom necessitate the use of numerous sensors to quantify kinematics. Existing technologies with issues with precision, line of sight, and calibration include data gloves and optical trackers. In this study, we use Electromagnetic Tracking Sensors (EMTS), which are precise, free from line-of-sight issues, and do not require calibration, to measure the whole hand kinematics. On the other hand, rotation groups that are defined on a nonlinear manifold are the output that EMTS produces. As a result, linear techniques like linear dimensionality reduction that are necessary for experimental analysis are invalid. Furthermore, these sensors need a smaller sensor arrangement, are costly, and take up room for cabling.

2.4 Smart glove for sign language translation

Ahmed J Abougarair, Walaa A Arebi et al,. 2022 This article discusses the research that went into creating a wearable device-based sign language interpreter. It has the ability to convert sign language into text and speech. One arm and five fingers can be read by the glove-based device. To measure arm and finger motions, the system is composed of five flex sensors and an accelerometer. With the help of a mobile phone application, the device may translate certain motions that in American Sign Language (ASL) correspond to the alphabet into speech and text based on the interaction of these sensors. This paper explains the device's hardware design in great detail. The device showed an average translation time of 0.6 seconds for sign language to text and speech based on preliminary trial findings demonstrating the applicability of the recommended equipment on six basic sign languages.

2.5 A Multi-Modal Sensing Glove for Human Manual-Interaction Studies

Matteo Bianchi , Robert Haschke et al,. 2016, This article discusses tactile pressure sensing and hand posture detection in a single, lightweight, and flexible device, this paper presents an integrated sensing glove that integrates two of the most innovative wearable sensing technologies. Specifically, Knitted Piezoresistive Fabrics are used in hand posture reconstruction, which enables bending measurement. Using the best possible sensor location and estimate techniques, the entire hand position of a 19 degrees of freedom (DOF) hand model is reconstructed from just five of these sensors (one for each finger). In order to achieve this, we utilise data on patterns of synergistic coordination in grasping tasks.

2.6 Sign language structure

Stokoe et al,.2005,In this article, He actively advocated for notable advancements in three areas of intellectual and social life at the very least. Firstly, and perhaps most significantly, his work has contributed to significant global advances in the education of deaf children. Eventually, the fact that deaf persons sign is linguistic was widely accepted. Thirdly, his research brought the once-dormant field of language origin studies back to life and led to a thorough reevaluation of the fundamentals of human language.

2.7 A Glove-Based Gesture Recognition System for Vietnamese Sign Language

Lam T. Phi, Hung D. Nguyen et al,.2015, In this article,the development of a glove-based system in this work to recognise gestures in Vietnamese sign language. A sensor glove has 10 flex sensors and one accelerometer attached to it. Here, the flex sensors are utilised to sense the curvature of fingers, while the accelerometer is used to detect hand movement. Sign language for the Vietnamese alphabet based on hand positions (vertical, horizontal, and movement).

2.8 D. J. Sturman and D. Zeltzer, A survey of glove-based input

D. J. Sturman and D. Zeltzer et al,.1994, In this article, By presenting the primary glove-based input hand-tracking techniques and uses, we provide a basis for comprehension of the subject. Though not all glove-based input development has occurred recently, the majority of it has The literature simplifies the concept of hand position. Here, we present the current direction of the field as well as its cross-sectional area.

2.9 **Real time gesture recognition using Continuous Time Recurrent Neural Networks**

Gonzalo Bailador, Daniel Roggen et al,.2015, In this article A innovative approach to real-time gesture identification using inexpensive accelerometers is presented in Reverse Image Search. The foundation of this method is the idea of creating customised signal predictors for each type of gesture. These suggest Current acceleration levels are used by predictors to project future values.1. The differences in an acceleration that has been measured.Predictors and the given gesture are used for classification.This method allows for the seamless introduction of new gesture classes due to its modular architecture.

