

# Virtual Sign translator in Serious Games



### Virtual Sign



• Graphics, Interaction and Learning Technologies



#### Main Goals



### Human Computer Interaction

Implementation of a bidirectional translation system for Portuguese Sign Language (LGP)

• Focused primarily on educational and didactic aspects

### Sign Language

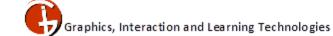
### Human Computer Interaction

#### Scope:

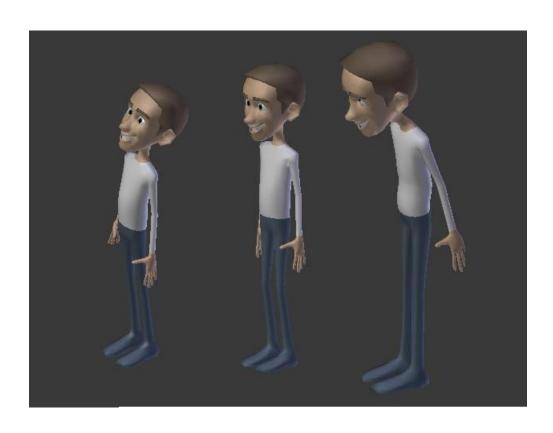
- configuration and movement of the hands;
- body position/inclination;
- facial expressions;

Detect all!





### **Body Position**



### Configuration and Movement of the Hands



### Facial Expression



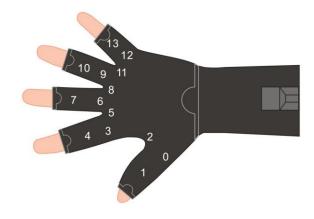
### System Components

#### Depth Sensor (Kinect)

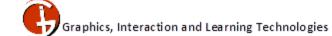


### Human Computer Interaction

Data Gloves (5DT)







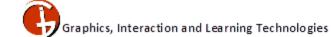
#### Challenges

# Human Computer Interaction

#### Words:

- Sequential combination of movements and hands configurations;
- Significant variations in execution speed, hands and body position;
- Hard to understand where each word begins and ends;



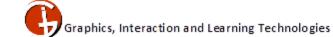


#### Divide and Conquer

# Human Computer Interaction

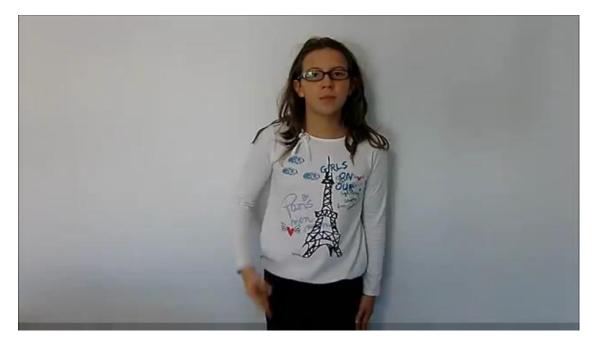
There are 54 possible hands configurations (states); A word is defined by a transition from an initial to a final state; Each state transition has an associated movement;





#### Divide and Conquer

#### Bom Dia!



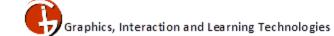
#### First Step

### Human Computer Interaction

**Detect transitions** between hands configurations:

• Using data from the gloves to classify the configurations;





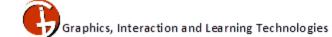
#### Second Step

### Human Computer Interaction

#### **Describe the movement** of the hands and arms:

Using kinect to estimate the velocity, position and orientation;





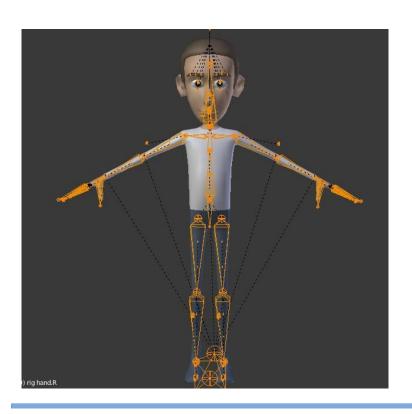
#### Third Step

### Human Computer Interaction

#### Words classification:

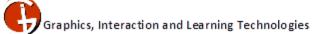
- Finite Automata
- Algorithms for Hierarchical Classification
- Sequence Alignment Algorithms

# Translation Through an Avatar





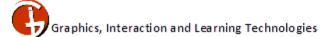




# Translation Through an Avatar



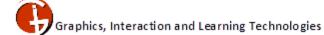




# Translation Through an Avatar with Kinect



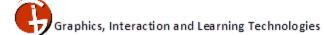




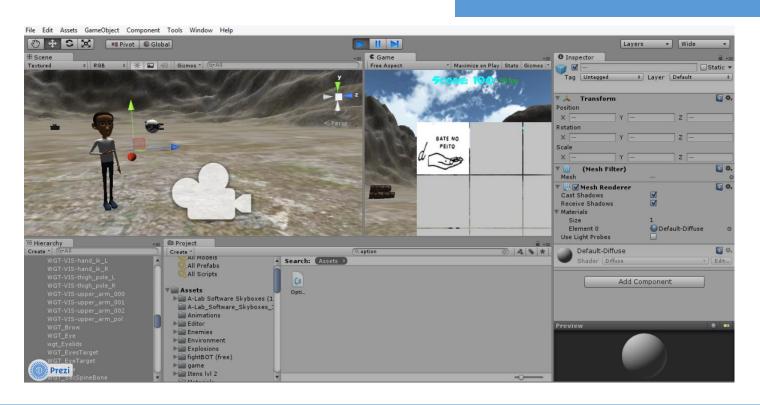
### Chat with Translation Through an Avatar



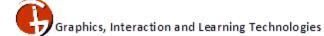




### Sign Language Didactic Game



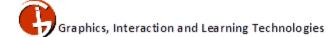




### Sign Language Didactic Game







# Human Computer Interaction

### Thank you



