Kinect-Sign

Type of Project

Ongoing research project

Summary

The sign language is widely used by deaf people around the globe. As the spoken languages, several sign languages do exist. The way sign language is learned by deaf people may have some details to be improved, but one can state that the existing learning mechanisms are effective when we talk about a deaf child, for example. The problem arises for the non-deaf people that communicate with the deaf persons –the so-called listeners. This project proposes a new playful approach to help these listeners to learn the sign language. The project is based on a serious game composed of two modes: School mode and Competitionmode. The first provides a school like environment where the user learns the letter signs and the second provides the user an environment used towards testing the learned skills. Behind the scenes, the proposal is based on two phases: 1 -the creation of a gestures library; and 2 -the real time recognition of gestures.