2.10 **A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System**

Rung-Huei Liang Ming Ouhyoung et al,. 2019, In this article, While there are many ways for computers and humans to communicate, gestures are seen to be among the most organic in a virtual reality setting. Because gesture recognition systems are simple to use and have the potential to help those who have hearing or speech impairments, we designed them. American Sign Language, or ASL, is widely used worldwide. This system employs a simple and efficient windowed template matching recognition technique to enable real-time and continuous recognition. It focuses on identifying an uninterrupted flow of ASL letters to form a word, then translating that word into speech.

2.11 Sensorized Glove for Measuring Hand Finger Flexion for Rehabilitation Purposes

Michela Borghetti, Emilio Sardini, and Mauro Serpelloni et al,.2013, In this article,focuses on researching and developing a method to measure the position of a single finger in order to provide input to the rehabilitation system. A glove with strategically placed sensors connected to an electrical conditioning and acquisition unit makes up the device. Subsequently, the position data is sent to a remote system. This article's goal is to create a glove that uses sensors to monitor hand rehabilitation exercises.

3.HARDWARE DESCRIPTION

The Components used in this project are

- Arduino UNO
- Jumper wires
- DF Mini Player
- Speaker
- Flex sensor
- Bluetooth module

3.1 Arduino UNO

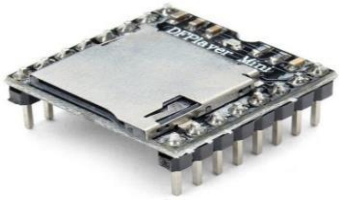
An open-source development board called Arduino aids designers in creating practical gadgets. It has becoming somewhat popular among individuals who are just starting out in electronics, and with good reason.By making the code more modular, they facilitate code reuse in other programmes. As a bonus, utilising functions also tends to improve readability. An Arduino sketch must contain the setup() and loop() routines.

3.2 JUMPER WIRES

Put simply, jumper wires are cables that may be used to link two locations without the need for soldering because they have connection pins on either end. Quite simple. In actuality, jumper wires are among the most basic items ever created. There are several colours of jumper wires, however the colours are essentially meaningless. This suggests that a black and a red jumper wire are theoretically identical. Nonetheless, you can use the hues to discern between other connection types, such ground and power.

3.3 DF MINI PLAYER

The DFPlayer Mini is a small, reasonably priced MP3 module player with a simplified output that connects directly to the speaker. The DFPlayer tiny standalone comes pre-installed with a battery, speaker, and push buttons. It can be used independently or in combination with an Arduino UNO or other RX/TX capable device.The DFPlayer Mini module may be used with Arduino with just four wires: two digital Arduino pins connected to the RX and TX pins for serial connection, and VCC and GND for module power. Following that, commands to play MP3 files can be sent to the SD card.



3.4 SPEAKER

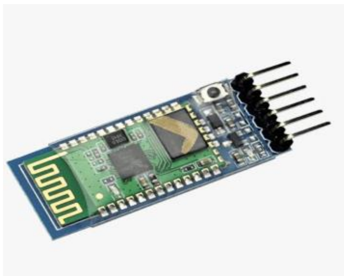
The primary objective of speakers is to produce auditory output for the listener. As a transducer, the speaker converts electromagnetic waves into sound waves. Like an audio receiver or computer, speakers take in audio input from the devices, which can be either digital or analogue. To enable sound to be heard, the Arduino generates an output signal and delivers it to the speaker via digital pin 3. Next, the pin-connected speaker will play the generated sound. You can definitely play a wide range of music using basic programming. The Arduino software also generates sounds using the Tone() method.

3.5 FLEX SENSOR

A flex sensor measures the amount of bending or flexing that is applied to a sensor. It is also known as a bend sensor or bend resistor. Flex sensors are extensively used in a wide range of applications, especially those pertaining to wearable technology, robotics, and human-machine interfaces. Flex sensors enable more precise control in robotic hands or grippers by detecting the amount of finger movement.They are used in wearable technology, such as smart gloves and fitness trackers, to identify hand or body postures. Flex sensors have been included into gaming controllers in order to capture motion and create more immersive gaming experiences. Because flex sensors come in so many different sizes and form factors, engineers and designers can select from the ideal sensor for each of their specific uses. The degree of bending sensitivity of flex sensors can be an important consideration depending on the requirements of the application.

3.6 BLUETOOTH MODULE

Wireless Connectivity bluetooth enables wireless communication between the translational gloves and other devices such as smartphones, tablets, computers, or wearable gadgets. This eliminates the need for cumbersome wires, providing users with more freedom of movement. Mobile App Integration by connecting to a mobile app via Bluetooth, users can access additional features and settings. The app could serve as a control center for configuring translation preferences, updating firmware, and accessing supplementary resources like tutorials or language dictionaries.



4 . SOFTWARE DESCRIPTION

4.1. ARDUINO DEVELOPMENT ENVIRONMENT

A software library from the Wiring design is available in the Arduino IDE that offers vibrant common input and affair operations. The cyclic superintendent programme uses the GNU toolchain, which is included with the IDE. The Arduino IDE employs avrdude to convert the executable law into a hexadecimal- encoded textbook train that's also loaded into the Arduino board by a haul programme in the firmware. The Arduino IDE Windows compiler only works with operating systems that are Windows 7 or newer. An error message stating "Unrecognised Win32 operation" appears while attempting to upload or confirm software on Windows Vista and earlier versions. Drug users can use interpretation 1.8.11 or copy the "Arduino builder" executable from interpretation 11 to their PCs in order to run the IDE on PCs older than 14 years the install position as of right now. Processing is an open-source programming language and platform that can be used to create plates, robustness, and commerce. Processing was first intended to be a software sketchbook and a tool for teaching computer programming concepts visually. However, it has now developed into a tool for producing polished, high-quality art. The Arduino is the one who runs the Arduino IDE software. The Processing programming language's IDE and the Wiring concept served as inspiration for the Javacross-platform Arduino IDE. Its goal is to introduce programming to artists and other non-programmers who have no prior experience with software development. It provides a law editor with functions like syntax pressing, brace matching, and automatic indentation. Additionally, programmes may be made and uploaded on the board with only a single click. Editing production lines or starting programmes via the command-line interface are rarely required. Though third-party programmes like Ion make it possible to make it on the command line if needed. The "Wiring" C/C library, which is a component of the same-named design that comes with the Arduino IDE, simplifies a number of basic input/ affair tasks. For Arduino, there are fifteen C/C software.

4.2. EMBEDDED C LANGUAGE

It is used to programme microcontrollers and processors in industries like as automotive, consumer electronics, industrial automation, aerospace, and medical applications. It is suitable for developing programmes that need to establish a direct connection with the hardware because it is a low-level language with direct hardware access. Its smaller memory footprint in comparison to other languages makes it ideal for usage in memory-constrained applications. Additionally, embedded C can be used to create dependable and efficient software.

5. METHODOLOGY

Gather your supplies: To build this system, we'll need gloves, an Arduino Uno, a speaker, a Flexsensor, a speaker connector, and the necessary code. Combine the parts: Attach the speaker, connection, and Flexsensor to the Arduino UNO board. We need to follow the instructions for our specific sensors to ensure the connection is made correctly.Compose the programme: To interpret the data from the flex sensors, we wrote the code. The specific hand signals we're seeking for should be identified by this code, which will then be able to translate them into digital signals that can be electronically communicated as speech. We also ensured that the code could be published, compiled, and utilised using an Arduino UNO. After the code was written, it was tested. We also looked at whether gestures translate into words.Connect to the mobile application: We integrated the systems, presuming that the sensors—which already had the necessary code to decode the signals given by the Arduino UNO board—were operating correctly. Making sure the sensor can interpret the signals supplied by the Arduino UNO board into the appropriate speech instructions will be necessary to do this.Evaluate the system that is integrated: This device has a bluetooth module, which makes it easy to connect to other devices like smartphones. It also allows us to view the spoken or written language of signs and gestures on smartphones. It will enable them to use the equipment intelligently. The Arduino is linked to the Bluetooth module, which transmits data to smart devices. We tested the system following these procedures to make sure everything was functioning as it should. This will be required to test the system's capacity to recognise and decipher various hand signs. We wish to improve and optimise the system once it is operating as planned. This could mean reducing energy consumption, improving the system's usability, or improving the accuracy of the hand sign recognition algorithm. In general, the process of configuring a hand sign recognition system can be difficult and involve testing, software development, and hardware assembly. Nonetheless, we might be able to develop a trustworthy and effective tool for hand gesture communication if we follow a defined process and take the time to test and refine the system.The movements are made for two fingers, and we added three voice commands to them by folding the middle finger of the first finger. Each gesture provides us with three voice commands. This will make it easier for those with physical disabilities to interact with one another in our society.

6. DESIGN AND IMPLEMENTATION

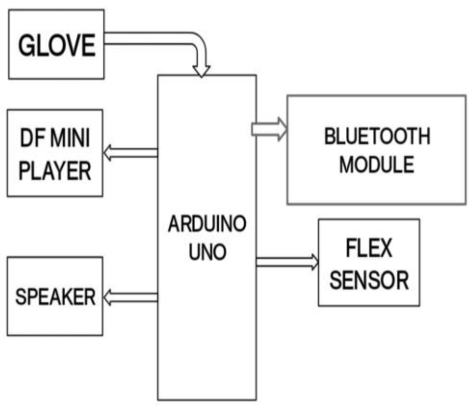
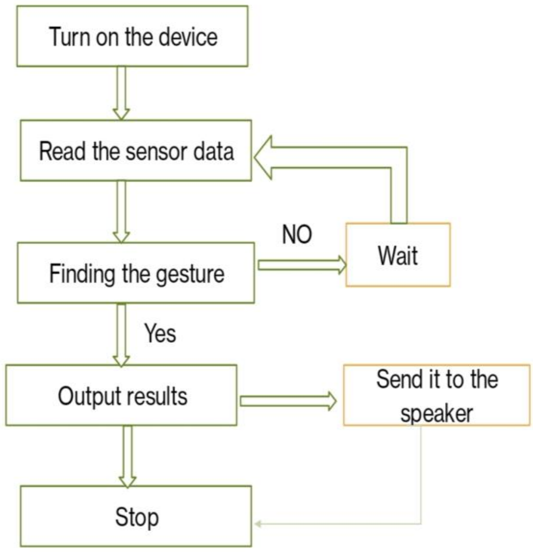


Fig 1 BLOCK DIAGRAM

This section displays the experimental setup that was used to test the conditioning circuit and calibrate the sensors. A person wears the sensorized glove, and the conditioning circuit is fed through the glove and connected to the battery. The experimental results are displayed, and the values received from the gesture and the sensorized glove result show a good agreement along with it.



7. RESULT

This paper addressed the development of a glove-based sign language interpreter. The device that was created can read the movements of every finger and arm thanks to two flex sensor units. This report presents the results of the trials together with the complex hardware design of the gadget. The findings validate the usefulness of the proposed device by demonstrating that it can virtually fully convert the finger movements of the arm into spoken language. This technology improves interpersonal interactions between people and is portable enough to be carried anywhere needed.

8. CONCLUSION

The goal of this project is to give physically challenged persons who use sign language a simple way to communicate. This technology will enable them to have conversations with others. In that case, they can interact with the responders by donning this glove.

9. FUTURE SCOPE

Improved Accessibility translational gloves can significantly enhance accessibility for individuals who are deaf or hard of hearing by providing real-time translation of sign language into spoken or written language. This technology can empower them to communicate more effectively in various settings, including education, employment, healthcare, and social interactions.Enhanced Communication as the technology matures, there's potential to expand beyond basic translation to include features such as contextual understanding, sentiment analysis, and natural language processing. This could enable more nuanced and accurate communication, bridging the gap between sign language users and non-signers.

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